Speed Chase

Mission: the thief ran and left the mascot locked behind a fast trap. Run hard AND keep your head. Win the games, crack the code on the whiteboard against the clock, whisper the password, open the box, free the mascot. Character trait today: **Self-Management**. All running is non-contact, a light two-finger shoulder tag, no grabbing.

1 · Sharks and Minnows: Turbo (5–16 min) — 15 seconds to plan, then sprint

Warm-up 2 sharks, no seaweed, wide lane. Coach the idea: "split up so the shark can't chase everyone."

Seaweed on tagged minnows freeze in place and tag from that spot. Ask a minnow to name the plan before "go."

Decoy 3 sharks. One brave decoy pulls the sharks one way, the rest cross the other. Keep crossings fast and back-to-back.

Diff TK–2: fewer sharks, more space, coach the plan aloud. 3–8: 4–5 sharks, 10-second plan clock, two Minnow squads head-to-head, most survivors after 5 quick rounds wins, ties go sudden-death. An older kid runs it as head Shark, captains call the plan.

2 · Freeze Frame Logic (16–31 min) — tag freezes you, a teammate thaws you by answering fast

Setup 1–2 taggers in the taped area. Tagged players freeze arms out. A teammate runs over, coach fires a quick question, right answer frees both. Keep it rapid-fire.

Questions 6 + 7 = 13 · half of 20 = 10 · 9 × 2 = 18 · 15 – 8 = 7 · triangle sides = 3 · days in a week = 7 · next after 2, 4, 6 = 8 · "cat" backwards = t-a-c · blue + yellow = green.

Diff TK–2: 1 tagger, easy questions (colors, counting). 3–8: 2–3 taggers, harder questions, a 4-min running clock with team scoring, students call the questions as rotating quizmasters.

3 · Beat-the-Clock Code (31–45 min) — A = 1 … Z = 26, decode the cipher before the buzzer

DASH write the key A = 1 … Z = 26, then 4, 1, 19, 8 (4 = D, 1 = A, 19 = S, 8 = H). Whole-group cipher.

GO cipher 7, 15 (7 = G, 15 = O). Two numbers only, good for a first round or younger team.

Diff TK–2: use GO, leave the A–Z number line up, coach counts the first letter. 3–8: mixed cipher (some numbers, one "letter just before this one" shift), tight timer with a 10-second wrong-guess penalty, teams design a code for a rival and referee it.

4 · Finale + Wristband (45–60 min)

Open Winning team whispers then announces the password, coach turns the key, mascot lifts out, big cheer. Optional "thief's note" inside: "You were too fast for me. I surrender!"

Award the **Self-Management** trait wristband to detectives who kept control at speed ("I took my breath before I ran", "I stayed calm and answered").

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.