Human Battleship

Mission: the thief hid the mascot's code on a grid, and guessing at random won't crack it. Win the games, decode the grid on the whiteboard, whisper the password, open the box, free the mascot. Character trait today: **Self-Management**.

1 · Human Battleship (5–18 min) — hide ships, call coordinates, aim with logic

Setup 4-by-4 grid, rows A–D down, columns 1–4 across. Each team hides 3 ships (a ship covers 1 or 2 squares). Take turns calling a coordinate, other team says HIT or MISS. Mark X for hits, dots for misses.

Walk-through Red hides B2–B3 (a 2-square ship) and D1. Blue calls A1 miss, B2 hit, B3 hit (sunk), C4 miss. Say it out loud: every miss shrinks the map, every hit tells you where to aim next.

Diff TK–2: 3-by-3 grid, one 1-square ship, coach calls with them. 3–8: 6-by-6 grid, 4–5 ships, 10-sec shot clock, must announce reasoning before each call, students referee, fewest total calls to sink the fleet wins the round.

2 · Coordinate Hunt (18–31 min) — decode the clue, race to the square, fastest correct scores

Clues Floor grid rows A–D, columns 1–4. 1) "Row B, column 2" → B2. 2) "Top-left corner" → A1. 3) "One row below C, column 3" → D3. 4) "Column 4, row between A and C" → B4. 5) "Middle-ish, row C column 2" → C2.

Run it Read a clue, give a beat to reason, call "GO!" First team on the correct square scores, wrong square resets to the line. First to 5 points wins.

Diff TK–2: one-step clues ("stand on B2"), point to row and column. 3–8: two-step clues ("A1, two down and one right" → C2), 8-sec timer, students call the clues and judge the winner.

3 · Grid Code (31–45 min) — decode the grid cipher to the box password

Grid Columns 1–5, rows A–E. A: R L T E M / B: O S P N U / C: G I A D H / D: C Y W F B / E: K V Z J Q.

LOGIC Post A2, B1, C1, C2, D1 → L-O-G-I-C, the box password. Shorter WIN: D3, C2, B4 → W-I-N for a first round or younger team.

Diff TK–2: short WIN code, coach reads each coordinate and points to the cell, blank line per letter. 3–8: longer word (STRATEGY, PATTERN), mixed step (each listed coordinate is one column right of the true letter), wrong-guess lockout (30 sec), teams design a grid code for a rival and referee it.

4 · Finale + Wristband (45–60 min)

Open Winning team announces the password (LOGIC) to the room, coach turns the key, mascot lifts out, big cheer. Optional "thief's note" inside: "You aimed with logic and cracked my grid. I surrender!"

Award the **Self-Management** trait wristband to detectives who ruled squares out and aimed with logic ("I used my last miss before I called", "I ruled that square out").

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.