Memory Masters

Mission: the thief locked the mascot again behind a code you can only hold in your head, and guessing won't crack it. Win the games, memorize the code on the whiteboard, whisper it back, open the box, free the mascot. Character trait today: **Self-Management**.

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

Warm-up big simple moves (clap, stomp, jump, spin). Add one each round, group repeats the full chain. Coach: "picture each move as you do it."

Add sounds mix in noises ("hey!", "whoosh"). Harder to hold around 6 to 7 moves. Let a kid lead the group repeat.

Look-alikes slip in near-twins (spin-left vs. spin-right, clap-high vs. clap-low) so only exact memory survives.

Diff TK–2: 3 to 4 big moves, coach does it with them, nobody out. 3–8: push past 10 moves, sudden-death (miss = sit), a student calls the round, last one standing builds the next chain.

2 · Spot the Change (16–31 min) — pose a line, study it, change one thing, deduce what

Setup 4 to 6 posers in a line with clear poses. Room studies 10 seconds, everyone closes eyes, you change 1 or 2 things, eyes open, group names what changed.

Changes swap two posers, lower or move an arm, turn someone around, quietly add or remove a poser. Start obvious, get subtle.

Diff TK–2: 3 posers, one big obvious change, long look. 3–8: change 3 to 4 things at once, 5-second window, teams race to name every change (a wrong call loses the round), students run the posing and the changes.

3 · Recall the Code (31–45 min) — write a code, study it, erase it, recall it exactly

Starter K 7 ★ M. Four characters (letter, number, symbol, letter). Study about 6 seconds, then wipe it off the board.

Simpler 3 A 9. Three characters, longer look, then cover it. Good for a first round or younger team.

Diff TK–2: 3-character code, long window, say each character once before covering. 3–8: 6 to 8 mixed characters, very short window, wrong-recall lockout (whisper it wrong = out that round), teams design a code for a rival to memorize and judge it. First exact recall opens the box.

4 · Finale + Wristband (45–60 min)

Open Winning team whispers the recalled code to the coach one more time, coach turns the key, mascot lifts out, big cheer. Optional "thief's note" inside: "You remembered every mark. My code was useless!"

Award the **Self-Management** trait wristband to detectives who locked in and held their focus ("I replayed it in my head", "I really studied it before I answered").

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.