MindMasters Championship

Mission: the season championship. Teams battle through a gauntlet of quick favorites, a cipher relay, and a championship vault, then the whole room cracks one master code to free the mascot a final time. Character trait today: **Relationship Skills**.

1 · The Championship Gauntlet (5–16 min) — three quick rounds, teams earn points

Four Corners number the four walls, kids run to a corner, call a number, wrong corners sit. Teams that split across corners survive longer.

Human Simon grow a clap-stomp-spin pattern to five or six moves, teams copy it together, last team correct wins the point.

Robot one kid steers a teammate with words only to a target in 30 seconds. Reward the calmest, clearest pair.

Diff TK–2: slow, nobody out, coach walks the robot. 3–8: scored triathlon with a timer on every round, sudden-death Four Corners, backward Human Simon, blind Robot sprint. Eliminated kids referee, captains tally the score on the whiteboard.

2 · The Final Cipher Relay (16–31 min) — each teammate solves one station for a piece of the half-password

Setup teams line up, one station per teammate. Run up, solve one (number code or next-in-pattern), write the letter, tag the next. All letters collected, then unscramble the half-password.

Codes A = 1 … Z = 26. Half-password TEAM = 20, 5, 1, 13. Patterns: 3, 6, 9, ? → 12 = L. Two teams, two different words.

Diff TK–2: 3-letter words, code letters only, alphabet on the board. 3–8: head-to-head race, 5–6 letters, hardest patterns (add-then-double, Fibonacci), wrong letter = time penalty. Older kids design their own half and referee the rival.

3 · The Championship Vault (31–45 min) — a cipher plus a pattern reveal the master password

CHAMP7 cipher 3, 8, 1, 13, 16 = CHAMP; pattern 1, 3, 5, ? = 7. Combine word + number = CHAMP7.

WIN4 (simpler) cipher 23, 9, 14 = WIN; pattern 1, 2, 3, ? = 4. Combine for WIN4.

Diff TK–2: short WIN4, alphabet helper on the board, coach decodes the first letter. 3–8: full championship bracket, hardest-of-season final (6-letter cipher + two-step pattern), winners advance, sudden-death final. The oldest detectives build the vaults, run the bracket, and referee.

4 · Finale + Wristband (45–60 min)

Open the whole room cracks the master password together on a big countdown, coach turns the key, mascot lifts out one last time, huge cheer. Note inside: "Thank you, detectives. You solved every case. This one is yours. — The Thief."

Award the **Relationship Skills** wristband to detectives who worked with their team and were good sports ("I helped my team", "I clapped for the other side"). Then celebrate every trait earned across the whole season.

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.