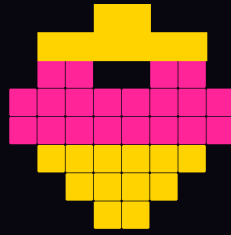




THE FIXES MISSIONS™

A 30-Day Classroom Behavior Reset



THE FIXES MISSIONS™

**A 30-DAY CLASSROOM
BEHAVIOR RESET**

Short daily missions that help students practice the habits that make the room work.

TAPPABLE MISSION BOARD • PROJECTABLE SLIDES • PRINTABLE TRACKERS

Fix the system. Not the kids.



START HERE - READ THIS FIRST

1 WHAT THIS IS

- A 30-day reset built around short behavior practice missions.
- Each mission takes about 5-10 minutes.
- Students practice, reflect, and transfer the habit into the day.

2 WHAT MAKES IT UNIQUE

- The mission board is tappable.
- Tap a day to jump straight to that mission.
- Use the home/menu buttons to move quickly without hunting.

3 WHAT YOU DO

- Choose today's mission.
- Read the SAY THIS line.
- Model the wrong way and the clean way.
- Run the quick practice.
- Ask the Fix Talk question.

4 WHAT STUDENTS DO

- Hear the phrase.
- Watch the model.
- Practice the rep.
- Try again if it slips.
- Use the Fix during the real day.

If a customer only reads this page, they should still know what to do.

Fix the system. Not the kids.



TAPPABLE MISSION BOARD

Tap a day. Run the mission. Return to the board.

DAY 1**Listening Lock-In**

Listening

DAY 2**Respect Reset**

Respect

DAY 3**Routine Run**

Directions + Responsibility

DAY 4**Follow-Through Sprint**

Responsibility

DAY 5**Calm Body Reset**

Calm Body

DAY 6**Try Again Mission**

Responsibility

DAY 7**Directions Replay**

Directions

DAY 8**Waiting Mission**

Waiting

DAY 9**Voice Match**

Calm Body + Respect

DAY 10**Tech Attention**

Listening + Responsibility

DAY 11**Entry Mission**

Routine

DAY 12**Partner Listening**

Listening + Respect

DAY 13**Line Reset**

Waiting + Calm Body

DAY 14**Kind Words Mission**

Respect

DAY 15**Finish Strong**

Responsibility

DAY 16**Hallway Mission**

Calm Body + Respect

DAY 17**Repair Mission**

Responsibility + Respect

DAY 18**Group Work Roles**

Responsibility + Respect

DAY 19**Work Time Focus**

Listening + Responsibility

DAY 20**Materials Mission**

Responsibility

DAY 21**Help-Seeking Mission**

Respect + Responsibility

DAY 22**Transition Mission**

Directions + Calm Body

DAY 23**Big Feeling Pause**

Calm Body

DAY 24**Stop-and-Think Choice**

Responsibility

DAY 25**Sub Ready Mission**

Routine + Responsibility

DAY 26**Independent Start**

Directions + Responsibility

DAY 27**Cleanup Crew**

Responsibility

DAY 28**Conflict Reword**

Respect + Calm Body

DAY 29**Persistence Mission**

Responsibility

DAY 30**Mission Lock-In**

All Six Fixes

Use as 30 straight days, one mission per week, or repeat a mission until it sticks.

Fix the system. Not the kids.



HOW A MISSION RUNS

1 SAY THIS

Read the Fix phrase out loud. Keep it short.

2 SHOW IT

Model the messy version. Then model the clean version.

3 RUN IT

Students practice the behavior right away.

4 RERUN IT

If it slips, reset and try again. No drama.

5 FIX TALK

Ask one question so students name the habit.

6 USE IT TODAY

Point to where the class will use it for real.

The power is not the lesson. The power is the repeated rep.

Fix the system. Not the kids.



