The Great Math Race

Mission: the thief locked the mascot behind a math code. Run fast, solve faster, win the games, crack the number code on the whiteboard, whisper the combo, open the box, free the mascot. Character trait today: **Responsible Decisions**.

1 · Math Lap Relay (5–18 min) — run to the checkpoint, solve, then tag the next runner

Setup Two tape lines: START/finish and a checkpoint. Equal teams behind START. Correct answer runs back and tags; wrong answer runs one penalty loop, then a new problem. Visible timer on the race.

TK–2 3+4=7, 6+2=8, 9–3=6, 5+5=10, 8–4=4, 7+3=10, 10–6=4, 2+6=8.

Group 12+7=19, 6×3=18, 24–9=15, 4×5=20, 30÷6=5, 8+9=17, 7×4=28, 18–9=9.

3–8 4+3×2=10, 20–2×5=10, 6×2–3=9, 15÷3+4=9, 2×(3+4)=14, 18÷2–5=4, 5+6×2=17, 24÷4+7=13. Faster pace, a student staffs the checkpoint, ties go sudden-death.

2 · Beat the Coach (18–33 min) — racer vs coach, first correct answer out loud wins the point

Run it Coach reads a challenge, coach and racer both solve in their head, first correct out loud scores. Coach hams it up but never says a wrong number. Score on the whiteboard, about 10 sec each.

TK–2 2+3=5, 4+4=8, 6–1=5, 5+2=7, 3+3=6, 9–4=5, 7+1=8, 10–5=5.

Group 7+8=15, 6×3=18, 15–7=8, 4×4=16, 20–8=12, 9+6=15, 5×5=25, 12+9=21.

3–8 13×3=39, 7×8=56, 96÷8=12, 25×4=100, 14×5=70, 144÷12=12, 45+38=83, 9×12=108. Best-of rounds to 5, a student champion takes the coach's chair.

3 · Crack the Number Code (33–47 min) — each answer is one digit of the box combo, in order

Base 392 (1) 1+2=3; (2) 3×3=9; (3) 8–6=2. Read top to bottom: 392. Fresh values, not Day 33 or Day 39.

3–8 27463 (1) 10÷2–3=2; (2) 1+3×2=7; (3) 2×3–2=4; (4) 12÷2=6; (5) 15–4×3=3. Multiply/divide first.

Diff TK–2: 2-digit code 52 (3+2=5, 4–2=2), blank line per digit. 3–8: longer code, wrong-guess lockout (20 sec), each team writes a code for a rival and referees it. First team to whisper the combo opens the box.

4 · Finale + Wristband (47–60 min)

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

Award the **Responsible Decisions** trait wristband to detectives who chose to be sure before they moved ("I checked it first", "I didn't just guess").

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.