Puzzle Pyramid

Mission: the thief stacked the mascot's code in a pyramid of clues, and you can't skip a layer. Win the games, climb the pyramid on the whiteboard, whisper the password, open the box, free the mascot. Character trait today: **Self-Management**.

1 · Human Tangram (5–16 min) — form the called shape with only your bodies

Warm-up easy shapes: circle, line, triangle. Coach the idea: "talk first, decide who stands where, THEN make the shape."

Letters call T, L, A, then short words to spell across the floor. Ask a team to name their plan before the countdown.

Judge's harder shapes, an animal or a number. A student judge rules on each team. Reward the plan that made the shape instantly readable.

Diff TK–2: big simple shapes, coach helps, everyone cheered. 3–8: abstract shapes under a 20-sec timer, students call the shapes and judge, head-to-head rounds with sudden-death ties.

2 · Human Logic Grid (16–31 min) — read clues one at a time, wrong matches sit down

Setup Small group, each kid a secret role (Pilot, Chef, Artist). Read clues in order; kids sit as they are ruled out. Ask "how do we know?" Clothing and made-up roles only, never personal.

Clues 1) The Chef has a hood or roll-up sleeves. 2) The Pilot is NOT on the end. 3) The Artist is to the left of the Chef. Solve until the true matches are left standing.

Diff TK–2: 2 attributes, obvious clues, coach reads slowly. 3–8: 4–5 attributes to track, a fewest-clues challenge, a student runs the clues, leaderboard for fastest solve on the board.

3 · The Pyramid Code (31–45 min) — solve the bottom layer to unlock the top password

STAR 3 stacked rows. Bottom (4 boxes): first letter of Sun, Tree, Apple, Rain = S, T, A, R. Middle: read left to right. Top: order them → STAR. Can't skip a layer.

UP 2 rows. Bottom: first letter of Umbrella (U), first letter of Pig (P). Top: read together. Straight climb, good for a first round or younger team.

Diff TK–2: two-layer UP, coach helps solve the bottom. 3–8: 4 layers, add a cipher (A=B, or 1=A), beat-the-clock with a 30-sec wrong-guess lockout, 3 pts fastest / 1 pt second. Older kids build a pyramid for a rival team and referee it.

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: "You climbed every layer of my pyramid. I surrender!"

Award the **Self-Management** trait wristband to detectives who stayed calm and worked one layer at a time ("I solved the bottom first", "I didn't panic, I took the next 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.