

THE PLAYGROUND FIXES(TM) PRESENTS



THE CORNER SWITCH FIX(TM)

FIVE PLAYERS. FOUR CORNERS. FIND AN OPENING.

A projected whole-class training game for Grades 2-4.

WATCH > FREEZE > CALL > REPLAY > LOCK > PLAY

One screen. Four call crews. Eight clear rules. Real playground transfer.

LEARN IT INSIDE. PLAY IT OUTSIDE.

A no-ball four-square court game trainer built for Grades 2-4.

LIGHT THE FOUR CORNERS

HOW IT WORKS

ONE SCREEN

RANDOM CALL CREW

8 SAFETY RULES

PLAYGROUND TRANSFER

FIX THE SYSTEM. NOT THE KIDS.

PRACTICE THE HARD MOMENT.

The class rehearses the exact moments where playground confusion, unsafe contact, or rule arguments normally begin.

1

WATCH

A slow schoolyard moment unfolds.

2

FREEZE

The action stops at the decision.

3

CALL

Everyone votes; a random crew decides in five seconds.

4

REPLAY

An unsafe choice shows its consequence.

5

LOCK

The correct rule joins the class system.

6

PLAY

Use the same language outside immediately.

Teacher move: require every child to signal before the selected crew speaks. This keeps the loudest child from becoming the rulebook.

SET IT UP IN 60 SECONDS.

Use one four-square court. Four players stand inside four different corner zones. A fifth player stands in the centre and calls SWITCH. All five race for four corners. Everyone else waits in one line.

EQUIPMENT

One four-square court | Optional four cones

1 FOUR ON CORNERS. ONE IN THE CENTRE.

Five active players compete for four corners.

2 THE CENTRE PLAYER CALLS: SWITCH!

Nobody moves before the loud, clear cue.

3 ALL FIVE MOVE. ONLY FOUR CORNERS.

The centre caller joins the race.

4 CLAIM A DIFFERENT CORNER.

Returning home does not count.

5 EYES UP. HANDS IN. NO CONTACT.

No pushing, blocking, diving or stopping centrally.

6 TWO FEET INSIDE CLAIMS THE CORNER.

Controlled arrival beats reaching.

7 SAME-TIME CORNER? ONE RPS ROUND.

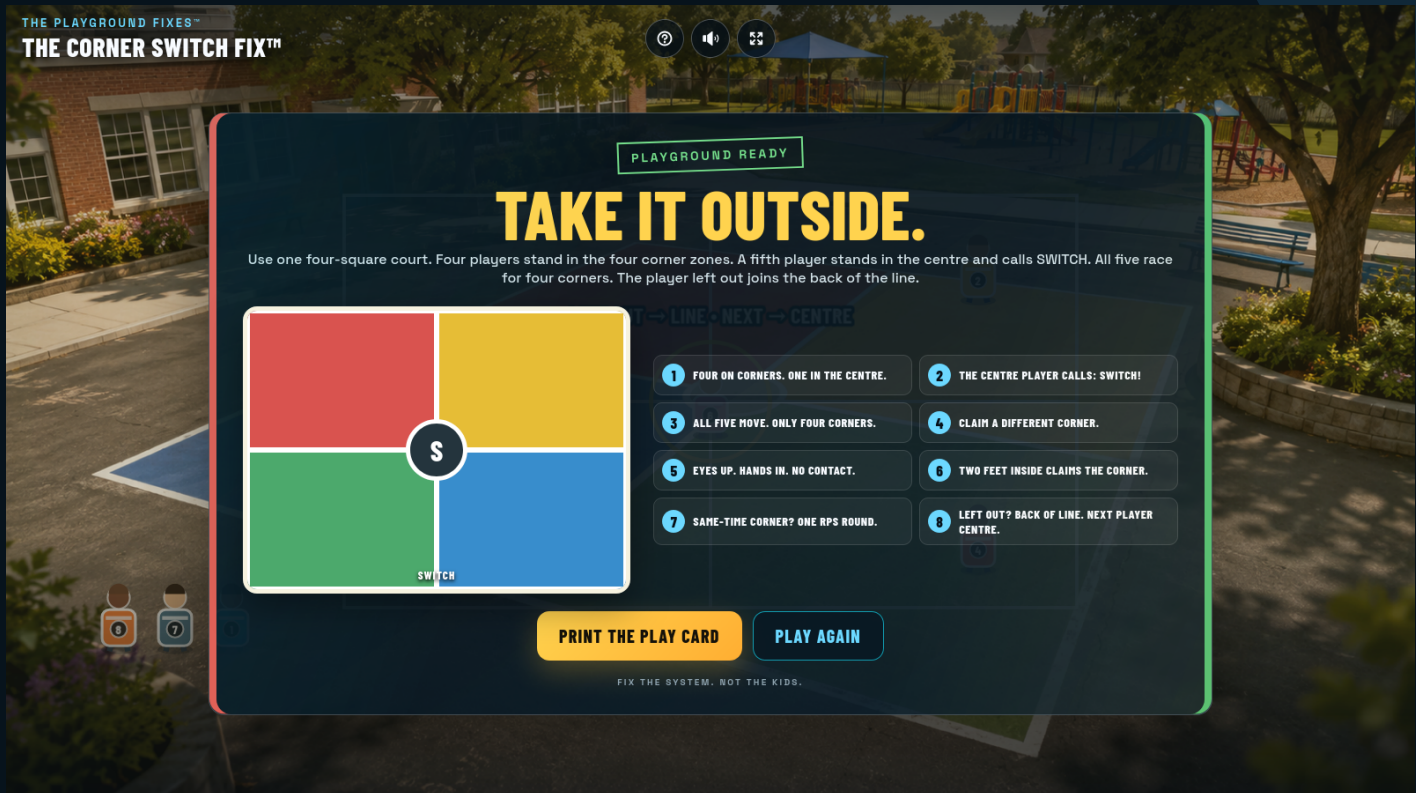
One quick round settles a tie.

8 LEFT OUT? BACK OF LINE. NEXT PLAYER CENTRE.

The waiting line decides who calls next.

Beginner consistency matters: agree on any local variation before play, never mid-round.

TAKE IT OUTSIDE.



THE FIRST OUTDOOR ROUND

1. Read the eight-rule card together. 2. Model one safe play. 3. Run a short round. 4. Pause only for safety or the agreed repair. 5. Debrief one thing the class kept moving.

INDEPENDENCE + ORIGINALITY

Switch is a traditional playground activity. The Corner Switch Fix is an original independent instructional version and is not affiliated with or endorsed by Nintendo or any third-party game organization.

Traditional game mechanics; original Fixes instructional expression, scenarios, art, interface, and safety system.

REFERENCE LINKS

Playworks: Switch <https://www.playworks.org/game-library/switch/>

Alki Elementary: Recess Games <https://alkies.seattleschools.org/resources/recess-games/>

Rules are a classroom-ready beginner synthesis, not legal, medical, governing-body, or site-specific safety advice. Follow school policy and inspect the space.