30-DAY PLAN AT A GLANCE

WEEK 1**DAY 1**

Listening Lock-In

Listening

DAY 2

Respect Reset

Respect

DAY 3

Routine Run

Directions + Responsibility

DAY 4

Follow-Through Sprint

Responsibility

DAY 5

Calm Body Reset

Calm Body

WEEK 2**DAY 6**

Try Again Mission

Responsibility

DAY 7

Directions Replay

Directions

DAY 8

Waiting Mission

Waiting

DAY 9

Voice Match

Calm Body + Respect

DAY 10

Tech Attention

Listening + Responsibility

WEEK 3**DAY 11**

Entry Mission

Routine

DAY 12

Partner Listening

Listening + Respect

DAY 13

Line Reset

Waiting + Calm Body

DAY 14

Kind Words Mission

Respect

DAY 15

Finish Strong

Responsibility

WEEK 4**DAY 16**

Hallway Mission

Calm Body + Respect

DAY 17

Repair Mission

Responsibility + Respect

DAY 18

Group Work Roles

Responsibility + Respect

DAY 19

Work Time Focus

Listening + Responsibility

DAY 20

Materials Mission

Responsibility

WEEK 5**DAY 21**

Help-Seeking Mission

Respect + Responsibility

DAY 22

Transition Mission

Directions + Calm Body

DAY 23

Big Feeling Pause

Calm Body

DAY 24

Stop-and-Think Choice

Responsibility

DAY 25

Sub Ready Mission

Routine + Responsibility

WEEK 6**DAY 26**

Independent Start

Directions + Responsibility

DAY 27

Cleanup Crew

Responsibility

DAY 28

Conflict Reword

Respect + Calm Body

DAY 29

Persistence Mission

Responsibility

DAY 30

Mission Lock-In

All Six Fixes

Tap the board in the interactive PDF or slideshow to jump directly to a mission.



STUDENT KICKOFF SCRIPT

READ THIS TO STUDENTS

Welcome to The Fixes Missions. For the next 30 missions, we are going to practice the habits that help our room work: listening, directions, waiting, calm body, respect, and responsibility. You do not have to be perfect. You do have to practice. If we miss it, we reset and run the Fix again.

WHAT STUDENTS DO

- Listen to the Fix phrase.
- Watch the teacher model.
- Practice the rep.
- Try again if it slips.
- Use the Fix during the real day.

STUDENT PROMISE

I will practice. I will try again. I will help the room work.

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DAY 1 LISTENING LOCK-IN

FIX PHRASE: Eyes on the speaker. Body still.

THE MOMENT

Side chatter blurs the direction before the task even starts.

MODEL IT

Model half-listening, then ready listening. Point out eyes, body, and stillness.

RUN THE REP

Echo Leader: give 3 short directions. Students echo, then do them in order.

FIX TALK

What helped your brain lock onto the speaker?

USE IT TODAY

Use it before directions, read-alouds, announcements, and transitions.

IF IT SLIPS: Pause. Name the Fix. Rerun the rep.

MISSION BOARD

NEXT

START

Fix the system. Not the kids.



DAY 2 RESPECT RESET

FIX PHRASE: Words, tone, and face match.

THE MOMENT

Competition, correction, or teasing turns the room sharp fast.

MODEL IT

Show an eye-roll voice. Then redo with calm words, tone, and face.

RUN THE REP

Kind Rewind: students turn a rude line into a respectful line with the same message.

FIX TALK

Which part changes the message most: words, tone, or face?

USE IT TODAY

Use it during partner work, games, group work, and conflict repair.

IF IT SLIPS: Pause. Name the Fix. Rerun the rep.

MISSION BOARD

PREV

NEXT

START

Fix the system. Not the kids.



DAY 3 ROUTINE RUN

FIX PHRASE: Same steps. Same order.

THE MOMENT

Students know the routine but still act like the steps are a mystery.

MODEL IT

Show a messy version of the routine. Then run the clean version step by step.

RUN THE REP

Routine Race: students complete a simple classroom routine in the correct order.

FIX TALK

Which step usually breaks first?

USE IT TODAY

Use it for entry, cleanup, line-up, materials, and dismissal.

IF IT SLIPS: Pause. Name the Fix. Rerun the rep.

MISSION BOARD

PREV

NEXT

START

Fix the system. Not the kids.



DAY 4 FOLLOW-THROUGH SPRINT

FIX PHRASE: Hear it. Repeat it. Do it.

THE MOMENT

Students say okay, then keep doing exactly what they were doing.

MODEL IT

Model saying okay without moving, then repeating the task and starting right away.

