Pattern Detectives

Mission: the thief hid the code inside a pattern, and guessing won't crack it. Win the games, find the rule, whisper the missing terms, open the box, free the mascot. Character trait today: **Responsible Decisions**.

1 · Human Simon (5–16 min) — growing chain of moves, repeat the whole thing from memory

Warm-up big different moves: clap, stomp, jump, spin. Coach the idea: "whisper the chain to yourself before we go."

Add sound mix in noises: clap, "ha!", stomp, "whoo!", jump. Hold the motion and the sound in order.

Look-alikes sneak in near-twins (tap left shoulder, then tap right) so the exact order matters. Reward holding the pattern over copying the last move.

Diff TK–2: short 3–4 move chains, coach leads aloud, nobody out. 3–8: 10-plus-move chains with look-alikes, sudden-death elimination, a student refs the round, last detective standing builds the next chain.

2 · What Comes Next (16–31 min) — predict the pattern, then invent trap patterns

Simple clap, clap, stomp (repeat), or step-left, step-right, clap (repeat). Coach starts it three or four times, teams perform the next beats.

Trickier stack two rules (clap-clap-stomp, get louder each cycle) or a growing pattern (clap, clap-clap, clap-clap-clap). Say the whole rule out loud before predicting.

Diff TK–2: short loud patterns, coach leads the prediction, traps kept to 2–3 beats. 3–8: nested multi-layer rules under a visible timer, winner-stays-on with a running score, teams design a trap for a rival AND referee it.

3 · Find the Rule (31–45 min) — number pattern with blanks, the missing terms are the password

Add 2 2, 4, 6, 8, 10, __, __ → password **12, 14**. Add 2 each time. Clean starter most teams crack fast.

Shapes circle, square, circle, square, circle, __, __ → password **circle, square**. Alternating rule, good for a first round or younger team.

Diff TK–2: count-by-twos or shapes, coach points along first. 3–8: two-step rules, add-then-double (2, 6, 14, 30 → 62), Fibonacci (1, 1, 2, 3, 5, 8 → 13), squares (1, 4, 9, 16 → 25). Must state the rule out loud; a wrong whisper locks them out. Beat-the-clock scoreboard. Older kids design a hidden-rule pattern for a rival and referee it.

4 · Finale + Wristband (45–60 min)

Open Winning team announces the missing terms to the room, coach turns the key, mascot lifts out, big cheer. Optional "thief's note" inside: "You found my rule. I surrender!"

Award the **Responsible Decisions** trait wristband to detectives who found the rule and tested it before deciding ("I checked the pattern first", "I said the rule out loud before I decided").

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.