Tower Titans

Mission: the thief bet no team could out-build his lock. Win the build-off, sequence the blueprint on the whiteboard, whisper the password, open the box, free the mascot. Character trait today: **Social Awareness**. Kit: a box, the mascot, paper and tape.

1 · Speed Tower (5–16 min) — equal paper and tape, 4-minute clock, tallest freestanding wins

Fair start Identical pile per team (about 5 sheets, one arm's length of tape). No folding until "GO" and the clock is visible. 10-second team huddle first: who folds, who tapes, who holds.

Clock Hard 4 minutes, call the halfway and last 30 seconds out loud. Hands off at zero. Measure tallest still standing; a collapsed tower scores zero.

Secret Wide folded base and rolled tubes beat flat stacked sheets. Do not announce it, let a team find it.

Diff TK–2: more paper, 5-min friendly clock, every tower cheered. 3–8: fewer sheets, wind test at time (fan it, topple = out), head-to-head bracket to a champion, an older kid referees and measures, ties go to 90-second sudden death.

2 · Bridge the Gap (16–31 min) — span two chairs with paper and tape, hold a cup for a 10-count

Setup Same fixed gap for every team (about one chair wide). Paper and tape only, nothing underneath holding it up. 10-second huddle, then build.

Load test Light cup at the center of the span, room counts to 10 out loud, hands off. Held = pass. Longest span that holds wins; tie breaks by adding cups until one gives.

Secret Rolled paper beams and a lip at each end beat flat sheets. Let a team discover it.

Diff TK–2: small gap, extra tape, cotton-ball load, count together. 3–8: wider gap, heavier load (cups one at a time), build timer, winner-stays-on, teams call their span and cup count first (beat your call = bonus), older kids judge and set the load.

3 · Blueprint Code (31–45 min) — shuffle the build-steps, the right order spells the password

BASE Four shuffled steps: B "Begin by laying the flat base", A "Add the four corner supports", S "Stack the walls on the supports", E "End with the roof on last". Real order base→supports→walls→roof = B-A-S-E.

UP Two steps: U "Use the bottom block first", P "Put the top piece on last". Bottom first, top last = U-P. Good for a first round or younger team.

Diff TK–2: two-step UP, read steps aloud, blank line per letter. 3–8: 6-letter word (BRIDGE) with six steps and a decoy order, 3-minute race, 20-second penalty per wrong whisper, then teams design a blueprint code for a rival and referee it. First correct whisper opens the box.

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 out-built my lock. I surrender!"

Award the **Social Awareness** trait wristband to titans who listened to a teammate, shared the materials, and gave everyone a job ("I heard my teammate's plan", "we gave everyone a job").

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.