Team Tactics

The vibe: three cooperative team challenges, fully indoor, zero materials. No one succeeds alone, solve it together. Character trait today: **Relationship Skills** (clear communication, patience, listening, and working toward a shared goal).

1 · Human Knot (6–21 min) — untangle without letting go

Setup Groups of 8 to 10. Tight circle, both hands in, grab two different people's hands (not a neighbor, not both of the same person). Now you are a tangled knot.

Play Untangle back into a circle without ever letting go. Step over, duck under, twist. Ending as two linked circles is a legal finish. Coach the communication, not the knot.

Diff 6-8: race multiple groups or beat a timer, run a no-leader round. Simpler/mixed: knots of 5 to 6, coach helps spot the first move, drop the timer.

2 · Count to 20 (21–36 min) — one voice at a time

Play Whole group counts out loud 1 to 20. No assigned order, no leader, anyone can say the next number. If two voices overlap, the whole group restarts at 1. Pure listening and group awareness.

Ref Set the record early, call "new record!" every time they beat it. You referee overlaps, fast and fair. Coach the quiet fix: listen, do not talk louder.

Diff 6-8: harder variation with eyes closed; higher target for strong groups. Simpler/mixed: target of 10, eyes open, smaller circle, celebrate every new number.

3 · Silent Line-Up + Shapes (36–50 min) — not a single word

Play No talking, gestures only (any talking resets the round). Line up in order three times: by birthday (month/day), then by height, then by first letter of name. Verify each line aloud.

Shapes Still silent, the group forms shapes, letters, and numbers you call out. Start easy (circle) then build to letters and numbers that need real coordination.

Diff 6-8: add a timer and harder shapes (spell a word, two-digit number). Simpler/mixed: birthday line-up plus one easy shape, allow quiet gestures.

4 · Finale + Wristband (50–60 min)

Crown the fastest Human Knot team, the best Count-to-20 record, and the smoothest Silent Line-Up. Tally squad points if used. Give the **"Team Glue"** award to the players who kept their group communicating, then one group cheer.

Award the **Relationship Skills** trait wristband to kids who communicated clearly, listened well, stayed patient, or pulled their team toward the goal.

Bank If a game stalls or the room is tight: Everybody Up (back-to-back stand-ups), Pass the Pulse (hand-squeeze race), Make the Shape (silent body-shape race). All zero materials.

Today's one line (say it together before you start): "We communicate, we listen, we stay patient, and we solve it together."