The Heist

Mission: a thief cracked the vault and locked the mascot behind it, and no one holds enough clues alone. Win the games, pool the crew's clues, crack the vault code on the whiteboard, whisper the password, open the box, free the mascot. Character trait today: **Social Awareness**.

1 · Four Corners: The Getaway (5–16 min) — run to a suspect, clues rule corners out, last corner is the thief

Warm-up four color suspects (Red, Blue, Green, Gold). Slow, obvious clues ("the thief was NOT red"). Coach: "cross off the corner the clue rules out."

Ramp read two clues back to back before anyone moves, clear two corners; then give suspects two traits each so a clue only clears a matching corner. Last corner standing is the thief.

Diff TK–2: color suspects, one slow clue at a time, coach points to the ruled-out corner. 3–8: 5-second shot clock, abstract suspect sets (alibis, vehicles, coded initials), a wrong final corner knocks your whole crew out, an older kid invents and runs the clue chain, play a running tournament to a champion.

2 · Everyone Holds a Clue (16–31 min) — one clue per teammate, pool them all to unlock the next piece

Loot A: "not the top floor." B: "behind something blue." C: "in the room with the clock." Alone useless, together = the blue cabinet in the clock room, ground floor.

Vault A: "first number is odd." B: "less than 5." C: "not 1." D: "not 3." Pool them and only one number survives. Let the crew argue it out.

Diff TK–2: teams of 2–3, two picture-simple clues, coach helps them say both aloud. 3–8: 6 clues across 6 kids so every voice is required, a simple cipher on each clue, beat-the-clock, blurting the answer early forfeits the round, the fastest team writes and referees the next split-clue set.

3 · Crack the Vault (31–45 min) — combine the crew's clues plus a board code to spell the box password

OPEN four blanks, alphabet key on the board (A=1... Z=26). Clues name the 15th, 16th, 5th, 14th letters = O-P-E-N. Add a decoy clue (26th letter, Z) that fits no slot.

GO two blanks, clues "7th letter" and "15th letter" = G-O. Short key on the board. Good for a first round or younger team.

Diff TK–2: short GO code, no number key, coach helps place two letter clues. 3–8: longer word (HEIST, VAULT, CROOK), an extra cipher step layered on the key (shift-by-one, color-to-number), every member holds one blank, beat-the-clock head-to-head (3 pts fastest, 1 pt second, wrong whisper = 20-sec lockout), teams design a vault code for rivals and referee it.

4 · Finale + Wristband (45–60 min)

Open winning crew whispers then announces the vault password to the room, coach turns the key, mascot lifts out, big cheer. Optional "thief's note" inside: "Your crew heard every clue. I surrender!"

Award the **Social Awareness** trait wristband to detectives who listened to teammates and made sure quiet voices got heard ("I asked what your clue was", "we combined everyone's piece").

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.