Memory Masters

The vibe: three fast memory games played as one big group, fully indoor, zero materials. Focus, notice, remember. Character trait today: **Self-Awareness** (noticing your own focus and nerves, and finding your own tricks to remember).

1 · The Name Chain (6–21 min) — repeat everyone, then add yourself

Play Circle up. "My name is ___ and my favorite ___ is ___." Each next person repeats everyone before them in order, then adds their own. The chain grows all the way around the room. You start it to model the pace.

Swap Change the category each lap (food, color, animal, place), add a hand motion to each name that must be copied, or run a speed lap. When a kid blanks, let neighbors give a quiet hint, praise the helpers.

Diff 6-8: hand-motion version, speed lap, squad scores the longest unbroken stretch. Simpler/mixed: repeat only the last 3-4 people, smaller circles, hints flow freely.

2 · Concentration (21–36 min) — keep the beat, name the category

Rhythm Four-beat loop: slap knees, clap, snap, snap. Chant together: "Con-cen-tra-tion, are you ready? If so, let's go!" Then pick a category (animals, NBA teams, cereals).

Play Go around naming category items on the snaps, no repeats, no breaking the beat, no long pauses. Miss and you are out. New category each round. You set tempo by the clap, start slow and speed up.

Diff 6-8: elimination, spicy specific categories, sudden-death speed round. Simpler/mixed: restart the beat instead of eliminating, slow tempo, wide-open categories.

3 · I Went to the Market (36–50 min) — stack the alphabet

Play Circle. "I went to the market and bought an Apple." Each next person repeats the whole list in order, then adds the next letter (Banana, Cantaloupe...). Go in turn order so each kid knows their letter. See how far down the alphabet the circle gets.

Theme Re-run with a new story: "I packed for a trip and I brought..." or "I went to the zoo and I saw..." Quiet neighbor hints allowed, the goal is the whole circle gets through.

Diff 6-8: whole alphabet, no hints, squads race the farthest letter reached. Simpler/mixed: repeat only the last few items, or drop the alphabet rule and add any item.

4 · Finale + Wristband (50–60 min)

Crown the **Memory Champion(s)** (longest chain held / survived Concentration). Tally squad points if used. Give the **"Memory Coach"** award to the kid who helped others remember, then one group cheer.

Award the **Self-Awareness** trait wristband to kids who locked in their focus, named their own trick for remembering, or pushed through the nerves.

Bank If a game stalls or the room is tight: Telephone (whisper down the line, compare start vs end), Word Association Chain (rapid-fire linked words, no repeats), What Changed? (spot the three small changes). All zero materials.

Today's one line (say it together before you start): "I focus, I notice, I remember, and I find the trick that works for me."