Battle of Wits

The vibe: three fast, brainy, everybody-plays games, fully indoor, near-zero materials. Think fast, choose well, defend it. Character trait today: **Responsible Decision-Making** (weighing options, choosing smart and fast, and explaining your reasoning while respecting others' choices).

1 · Categories / Stop the Bus (6–21 min) — race the list, clever scores more

Setup Teams get paper + pencil, one writer each. Call one **letter** + five **categories** (e.g. animal, food, city, movie, something in a backpack).

Play Teams write an answer starting with that letter for each category. First team done yells "Stop the Bus!", pencils down. Score: 1 point per valid answer, **bonus** for any answer no other team had. New letter each round.

Diff 6-8: harder categories, tight clock, lean into the unique-answer bonus. Simpler/mixed: 3 categories, more time, drop the bonus.

2 · Trivia Brackets / Smartypants (21–36 min) — head-to-head, single elimination

Play Two players or squad reps face off. Coach reads a question; first correct answer advances, other is out. Winners meet winners up the bracket. Final = best of three, whole room watching. One champion.

Questions Mix easy + hard: animals/nature, geography, movies/music, sports, video games, science, history, bigger/older/faster. Improvise or use a phone. **Steal rule:** wrong answer or blank hands the question to the opponent.

Diff 6-8: full bracket, pick-a-category, dramatic final. Simpler/mixed: team-based (huddle 5 sec), easier questions, no elimination.

3 · Take a Side (36–50 min) — would-you-rather debate, choose then defend

Play Mark two sides. Read a "would you rather," count down, kids run to their choice. A defender or two per side gets **20 seconds** to argue; most convincing wins the round or sways switchers across.

Prompts fly OR invisible · pizza OR tacos · horse-sized duck OR 100 duck-sized horses · super strong OR super smart · only whisper OR only shout · pause OR rewind button · famous athlete OR musician · no phone OR no TV · teleport OR read minds · always early OR always late.

Diff 6-8: defenders must answer the other side's point; argument beats crowd size. Simpler/mixed: silly prompts, skip the formal defense, just say one reason.

4 · Finale + Wristband (50–60 min)

Crown the Trivia champ (Smartypants), the sharpest Categories team, and the best debate argument. Tally squad points if used. Give the **"Backed It Up"** award to the best choose-and-defend, then one group cheer.

Award the **Responsible Decision-Making** trait wristband to kids who chose smart and fast, defended an answer with a real reason, or respected a choice that was not theirs.

Bank If a game stalls or the room is tight: 20 Questions (narrow it with yes/no), Hot Seat (teammates clue a word to a player facing away), Would You Rather Lightning (rapid-fire run-to-the-side, no debate). All zero materials.

Today's one line (say it together before you start): "I think it through, I make my choice, and I can always tell you why."