The Secret Agent

Mission: a double agent locked the mascot behind a secret code, and guessing won't crack it. Win the games, decode the codename on the whiteboard, whisper the password, open the box, free the mascot. Character trait today: **Self-Awareness**.

1 · Four Corners: Double Agents (5–16 min) — name four suspects, rule them out one clue at a time

Warm-up four easy suspects (Fox, Hawk, Mole, Shadow), one per corner. Kids run to a corner; one slow clue clears a corner and those kids sit.

Two clues each elimination stacks two facts ("seen indoors AND carrying a briefcase"). Survivors rescatter before each clue.

Trap clue drop one clue that sounds like it clears the real agent but does not. Reward the kids who listened instead of following the crowd.

Diff TK–2: silly suspects, one slow clue, nobody really out. 3–8: abstract agent-code suspects (Agent 7, Cipher, Nightingale, Redwood), 5-second shot clock, running tournament scored on the board, an older kid runs the round and reads the clues.

2 · Spot the Secret Agent / Human Guess Who (16–31 min) — yes/no about visible clothing only

Setup stand up 6 to 10 suspects. A Case Leader secretly picks the secret agent. Detectives ask yes/no questions about visible clothing (color, shoes, glasses, jackets); anyone who does not match sits down until one is left.

Fair rule only things you can see right now count. No names, no "is it a boy," nothing hidden. If a question is not visible, it does not count as a turn.

Diff TK–2: 4–5 suspects, coach is Case Leader, simple color questions. 3–8: 10–12 suspects, TWO secret agents to track, fewest-questions leaderboard on the board, student Case Leader plus a student referee who tosses out non-visible questions. Coach the sharp question that splits the group in half.

3 · Break the Spy Code / Code Breakers (31–45 min) — riddles whose first letters spell the codename

SPY (1) shines in the day, warms the sky → SUN. (2) opposite of a valley, tall and rocky → PEAK. (3) color of a banana → YELLOW. First letters: S-P-Y.

AGENT APPLE / GREEN / EYE / NIGHT / TIGER → first letters A-G-E-N-T. The codename is the box password.

Diff TK–2: short SPY word, read the riddles and blanks aloud one letter at a time. 3–8: longer codename (SHADOW, CIPHER), add a cipher step (A=1..26 or a +1 shift they reverse), head-to-head beat-the-clock (3 pts fastest, 1 pt second), teams design a coded set for a rival and referee it.

4 · Finale + Wristband (45–60 min)

Open Winning team announces the codename to the room, coach turns the key, mascot lifts out, big cheer. Optional "double agent's note" inside: "You cracked my code and blew my cover. I surrender!"

Award the **Self-Awareness** trait wristband to detectives who caught their own guesses and reasoned from what they actually observed ("I noticed the clue", "I knew that was just a guess").

3–8 For older kids and the two middle schools, run the whole hour competitive: fixed teams, score every game on the whiteboard, visible timer each round, crown a champion here. Games bank adds **Detective Mafia** (2–3 Culprits + a Detective, 5–7 min rounds) — the one 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.