RUN THE REP

Repeat and Move: teacher gives a direction; students repeat it and begin immediately.

FIX TALK

What usually slows you down after a direction?

USE IT TODAY

Use it anytime students need to act on directions the first time.

IF IT SLIPS: Pause. Name the Fix. Rerun the rep.

MISSION BOARD

PREV

NEXT

START

Fix the system. Not the kids.



DAY 5 · CALM BODY RESET

FIX PHRASE: Soft hands. Soft feet. Soft voice.

THE MOMENT

Excitement or frustration turns into noise, movement, and body control problems.

MODEL IT

Model too much movement. Then show soft hands, soft feet, soft voice.

RUN THE REP

Calm Combo: students move for 10 seconds, then switch into calm body on cue.

FIX TALK

What helped your body slow down?

USE IT TODAY

Use it before transitions, games, assemblies, or partner work.

IF IT SLIPS: Pause. Name the Fix. Rerun the rep.

MISSION BOARD

PREV

NEXT

START

Fix the system. Not the kids.



DAY 6 TRY AGAIN MISSION

FIX PHRASE: Try again. Better counts.

THE MOMENT

A small mistake becomes quitting, arguing, or giving up too fast.

MODEL IT

Model getting stuck, taking a breath, and trying again without drama.

RUN THE REP

Three Tries Rule: students repeat a small task and notice what improves by try 3.

FIX TALK

What improved when you tried again?

USE IT TODAY

Use it during hard academic tasks, games, and cleanup repairs.

IF IT SLIPS: Pause. Name the Fix. Rerun the rep.

MISSION BOARD

PREV

NEXT

START

Fix the system. Not the kids.



DAY 7 DIRECTIONS REPLAY

FIX PHRASE: Hear it. Say it. Start it.

THE MOMENT

Students miss step 2 and need the whole direction repeated.

MODEL IT

Model hearing only part of a direction. Then repeat the full direction before starting.

RUN THE REP

Two-Step Replay: students hear 2 steps, say them back, then do them in order.

FIX TALK

Why does saying the direction back help?

USE IT TODAY

Use it for multi-step directions and task starts.

IF IT SLIPS: Pause. Name the Fix. Rerun the rep.

MISSION BOARD

PREV

NEXT

START

Fix the system. Not the kids.



DAY 8 WAITING MISSION

FIX PHRASE: Quiet hands. Patient brain.

THE MOMENT

Waiting turns into touching, talking, wandering, or rushing.

MODEL IT

Show noisy waiting. Then show quiet hands, patient brain, eyes ready.

RUN THE REP

Wait Signal: students practice holding a pause until the signal is given.

FIX TALK

What makes waiting hard?

USE IT TODAY

Use it in lines, turn-taking, games, and materials distribution.

IF IT SLIPS: Pause. Name the Fix. Rerun the rep.

MISSION BOARD

PREV

NEXT

START

Fix the system. Not the kids.



DAY 9 VOICE MATCH

FIX PHRASE: Match the room. Match the moment.

THE MOMENT

The voice level does not match the space or the task.

MODEL IT

Model whisper, table talk, present, and silent. Name when each fits.

RUN THE REP

Volume Switch: students say a phrase at the correct level for the cue shown.

FIX TALK

When do voices get too loud without anyone noticing?

USE IT TODAY

Use it during centres, partner talk, hallways, and indoor work.

IF IT SLIPS: Pause. Name the Fix. Rerun the rep.

MISSION BOARD

PREV

NEXT

START

Fix the system. Not the kids.



DAY 10 TECH ATTENTION

FIX PHRASE: Screens down. Eyes up.

THE MOMENT

Devices are open but attention has drifted away from the room.

MODEL IT

Model hands still, screen lowered, eyes up, body ready.

RUN THE REP

Screen Down Drill: students practice the exact move 5 times quickly.

FIX TALK

What pulls your attention away fastest when tech is out?

USE IT TODAY

Use it before tech directions, transitions, and cleanup.

IF IT SLIPS: Pause. Name the Fix. Rerun the rep.

MISSION BOARD

PREV

NEXT

START

Fix the system. Not the kids.



