



THE FIXES™

SIGNAL FIX™

EVERY ROUTINE POWERS THE ROOM.

QUICK START

TEACHER GUIDE | 1 OF 5

ONE TOUCH CLASSROOM TEAMWORK

TURN THE NEXT ROUTINE INTO A TEAM MISSION.

Signal Fix turns everyday classroom moments into short, self-running teamwork challenges. Choose a routine, then stay with your students while the screen directs the sequence.

RUN IT IN THREE MOVES

1 STEP 1

CHOOSE

Tap Line Up, Carpet Move, Tidy Up, Materials, Quiet Talk, or Pack Up.

2 STEP 2

BUILD

Colour crews complete one useful room job, check it, and help another crew.

3 STEP 3

SHOW

The screen shifts automatically and the whole class models the real routine.



THE TEACHER PROMISE

1 TAP BEFORE. 0 TAPS DURING.

Signal Fix creates the challenge. Students carry it. The teacher keeps supervising the room.

BEST FIRST RUN

LINE UP

Use the 1:00 default. Let each crew finish its Community Fix job, then watch the class build the line and release the next crew. Do not stop to operate the screen.

START SMALL.

USE IT FOR REAL.

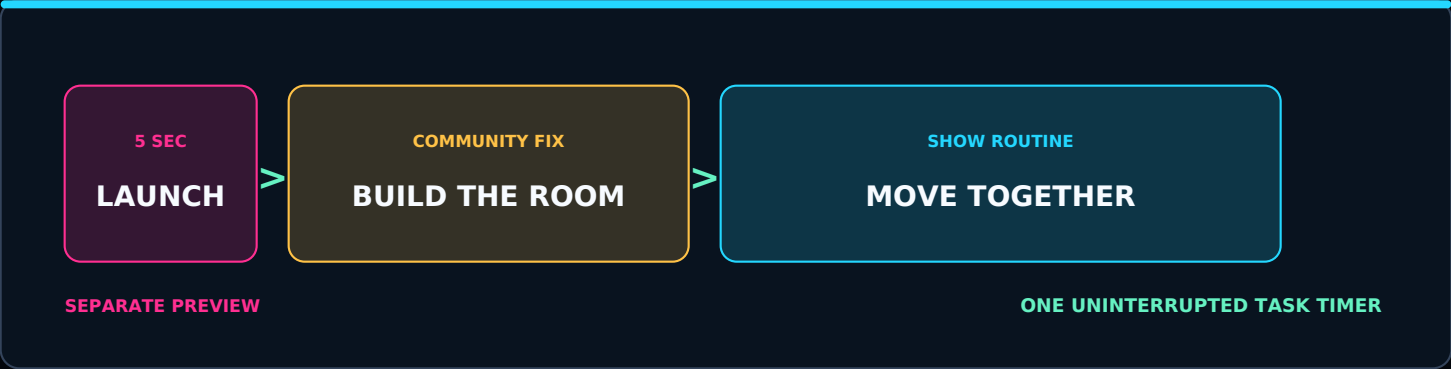
Run Signal Fix immediately before the routine students are about to perform.



THE COUNTING MECHANISM

ONE LAUNCH. ONE TASK TIMER.

There are only two countdowns in a run: a five-second launch preview, followed by one continuous task timer. The task timer does not reset when the directions change.



WHAT STUDENTS SEE

HEART

Fills as the class moves through the complete task. The number inside shows exact time left.

SIGNAL RAIL

Shows the same timer at projector scale. It is not a second clock and never runs independently.

TEACHER ACTIONS

BEFORE	Choose the routine. Adjust time only if needed.
DURING	Supervise students. The stage change is automatic.
AFTER	Leave with the class. The home screen returns automatically.



RECOMMENDED STARTING POINTS

READY BY DEFAULT. FLEXIBLE BY DESIGN.

The six routines ship with practical starting times. Use the clearly labelled ADJUST TIMES button when a class, age group, or classroom layout needs something different.

LINE UP	Build the line. Pass the signal.	1:00
CARPET MOVE	Land together. Leave space.	1:00
TIDY UP	Restore the room. Help the next crew.	1:15
MATERIALS	Collect, share and return together.	1:00
QUIET TALK	Protect the level. Protect the thinking.	1:30
PACK UP	Leave nothing and nobody behind.	1:30

TO CHANGE A TIME

1. Select ADJUST TIMES. 2. Use - or + beside the routine. 3. Select DONE. Signal Fix remembers the choice on this device.

AVAILABLE RANGE

0:30 TO 3:00

Times change in clear 15-second steps. Each routine keeps its own saved time.



TOGETHER EVERYONE ACHIEVES MORE

EVERY CREW CONTRIBUTES.

Choose three, four, or five colour crews. Signal Fix rotates the jobs so every group gives help, receives help, and takes responsibility for the shared room.

PINK CREW

PUSH IN CHAIRS

FINISH > CHECK > HELP

CYAN CREW

CHECK THE FLOOR

FINISH > CHECK > HELP

GOLD CREW

CLEAR THE PATH

FINISH > CHECK > HELP

MINT CREW

CLOSE MATERIALS

FINISH > CHECK > HELP

THREE ACTIVITY STRUCTURES

LINE UP, CARPET MOVE, MATERIALS

RELAY CIRCUITS

One crew receives the signal, checks everyone, then releases the next crew.

TIDY UP, PACK UP

ZONE CIRCUITS

Crews restore assigned areas, check them, then move outward to help.

QUIET TALK

THE ESSENTIAL RULE

FINISH YOURS. CHECK IT. HELP.

Crews protect one shared voice level so every group can think.

MAKE IT USEFUL BEFORE MAKING IT FREQUENT

BUILD THE HABIT IN ONE WEEK.

Introduce one routine at a time. The goal is a smoother classroom moment, not a longer game session.

DAY 1

LINE UP

Name the crew colours. Run it once before the real transition.

DAY 2

TIDY UP

Teach finish, check, help. Keep the recommended time.

DAY 3

CARPET MOVE

Practise the release signal and make space for others.

DAY 4

ADD A SECOND MOMENT

Use Signal Fix only where it saves teacher energy.

DAY 5

LET STUDENTS LEAD

Ask crews to notice who needs help before the timer ends.

TEACHER CONTROLS

Pause if the class needs more time. Home exits a run. Sound can be muted. None of these controls is required during normal play.

PRIVACY AND ACCESS

No accounts, student names, camera, microphone, ads, elimination, or public scores. Progress saves only on the current device.

WHEN IN DOUBT: USE IT BEFORE THE MOMENT THAT NEEDS IT.

For best results, project at full screen and keep walking routes clear. Never use the countdown to encourage rushing.