Minds Together

Mission: the thief split the code so no one can crack it alone. Win the teamwork games, combine every teammate's clue on the whiteboard, whisper the password, open the box, free the mascot. Character trait today: **Social Awareness**.

1 · Human Knot (5–16 min) — grab two hands across, untangle without letting go

Setup groups of 6 to 8 in a tight circle. Each person grabs two different hands, two different people, never the person right next to them.

Untangle step over, duck under, turn around until it is one open circle again. Hands never come apart. Talk it out, one plan at a time.

Unstick freeze and let one voice speak; have the tallest pair raise an arch to walk through; if hopeless, allow one clean release to re-clasp. Not every knot solves, and that is fine.

Grades TK–2: circles of 4 to 5, letting go allowed if stuck. 3–8: knots of 7 to 8, one voice at a time, race the next group.

Older head-to-head race, best of three, dropped hand loses the round; a student refs and sets each round's handicap (silent, eyes closed, 90-sec timer).

2 · Guide the Explorer (16–31 min) — voice only, eyes closed, then swap

Setup pairs. One Explorer (eyes closed, can peek, never blindfolded), one Guide (eyes open, no touching). Start to a target, short and clear of tables.

Words "small step / big step" · "turn left / right" · "stop" · "you're doing great." One instruction at a time, wait for it, read how your partner feels. Then swap roles.

Grades TK–2: short paths, big directions, adult shadows. 3–8: longer paths with turns, words only, kindest calmest voice wins.

Older scored timed course with "mines" (10-sec penalty) and invented codewords; students build the layout and time each pair, fastest clean run wins.

3 · Everyone Holds a Clue (31–45 min) — combine every teammate's piece, password TEAM

Letters hand each teammate one letter, **T, E, A, M**, rule: "arrange to spell what you all are." They line up to read **TEAM**. Every person holds one piece.

Riddles one per person: T = first letter of *Together* · E = starts *Everyone* · A = first sound in *Awesome* · M = starts *Mascot*. Combine and arrange to **TEAM**.

Rule no clue solves alone, no person holds more than one letter, every voice must be heard. First team to combine and whisper it opens the box. Longer words like UNITED work the same way.

Older 6 to 8 letter word with a cipher per clue (Caesar shift or math-to-letter); beat-the-clock head-to-head, fewest wrong guesses wins; fastest team designs the next word for a rival to crack.

4 · Finale + Wristband (45–60 min)

Open Winning team announces the password to the room, coach turns the key, mascot lifts out, big cheer. Optional "thief's note" inside: "You beat me by working together. I surrender!"

Award the **Social Awareness** trait wristband to detectives who noticed a quiet teammate and made sure every mind was included.

Grades 3–8 run the whole hour as a scored tournament: fixed teams, a visible timer on every round, points on the whiteboard, champion crowned here. Games bank swap-in: **Detective Mafia** (2 to 3 Culprits + a Detective, 5 to 7 min rounds) is 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.