MindMasters Grand Finale

Mission: graduation day. Win the season's favorite games, build ONE master password as a whole room, crack it together, open the box for the last time, and free the mascot. Character trait today: **Relationship Skills**.

Grades 3–8: make it a competition. Fixed teams for the hour, a visible timer on every round, score every game (winning team, fewest guesses, fastest crack), points on the whiteboard, champion at the finale. Run Game 3 as a full elimination bracket. At the two middle schools, run this competitive version for the whole room.

1 · Detective Gauntlet (5–16 min) — three season favorites, back to back, cheer each round

Corners Dog, Cat, Bird, Fish → thief **Cat**. "Not the one that barks" (Dog) · "not the one that swims" (Fish) · "not the one that flies" (Bird).

Simon clap → stomp → spin → clap-clap, adding one move each repeat. Teams copy the pattern back in order.

Robot "forward, forward, turn right, forward." Robot does one step per word toward a target, then swap. 30-second sprints.

2 · The Final Cipher Relay (16–31 min) — each member earns one letter, A=1 … Z=26

Team 1 TEAM: code 20 (T) · pattern 2,3,4,__ = 5 (E) · code 1 (A) · pattern 4,7,10,__ = 13 (M).

Team 2 WORK: code 23 (W) · code 15 (O) · pattern 6,10,14,__ = 18 (R) · code 11 (K).

Combine TEAM + WORK = **TEAMWORK**. Any short pair works; mix a couple of codes and a couple of patterns each time.

3 · The MindMasters Vault (31–45 min) — cipher gives a word, pattern gives a number, together the master password

Worked cipher 3-1-19-5 → **CASE** · pattern 2, 4, 6, __ → **8**. Master password **CASE 8**.

Alternate cipher 20-5-1-13 → **TEAM** · pattern 3, 6, 9, __ → **12**. Master password **TEAM 12**.

Split TK–2 do the pattern half, 3–8 do the cipher half, then the whole room says the master password together on your count.

4 · Finale + Wristbands (45–60 min) — graduation

Open Whole room says the master password together, coach turns the key one last time, mascot lifts out, read the note inside: "Thank you, detectives. You cracked every case. — The Mascot." Big celebration.

Award the **Relationship Skills** wristband, then celebrate every trait earned and name the season's skills: deduction, systems, codes, teamwork, coding, strategy, patterns, engineering. Send them off as certified MindMasters.

Games bank — zero-material backups & energizers

Games Wink Detective · Guess the Leader · **Detective Mafia** (2–3 secret Culprits + 1 Detective, town debates and votes, 5–7 min rounds; the social-deduction game middle schoolers ask to replay).

Detective's Oath (say together, magnifiers up): I am a detective. / My brain is my best tool. / I don't guess, I reason. / I follow the clues to the truth.