Minute Madness

Mission: the thief rigged the mascot's box with a 60-second trap on every lock, and slow won't crack it. Win the rapid-fire games, crack the code on the whiteboard, whisper the password, open the box, free the mascot. Character trait today: **Self-Awareness**.

1 · Cup Pyramid Sprint (5–16 min) — 60-second clock, build 3-2-1 then un-stack to a tower

Warm-up 6 cups, 60-second clock, no penalty for a wobble. Coach the cue: "build up, break down, hands up. Breathe first."

Clean-tower a toppled pyramid or a tower not fully nested does not count, fix it before hands up. Calm beats frantic.

Beat your time call each team's last time and challenge them to beat it. Racing the clock is the self-awareness win.

Diff TK–2: 3 cups, no clock, cheer every tower. 3–8: 6-3-1 in a set order, head-to-head heats to one champion, students run the timer and referee topples.

2 · Memory Flash (16–31 min) — 5-second look, hide it, race to rebuild the exact pattern

Cups line of 5: up, down, up, up, down (or a count row of stacks 1-3-2-1). Build behind a jacket, flash 5 seconds, cover.

Board row of 5 marks (circle, star, triangle, star, circle) or five numbers (3 8 1 9 4). Wipe after the flash. First exact match scores.

Diff TK–2: 3 items, slow count to 8, name them aloud during the flash. 3–8: 7–8 items, 3-second flash, elimination heats, students build and run the flash themselves.

3 · Speed Code (31–45 min) — A=1 to Z=26, 60 seconds to decode the box password

SPEED write 19 · 16 · 5 · 5 · 4. A=1…Z=26 gives S-P-E-E-D. This is the box password for the finale.

GO write 7 · 15. Gives G-O. Two numbers, good for a first round or a younger team.

Diff TK–2: GO code, A-to-Z line with numbers to point and count, a blank per letter. 3–8: reverse cipher A=26…Z=1 (SPEED = 8 · 11 · 22 · 22 · 23), wrong-guess lockout, older kids design a code for rivals and referee. First correct whisper opens the box.

4 · Finale + Wristband (45–60 min)

Open Winning team announces the password (SPEED) to the room, coach turns the key, mascot lifts out, big cheer. Optional "thief's note" inside: "You beat my clock. I surrender!"

Award the **Self-Awareness** trait wristband to detectives who noticed their own pace and stayed calm under the timer ("I took a breath first", "I knew I was rushing and slowed my hands").

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.