All-Star Detectives

Mission: the thief bet no team could pull together and locked the mascot again. Win the games where every teammate has a job, run your leg, guide your partner, solve your letter, spell the password, open the box, free the mascot. Character trait today: **Social Awareness**.

1 · Relay Rally (5–16 min) — every teammate runs a leg, do the task, tag the next

Deduction coach names three things ("apple, banana, hammer"), runner shouts the odd one out and why, then tags.

Memory coach claps 3 to 4 beats, runner claps it back exactly before running on.

Pattern coach says a sequence ("2, 4, 6, ..."), runner says what comes next. Swap per team so no one overhears.

Diff TK–2: 1–2 stations, coach helps, no timer, every kid gets a cheer. 3–8: harder tasks, visible timer, a redo-lap penalty for skipping, and the older kids design and run their own three stations. Rule for all: everyone runs a leg, no running twice until all have gone.

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

Setup clear start and a target (chair, taped X, cone). One Explorer (eyes closed), one Guide (voice only, hands back). Reach it safe, then swap roles so both get a turn.

Coach Guide uses "small step," "turn a little," "stop." Precise and calm beats "go go go!" Explorer: trust the voice, move slow, listen.

Diff TK–2: short straight path, grown-up shadows, Guide may keep eyes open with a hand near for comfort. 3–8: timed obstacle course with penalty "mines," each pair invents private codewords, scored as a relay (team time plus penalties). Older students build the course and judge it.

3 · Team Code Relay (31–45 min) — each kid solves one letter, the team spells the password

TEAM one riddle per kid: T = "tells time and ticks" (Tick), E = the vowel that says its name in "me," A = first letter of the alphabet, M = "a cow says ___" (Moo). Line up T-E-A-M.

WIN three quick ones: W = "blows the leaves" (Wind), I = the tall skinny letter / word for yourself, N = last sound in "sun." Good for a first round or younger team.

Diff Everyone must contribute a letter, the word does not finish until every kid solves theirs, so early finishers help the stuck. TK–2: WIN set, coach reads riddles, blank line per letter. 3–8: 6–7 letter word (DETECT, MYSTERY), ciphered riddles, 5-minute head-to-head (3 pts fastest legal word, 1 pt second), and teams design a full riddle set for a rival.

4 · Finale + Wristband (45–60 min)

Open First team to assemble the password (a letter from every member) announces it to the room, coach turns the key, mascot lifts out, big cheer, name every teammate's contribution. Optional "thief's note" inside: "I thought one of you would hog the glory. You worked together. I surrender!"

Award the **Social Awareness** trait wristband to detectives who noticed their team, cheered a slower runner, helped a stuck partner, made room for a quiet kid ("you waited for your teammate", "you helped them get their letter").

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.