Number Ninjas Return

Mission: the thief swapped the lock for a number code, and only a quick mind cracks it. Win the games, solve the code on the whiteboard, whisper it, open the box, free the mascot. Character trait today: **Responsible Decisions**.

1 · Math Bingo (5–16 min) — pick five numbers 1 to 20, call equations fast, first to cross all five wins

1–10 10−9=1, 2×1=2, 3×1=3, 16÷4=4, 4+1=5, 12÷2=6, 5+2=7, 15−7=8, 18÷2=9, 13−3=10.

11–20 7+4=11, 6×2=12, 19−6=13, 20−6=14, 5×3=15, 8+8=16, 9+8=17, 2×9=18, 25−6=19, 4×5=20.

Diff TK–2: three numbers up to 10, slow adds and subtracts within 10, nobody out. 3–8: two-step calls under a 45-sec clock, students call and verify each answer, a wrong call costs the caller a point.

2 · Countdown to Zero (16–31 min) — start at 30, subtract 1 to 3, land exactly on 0 to win

Setup Write 30 on the board. Two teams alternate, subtract 1, 2, or 3 out loud. Land exactly on 0 to win, no going below zero. 15-sec move timer. Play several rounds.

Strategy Leave a multiple of 4. Go first, subtract 2 to leave 28, then 24, 20, 16, 12, 8, 4, 0. Whatever they subtract, make the pair add to 4.

Diff TK–2: start at 9 or 10, subtract 1 or 2, coach thinks aloud. 3–8: start at 50, exact landing, 10-sec move clock (blown clock forfeits), student referee, add-OR-subtract variant that breaks the trick. Do not announce the move.

3 · Crack the Number Code (31–45 min) — each answer is one digit of the code that opens the box

Base Code 4 8 3 6: 2×2=4, 5+3=8, 9−6=3, 3×2=6. Read top to bottom: four, eight, three, six. Fresh values, not Day 33's Math Blitz.

Hard Code 8 1 7 5 4 9: 2+3×2=8, 12÷2−5=1, 3×3−2=7, 20÷2−5=5, 10−2×3=4, 6+6÷2=9. Order of operations, multiply and divide first.

Diff TK–2: 2-digit code, adds within 10, a blank line per digit. 3–8: 6-digit order-of-operations code, wrong-guess 30-sec lockout, teams write a code for rivals and referee it. 3-minute crack timer.

4 · Finale + Wristband (45–60 min)

Open Winning team whispers the number code to the coach, coach turns the key, mascot lifts out, big cheer. Optional "thief's note" inside: "You out-calculated my lock. I surrender!"

Award the **Responsible Decisions** trait wristband to detectives who checked their work and chose the smart move before committing ("I checked before I said it", "I picked the number that left them stuck").

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.