# SPECIAL DELIVERY™ v3

**TEACHER GUIDE · K–2 · WORKS FOR HOMEROOM, SPECIALS AND ROTARY TEACHERS**

A mystery visitor lives in your class habitat. A real classroom routine (lining up, freeze + listen, clean-up) opens each parcel. What changed inside is hidden until the routine is done. The delivery is the reward for practising the routine together, not a reward for perfect behaviour. There are no points, streaks, student accounts or penalties.

**What is new in v3:** every class now keeps its own visitor and its own daily unlock, so teachers who see several classes a day can run all of them. Choose how often you see each class and the journey stretches to fit. All six visitors are original Fixes creatures.

## 1 · First-time setup (about 60 seconds)

- Open **The_Fixes_Special_Delivery_K2_v3.html** in Chrome, Edge, Safari or Firefox. No internet, install or login needed.
- Choose **One class** (homeroom) or **Many classes** (specials, music, gym, library, prep, EAL, resource).
- For many classes, type one class per line, e.g. *Grade 1 – Ms. Ray*. Up to 20 characters each. Add or remove classes any time from CLASSES.
- Pick a pace. Each class can have its own pace later.

## 2 · Pace: how often do you see this class?

| Pace | Best for | Deliveries per visitor | Whole year |
|---|---|---|---|
| Every day | Homeroom, full-time classes | 30 | 180 |
| A few times a week | Shared or half-time classes | 15 | 90 |
| Once or twice a week | Specials, music, gym, library, prep | 8 | 48 |

Every visitor always has the same story shape: **who is this**, **growing together**, **getting ready to go**. At a slower pace the same story is simply spread over fewer deliveries, with the same evolution, habitat changes, class choices, five Bond Star surprises and farewell. Changing a class's pace restarts that class at Delivery 001 so the story stays in order.

## 3 · Running several classes in one day

- Each class has a tab in the bar under the header. Tap a tab to switch. The bar shows **TODAY 2/5**: how many classes have been delivered today.
- A class that has had its delivery today shows a check mark and waits for its next school day. Other classes are unaffected.
- After a delivery, the big pink **NEXT CLASS** button jumps to the next class that still needs one. Teaching five classes today? Press it five times.
- The CLASSES board shows every class, its visitor, progress and status at a glance.

- **Visit mode:** in EDIT CLASS, turn on *Allow a delivery every visit* for classes you meet more than once a day. That class has no daily lock.
- **Open early:** in EDIT CLASS, *Open next delivery early* lifts today's lock for one delivery (a make-up, a swapped schedule).

## 4 · A delivery, step by step

| Step | What happens |
|---|---|
| 1 · Unlock | Tap UNLOCK TODAY'S DELIVERY. The parcel arrives and rattles. |
| 2 · Choose a routine | Pick LINE UP, FREEZE + LISTEN, TRANSITION, CLEAN UP, MATERIALS READY, CARPET READY, HALLWAY READY or START WORK, or type your own. QUICK START repeats the last routine. |
| 3 · Do it for real | The class practises. Tick the steps as students do them. The charge ring fills. |
| 4 · Open the parcel | Tap the parcel three times. Cracks, light, then the lid pops. Students predict what is inside. |
| 5 · Reveal | A new visitor, a visible change, a habitat upgrade, a new trick or a goodbye. A class choice or Bond Star may follow. |

**PRACTISE A ROUTINE · NO DELIVERY** runs the same routine screen with no parcel, handy for rehearsing before the real thing or when a class is already delivered today.

## 5 · Meet the six visitors

| Visitor | Colour | Personality | Journey feel |
|---|---|---|---|
| PINGLE | Cyan | Curious receiver, listens and responds | Antenna pings when students listen well |
| STOWY | Orange | Tidy packer, loves things in their place | Box flaps and a strap |
| SKOOT | Pink | Speedy but careful | Speed streaks, swept spikes |
| HUSHLET | Violet | Gentle, loves calm reset | Cloud puffs and soft rings |
| GLIMMY | Gold | Warm and encouraging | Sun rays |
| ORBLET | Green | Steady, keeps orbit | An orbiting ring and tiny moon |

Each visitor is an original Fixes-style creature: one big eye that follows the pointer, a glossy dark body and a signature accent colour. Ten visible evolution steps appear across its stay: a crown, pixel-heart cheeks, a collar, side fins, a pixel-heart badge, boots, a visor, wings, a charm and a halo. Habitat props grow the same way, and every class choice adds something to the room.

## 6 · Pacing of the surprises

- **Class choices** appear about a third and two thirds of the way through each visit. The class votes (point, hands, or tokens), the teacher taps. The pick stays in the habitat.
- **Bond Stars**: five per visit. Short celebratory surprises tied to the visitor's theme.
- **Farewell**: the visitor goes home and leaves a keepsake on the habitat shelf. The next visitor arrives next delivery. Keepsakes collect in the ARCHIVE.
- **Year complete**: after the sixth visitor, the year-end screen shows every visitor and keepsake.

## 7 · If you miss days

Nothing is lost. The visitor waits. There are no streaks to break and no penalties. The only rule is **one parcel per class per calendar day**, so a hallway full of classes can all have their moment on the same day.

## 8 · Saving, backups and sharing a device

- Progress saves automatically in the browser on that computer. Different computers or browsers keep separate progress.
- **SETTINGS** → **Backup** downloads a small file with all classes. **Restore** loads it on any computer. Do this before clearing browser data.
- Data stays on the device. It contains class names only. No student names, accounts or tracking.
- Class names are what *you* type, so use grade and teacher or room, never student names.
- If you used v2, your old progress is moved in automatically as a class called MY CLASS.

## 9 · Tips for K–2

- Cast a student as **Parcel Helper**: they tap the box three times.
- Pause before the open: *What do you think changed today?*

- Name the routine skill afterward: *We listened with our whole bodies.*
- Sound can be toggled with the speaker button. Visuals work silently.

## 10 · Originality and licensing

All creatures, art, music, sound effects, mechanics and wording in this product are original to The Fixes Program™. Sounds are generated live in the browser. The game uses no third-party characters, artwork, audio, fonts or code libraries and has no external network requests. Any resemblance to existing characters is coincidental. The Fixes, Special Delivery and the pixel-heart logo are marks of The Fixes Program™.