Math Blitz

Mission: the thief swapped in a number lock, and only fast, sharp math opens it. Win the games, crack the number code on the whiteboard, whisper the combo, open the box, free the mascot. Character trait today: **Responsible Decisions**.

1 · Target Number (5–16 min) — hit the target with +, -, ×, first correct combo scores

Target 21 from 3, 5, 6, 2. Worked: 5 × 3 = 15, then + 6 = 21.

Target 14 from 2, 3, 4, 5. Worked: 2 × 5 = 10, then + 4 = 14.

Target 24 from 2, 3, 4, 6. Worked: 4 × 6 = 24, or 2 × 3 × 4 = 24.

Diff Accept any correct path. TK–2: small targets (6, 8, 10), plus and minus only, lots of time. 3–8: bigger targets (30–60), must use all four numbers, 10-sec shot clock, head-to-head buzz-in, students set the targets and referee.

2 · Math Relay (16–31 min) — run, solve the called problem out loud, tag the next runner

TK–2 3+4=7 · 5+2=7 · 6-1=5 · 2+3=5 · 8-4=4 · 5+5=10 · 7-3=4 · 4+4=8

3–5 7×6=42 · 12+15=27 · 24-9=15 · 8×7=56 · 30-12=18 · 9×6=54 · 45+18=63 · 6×8=48

6–8 4+3×5=19 · (12-4)×2=16 · 6×7-10=32 · 20÷4+8=13 · 3×3×3=27 · 50-6×7=8 · 2×(9+3)=24 · 100÷5-9=11

Diff Call the level that fits the runner. 3–8: two-step / order-of-operations problems, a visible timer on the whole relay, a penalty lap for a wrong answer, an older student runs the problem station.

3 · Crack the Number Code (31–45 min) — each answer is one digit of the box combo, in order

748 6+1 (7) / 9-5 (4) / 2×4 (8). Read the answers top to bottom → 748.

579 3+2 (5) / 8-1 (7) / 3×3 (9). Read top to bottom → 579.

Diff Match the combo to your box. TK–2: short single-digit stack (2+1 / 4-2 / 1+4 → 325), a blank line per digit. 3–8: four-digit code with harder ops (3×2 / 12-8 / 9-0 / 2+3 → 6495), beat-the-clock with a 20-sec wrong-guess lockout, teams write a code for rivals and referee it.

4 · Finale + Wristband (45–60 min)

Open Winning team announces the combo to the room, coach turns the key, mascot lifts out, big cheer. Optional "thief's note" inside: "You did the math faster than my lock. I surrender!"

Award the **Responsible Decisions** trait wristband to detectives who checked the math before they shouted the answer ("I worked it out first", "I made sure before I called it").

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.