DAY 11 ENTRY MISSION

FIX PHRASE: Enter. Settle. Start.

THE MOMENT

The first two minutes of class set the tone and often waste the most time.

MODEL IT

Model a noisy entry. Then model enter, settle, start.

RUN THE REP

Entry Replay: students restart entry and practice the first 60 seconds cleanly.

FIX TALK

What should be automatic when you enter?

USE IT TODAY

Use it each morning, after recess, and after lunch.

IF IT SLIPS: Pause. Name the Fix. Rerun the rep.

MISSION BOARD

PREV

NEXT

START

Fix the system. Not the kids.



DAY 12 PARTNER LISTENING

FIX PHRASE: Face. Space. Turn. Talk.

THE MOMENT

Partner work becomes one student talking while the other drifts.

MODEL IT

Model poor partner listening. Then show face, space, turn, talk.

RUN THE REP

Partner Echo: one student shares; the partner repeats one thing they heard.

FIX TALK

How do you show a partner you are actually listening?

USE IT TODAY

Use it for turn-and-talk and peer feedback.

IF IT SLIPS: Pause. Name the Fix. Rerun the rep.

MISSION BOARD

PREV

NEXT

START

Fix the system. Not the kids.



DAY 13 LINE RESET

FIX PHRASE: Line up. Face forward. Hold space.

THE MOMENT

The line turns into bumping, leaning, and side conversations.

MODEL IT

Model a broken line. Then show space, forward body, and quiet hands.

RUN THE REP

Line Replay: class practices lining up, then reruns only the broken section.

FIX TALK

What breaks the line first?

USE IT TODAY

Use it for hallways, assemblies, washroom trips, and dismissal.

IF IT SLIPS: Pause. Name the Fix. Rerun the rep.

MISSION BOARD

PREV

NEXT

START

Fix the system. Not the kids.



DAY 14 KIND WORDS MISSION

FIX PHRASE: Say it clear. Say it kind.

THE MOMENT

Students have a real point, but the delivery makes it worse.

MODEL IT

Model the same message in a sharp voice and a respectful voice.

RUN THE REP

Reword Relay: students turn sharp statements into respectful statements.

FIX TALK

What words help a message land better?

USE IT TODAY

Use it during disagreements and corrections.

IF IT SLIPS: Pause. Name the Fix. Rerun the rep.

MISSION BOARD

PREV

NEXT

START

Fix the system. Not the kids.



DAY 15 FINISH STRONG

FIX PHRASE: Start right. Finish clean.

THE MOMENT

Students start well but leave the last step unfinished.

MODEL IT

Model almost done. Then add the final detail and check the work.

RUN THE REP

Finish Line Tags: the task only counts when the last step is complete.

FIX TALK

What last step do you often skip?

USE IT TODAY

Use it for assignments, cleanup, transitions, and jobs.

IF IT SLIPS: Pause. Name the Fix. Rerun the rep.

MISSION BOARD

PREV

NEXT

START

Fix the system. Not the kids.



DAY 16 HALLWAY MISSION

FIX PHRASE: Move calm. Keep space. Stay with the group.

THE MOMENT

Hallways amplify every small behavior.

MODEL IT

Model noisy movement. Then model calm feet, space, and group awareness.

RUN THE REP

Silent Stretch: students walk a short path and reset only the part that breaks.

FIX TALK

What helps a group move calmly?

USE IT TODAY

Use it before any hallway movement.

IF IT SLIPS: Pause. Name the Fix. Rerun the rep.

MISSION BOARD

PREV

NEXT

START

Fix the system. Not the kids.



DAY 17 REPAIR MISSION

FIX PHRASE: Own the slip. Run the fix.

THE MOMENT

Students make a mistake and then spend more energy denying it than fixing it.

MODEL IT

Model blaming. Then model owning the slip and running the fix.

RUN THE REP

Repair Practice: students choose a small classroom slip and name the repair move.

FIX TALK

Why is repair stronger than arguing?

USE IT TODAY

Use it after conflicts, messes, missed directions, and rough moments.

IF IT SLIPS: Pause. Name the Fix. Rerun the rep.

MISSION BOARD

PREV

NEXT

START

Fix the system. Not the kids.



