# Team Titans

**Mission:** the thief split the code so no single detective can crack it. Win the games, pool every clue on the whiteboard, whisper the password, open the box, free the mascot. Character trait today: **Social Awareness**.

## 1 · Human Knot (5–16 min) — grab two different hands, untangle without letting go

**Warm-up** knots of 6, calm pace, no clock. Coach the idea: "talk before you move, say what you see."

**Bigger** groups of 8. One detective is the "voice" who keeps the team talking, then rotate the job.

**Silent** first 30 seconds hand signals only, then talking opens. They feel how much easier it is once they hear each other.

**Diff** TK–2: tiny knots of 4–5, coach helps lift arms, nobody really stuck. 3–8: knots of 8, two groups race head-to-head best-of-three, loudest kids go silent, an older kid referees each round's twist.

## 2 · Guide the Explorer (16–31 min) — eyes closed, voice only, then swap

**Setup** Pairs, one closes eyes (Explorer), one guides with voice only, no touching. Steer to a target and back, then swap roles.

**Tips** Be calm, clear, specific. "Three small steps forward" beats "forward." Watch the Explorer's feet, warn early, one instruction at a time.

**Diff** TK–2: short straight path, coach walks alongside. 3–8: timed obstacle course with penalty "mines" and invented codewords, scored as a relay, older students build the course and keep time and judge penalties.

## 3 · Everyone Holds a Clue (31–45 min) — one clue each, only combined do they get the password

**TITAN** hand each of 5 teammates one letter of T-I-T-A-N with a hint and position, no clue names the word, the team lines the letters up in order. Only together does it spell.

**TEAM** four teammates, one letter each with a picture hint (T hammer, E three arms, A tent, M two mountains). No cipher. Good for a first round or younger team.

**Diff** TK–2: short TEAM set, coach lines letters on the board. 3–8: 6 to 8 letter word (TEAMWORK, TOGETHER), each clue enciphered (Caesar shift 3, or math-to-letter 20=T 5=E), head-to-head beat-the-clock, disqualify a team that guesses early before all clues are shared, fastest team designs and referees the next round.

## 4 · Finale + Wristband (45–60 min)

**Open** Winning team announces the password to the room, coach turns the key, mascot lifts out, big cheer. Optional "thief's note" inside: "I split the code so no one could win. I forgot you would share it!"

**Award** the **Social Awareness** trait wristband to detectives who noticed a teammate, listened closely, or pulled in a quiet voice ("I heard you", "we need everyone's clue").

**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.*