Brain Buzzer

Mission: the thief locked the mascot behind a buzzer trap, and only fast, sure thinkers crack it. Win the games, spell the password on the whiteboard, whisper it, open the box, free the mascot. Character trait today: **Responsible Decisions**.

1 · Buzzer Battle (5–16 min) — read a teaser, first to buzz in answers, wrong passes

Play Two teams. Read a teaser. Buzz in = stand up fast or slap knees. Right scores, wrong passes to the other team for a free steal. Fast pace, one question every few seconds.

Easy clock (hands, no clap) · bottle (neck, no head) · towel (wetter as it dries) · candle (tall young, short old) · piano (keys, no lock) · your age (goes up, never down).

Harder same weight (pound of feathers vs bricks) · 9 sheep left · seven (odd, drop the "s" = even) · nine (four and five).

Diff TK–2: easy half, let a team confer, no penalty. 3–8: multi-step riddles, no-blurt penalty (blurt without being called = point passes), two older kids run the bank and keep score.

2 · Lightning Round (16–31 min) — call a category, 30 seconds, most correct wins

Play Call a category to one team, 30-second clock, count correct answers out loud. Other team gets a fresh category. Highest tally wins. Only correct, non-repeat answers count.

Easy a color · a fruit · an animal with a shell (turtle, snail, crab, clam) · a US state · a word that rhymes with "cat."

Harder a prime under 20 (2, 3, 5, 7, 11, 13, 17, 19) · a planet · a multiple of 7 · a country in Europe · a silent-letter word (knee, knight, comb, hour).

Diff TK–2: easy categories, 45 seconds, no repeat penalty. 3–8: hard categories, strict no-repeat (duplicate cancels the last point), older kids call and judge live.

3 · Quiz Code (31–45 min) — write the quiz, first letters spell the password

OWL basketball color = **O**range · coldest season = **W**inter · king of the jungle = **L**ion. First letters spell **OWL**, the mascot.

GO color of grass = **G**reen · round fruit that is its own color = **O**range. First letters spell **GO**. Good for a first round or younger team.

Diff TK–2: short GO set, blank line per letter. 3–8: longer word (SOLVE, DETECT), add a cipher step (A=1 … Z=26 last answer), beat-the-clock with a 20-sec wrong-guess freeze, teams write a code for rivals. First to whisper the password opens the box.

4 · Finale + Wristband (45–60 min)

Open Winning team announces the password (OWL) to the room, coach turns the key, mascot lifts out, big cheer. Optional "thief's note" inside: "You buzzed in faster than my trap. I surrender!"

Award the **Responsible Decisions** trait wristband to detectives who buzzed in only when they could back it up ("I waited till I knew it", "I checked before I buzzed").

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.