DAY 18 GROUP WORK ROLES

FIX PHRASE: Know your role. Do your part.

THE MOMENT

Group work falls apart because no one knows who is doing what.

MODEL IT

Model a group with no roles. Then assign roles and run the task cleanly.

RUN THE REP

Role Switch: students practice leader, materials, recorder, reporter in short rounds.

FIX TALK

Which role helps a group stay organized?

USE IT TODAY

Use it for projects, centres, and STEM tasks.

IF IT SLIPS: Pause. Name the Fix. Rerun the rep.

MISSION BOARD

PREV

NEXT

START

Fix the system. Not the kids.



DAY 19 WORK TIME FOCUS

FIX PHRASE: Start now. Stay with it.

THE MOMENT

The work period begins, but the class does not actually start.

MODEL IT

Model delayed start. Then show pencil ready, eyes on task, first step begun.

RUN THE REP

First Minute Sprint: students start the first step within 20 seconds.

FIX TALK

What helps you begin without a reminder?

USE IT TODAY

Use it after directions and independent work starts.

IF IT SLIPS: Pause. Name the Fix. Rerun the rep.

MISSION BOARD

PREV

NEXT

START

Fix the system. Not the kids.



DAY 20 MATERIALS MISSION

FIX PHRASE: Use it. Care for it. Return it.

THE MOMENT

Materials become the problem instead of the tool.

MODEL IT

Show grabbing, wasting, or leaving materials.
Then show care and return.

RUN THE REP

Tool Check: students practice getting, using, and returning materials in order.

FIX TALK

Why do materials need routines?

USE IT TODAY

Use it for supplies, manipulatives, gym equipment, and art tools.

IF IT SLIPS: Pause. Name the Fix. Rerun the rep.

MISSION BOARD

PREV

NEXT

START

Fix the system. Not the kids.



DAY 21 HELP-SEEKING MISSION

FIX PHRASE: Ask clearly. Wait calmly.

THE MOMENT

Students need help but call out, interrupt, or give up.

MODEL IT

Model calling out. Then model a clear ask and calm waiting.

RUN THE REP

Help Ticket: students practice asking one complete help question, then waiting.

FIX TALK

What makes a help request easier to answer?

USE IT TODAY

Use it during independent work and centres.

IF IT SLIPS: Pause. Name the Fix. Rerun the rep.

MISSION BOARD

PREV

NEXT

START

Fix the system. Not the kids.



DAY 22 TRANSITION MISSION

FIX PHRASE: Stop. Switch. Start.

THE MOMENT

Transitions stretch because students do not fully stop one thing before starting the next.

MODEL IT

Model half-switching. Then show stop, switch, start.

RUN THE REP

Transition Timer: students beat the timer while keeping the transition clean.

FIX TALK

What transition takes too long in our room?

USE IT TODAY

Use it between subjects, centres, and cleanup.

IF IT SLIPS: Pause. Name the Fix. Rerun the rep.

MISSION BOARD

PREV

NEXT

START

Fix the system. Not the kids.



DAY 23 BIG FEELING PAUSE

FIX PHRASE: Pause. Breathe. Next step.

THE MOMENT

A feeling gets big and the next choice gets smaller.

MODEL IT

Model reacting fast. Then model pause, breath, next step.

RUN THE REP

Pause Drill: students practice a 5-second reset and choose the next safe step.

FIX TALK

What does your body need when a feeling gets big?

USE IT TODAY

Use it after mistakes, conflict, losing, and frustration.

IF IT SLIPS: Pause. Name the Fix. Rerun the rep.

MISSION BOARD

PREV

NEXT

START

Fix the system. Not the kids.



DAY 24 STOP-AND-THINK CHOICE

FIX PHRASE: Stop. Think. Choose.

THE MOMENT

Students act before thinking and then say they did not mean to.

MODEL IT

Model impulse first. Then show the pause before the choice.

RUN THE REP

Choice Fork: give two classroom choices; students point to the stronger next move.

FIX TALK

What choice usually needs a pause first?

USE IT TODAY

Use it before transitions, recess, games, and conflicts.

IF IT SLIPS: Pause. Name the Fix. Rerun the rep.

MISSION BOARD

PREV

NEXT

START

Fix the system. Not the kids.



