

CORNER CUP

TURBO CIRCUIT



One teacher. One screen. Six pit zones. Every student stays in the race.

What it is: A projected whole-class arcade racing tournament using the Corner Cup choose-race-rescue format.

What you need: A computer, projector or interactive display, six clearly identified room zones, and approximately 8-20 minutes.

What the game handles: Zone choice, race countdown, track selection, finishing order, Cup scoring, rescue timing, championship results, and replay.

First car earns a Cup point. Last team enters the rescue. The final surviving team wins the tournament.

No student accounts. No student devices. No printing.

1. SET UP THE ROOM

Identify six safe pit zones around the room. Students move only during the choice or rescue screens.

TEAM	SYMBOL	SUGGESTED LOCATION
Pink	O	Corner or marked area
Teal	<>	Corner or marked area
Gold	*	Corner or marked area
Green	^	Corner or marked area
Purple	#	Wall or marked area
Orange	H	Wall or marked area

Teacher setup checklist

- Open the published HTML file in a modern browser.
- Project the screen and use fullscreen when helpful.
- Point out all six zones and their symbols.
- Tell students to walk during every zone choice and rescue.
- Choose Quick Race, Circuit Cup, or Turbo Championship.
- Press Start Turbo Circuit.

Choose a mode

MODE	TIME	CHOICE / RESCUE	SEASON CUP
Quick Race	8-10 min	8 sec / 15 sec	6 points
Circuit Cup	12-15 min	12 sec / 22 sec	8 points
Turbo Championship	15-20 min	15 sec / 30 sec	10 points

2. HOW TO PLAY

Turbo Circuit repeats one simple loop until only one team remains.

- 1

CHOOSE A LIVE PIT ZONE
Students walk to any colour still active on the screen.
- 2

START THE RACE
The game selects Neon Speedway, Dirtstorm Rally, or City Rush.
- 3

WATCH EVERY CAR FINISH
Tracks may include boosts, drafting, mud, gravel, jumps, gates, traffic lights, and shortcuts.
- 4

READ THE PHOTO FINISH
First place earns one Cup point. The final car enters the rescue.
- 5

RUN THE PIT CREW RESCUE
Each surviving team sends one student to bring a classmate back from the eliminated zone.
- 6

CROWN THE CHAMPION
The final surviving team wins the tournament and receives a classroom victory perk.

The three fictional tracks

NEON SPEEDWAY	Fast lanes, boost strips, drafting opportunities, and sweeping curves.
DIRTSTORM RALLY	Mud, gravel, rough surfaces, and ramps create unpredictable position changes.
CITY RUSH	Traffic lights, moving gates, and shortcuts turn the city into a race course.

3. TEACHER CONTROLS

CONTROL	WHAT IT DOES
PAUSE / RESUME	Stops or restarts the active countdown or race.
SKIP	Moves forward during choice, countdown, race, or rescue.
SOUND	Turns the browser-generated game tones on or off.
FULLSCREEN	Expands the game for classroom projection.
MENU	Returns to mode selection. Season points remain saved.

Best-practice teacher script

"Choose any team still racing. Walk when the timer starts. First car earns a Cup point. Last team joins the rescue. Nobody sits out."

Classroom tips

- **Start with Quick Race.** Teach the movement and rescue routine before using the longest mode.
- **Keep pathways clear.** Students should walk to zones and stay inside their boundaries.
- **Use symbols with colours.** Every team has both identifiers.
- **Pause immediately when needed.** The game should always support teacher control.
- **Emphasize rescue.** Eliminated students join surviving teams rather than sitting out.
- **Celebrate the whole team.** The winner grows by bringing classmates in.

CORNER CUP: TURBO CIRCUIT

Published Edition

Fix the system. Not the kids.