Tournament of Champions

The vibe: the grand finale, a game-show day that crowns champions across everything they have played, fully indoor, near-zero materials. Bring it all together. Character trait today: **let each kid pick the trait they grew in most** across the whole set, a celebration of all ten days.

1 · Minute to Win It (6–21 min) — fast station challenges

Stations Paper-Ball Toss (land crumpled paper in a bin) → This Blows (move a cup or ball across a table by blowing only) → Stack Attack (stack cups up and down) → Balance Challenge (balance an object across the room). 60 seconds each, squads rotate, points per station.

No gear Toss into a floor target; blow a ball over a taped line; stack paper "bricks" or shoes; balance a ball on the back of your hand. Keep the clock loud, count down the last 10 seconds every time.

Diff 6-8: timed gauntlet, station specialists, double-point final station. Simpler/mixed: two stations, no scoring, chase personal bests with the group cheering.

2 · Championship Fishbowl (21–36 min) — 3 rounds, same slips

Play Everyone writes 2-3 slips into a bowl. Round 1 describe freely, Round 2 one word only, Round 3 charades, SAME slips put back each round. 60-second turns, teams alternate, score per round, highest total wins.

Trick Keep the same slips all three rounds, reading them in Round 1 is what makes 2 and 3 fly. Pre-screen slips as they go in. (Played Day 5? Hype it as the championship rematch.)

Diff 6-8: squad points, "steal" rule for passed slips, best actor for charades. Simpler/mixed: two rounds, fewer slips, gestures allowed in the describe round.

3 · Tournament of Champions (36–50 min) — bracket of favorites

Play Vote fast for the group's top 3-4 favorite games from Days 1-9 (Evolution, Ninja, Mafia, Fishbowl, Zip Zap Zop, etc.). Run a quick single-elimination bracket or a points gauntlet, playing each favorite back-to-back in short rounds, tallying squad points toward the overall champion.

Run it Points gauntlet keeps everyone playing; single-elim is more dramatic (keep eliminated squads loud as crowd). Skip the teaching, games are known, one fast round each. This is the send-off.

Diff 6-8: seeded bracket, wall scoreboard, wildcard extra pick. Simpler/mixed: just replay the top 2-3 favorites for fun, no scoring, let the group call what is next.

4 · Finale + Wristband (50–60 min)

Crown Tally every point and crown the overall **Champion** squad or player with a huge roar. Hand out superlatives: **Most Improved, Best Teammate, Loudest Cheerleader, Best Sport**, spread around. Call back favorite moments, then one giant group cheer to close the set.

Award Let each kid pick the **trait they grew in most** across the whole set (coach confirms) and give that wristband, a celebration of all ten days.

Bank If a game stalls or the room is tight: Freeze Dance Battle (dance, freeze, best pose advances), Group Cheer-Off (squads invent a 10-second cheer), Winner's Choice (replay any one favorite as the true last game).

Today's one line (say it together before you start): "Ten days, every skill, one last championship, we bring it all together and we leave as champions."