DAY 25 SUB READY MISSION

FIX PHRASE: Same room. Same expectations.

THE MOMENT

A guest teacher walks in and the room forgets the routine.

MODEL IT

Model how the room changes with a guest. Then name what stays the same.

RUN THE REP

Guest Teacher Drill: students practice greeting, listening, and starting the task with a guest.

FIX TALK

What should stay the same when the adult changes?

USE IT TODAY

Use it before absences, assemblies, or coverage.

IF IT SLIPS: Pause. Name the Fix. Rerun the rep.

MISSION BOARD

PREV

NEXT

START

Fix the system. Not the kids.



DAY 26 INDEPENDENT START

FIX PHRASE: Read it. Start it. Ask if stuck.

THE MOMENT

Students wait for the adult instead of starting what they can.

MODEL IT

Model helpless waiting. Then model reading, starting, and asking only if stuck.

RUN THE REP

Start Card: students identify the first step and begin without an extra reminder.

FIX TALK

What can you do before asking for help?

USE IT TODAY

Use it during task starts and written work.

IF IT SLIPS: Pause. Name the Fix. Rerun the rep.

MISSION BOARD

PREV

NEXT

START

Fix the system. Not the kids.



DAY 27 CLEANUP CREW

FIX PHRASE: See it. Fix it. Leave it better.

THE MOMENT

The room ends the activity looking like nobody lives there.

MODEL IT

Model walking past a mess. Then model seeing it and fixing it.

RUN THE REP

Cleanup Scan: students silently find and fix one thing that improves the room.

FIX TALK

What did you fix without being asked?

USE IT TODAY

Use it after every messy activity.

IF IT SLIPS: Pause. Name the Fix. Rerun the rep.

MISSION BOARD

PREV

NEXT

START

Fix the system. Not the kids.



DAY 28 CONFLICT REWORD

FIX PHRASE: Same message. Better words.

THE MOMENT

A conflict gets hotter because the first sentence comes out rough.

MODEL IT

Model an angry sentence. Then keep the meaning and change the words.

RUN THE REP

Reword Practice: students rephrase 3 conflict lines into safer language.

FIX TALK

What phrase helps you disagree without making it worse?

USE IT TODAY

Use it after recess, games, group work, and partner conflict.

IF IT SLIPS: Pause. Name the Fix. Rerun the rep.

MISSION BOARD

PREV

NEXT

START

Fix the system. Not the kids.



DAY 29 PERSISTENCE MISSION

FIX PHRASE: Hard is not stop. Hard is try again.

THE MOMENT

The hard part arrives and students confuse struggle with failure.

MODEL IT

Model quitting at the first hard moment. Then model trying another strategy.

RUN THE REP

Beat Your Best: students repeat a small challenge and try to improve their own result.

FIX TALK

What changed between try 1 and try 3?

USE IT TODAY

Use it for academic struggle, skills practice, and games.

IF IT SLIPS: Pause. Name the Fix. Rerun the rep.

MISSION BOARD

PREV

NEXT

START

Fix the system. Not the kids.



DAY 30 MISSION LOCK-IN

FIX PHRASE: Name it. Run it. Use it today.

THE MOMENT

The class needs to connect all the missions back to real classroom life.

MODEL IT

Review the six Fixes and model where each one shows up during the day.

RUN THE REP

Mission Match: students match classroom moments to the Fix that helps most.

FIX TALK

Which Fix helped our room most?

USE IT TODAY

Use it to choose the next 30-day focus or repeat the cycle.

IF IT SLIPS: Pause. Name the Fix. Rerun the rep.

MISSION BOARD

PREV

START

Fix the system. Not the kids.



AFTER THE 30 DAYS

WHAT TO DO NEXT

- Keep the strongest 3 phrases alive in daily routines.
- Repeat any mission your class still needs.
- Use one mission per week as a Friday reset.

TEACHER REFLECTION

- Which mission changed the room fastest?
- Which Fix needs more reps?
- What phrase should become part of your daily language?

STUDENT REFLECTION

- Which Fix helped you most?
- Where did you use a Fix outside the mission?
- What should our class practice next?

Practice beats reminders.

Fix the system. Not the kids.