Obstacle Architects

Mission: the thief locked the mascot behind an obstacle course. Design a course, race a rival's course against the clock, crack the blueprint code, whisper the password, open the box, free the mascot. Character trait today: **Social Awareness**.

1 · Design the Course (5–18 min) — build a 4-station course for another team to run

Stations 1 tape river (two-foot hop), 2 the boulder (circle a chair), 3 brain gate (answer one riddle), 4 tape tightrope (heel-to-toe to finish). Lay in order, keep low and safe.

Riddles hands but cannot clap (a clock) · broken before you use it (an egg) · up but never down (your age) · a neck but no head (a bottle) · take more, leave more behind (footsteps).

Diff TK–2: one group, 3 low stations, coach lays the tape. 3–8: 6 stations with a gate at each, 6-minute build clock, a rival inspector judges safety and feasibility (unsafe course loses a point), students hold the tape and captains defend the layout.

2 · Run the Gauntlet (18–33 min) — race a rival's course, solve the gate at each station

Gates 5 + 7 (12) · DOG backwards (GOD) · half of 10 (5) · 9 – 4 (5) · animal starting with B (bear) · 2, 4, 6, next (8). Keep each answerable in seconds.

Run it one runner at a time, do the move then solve the gate to advance, no skipping. Time first start to last finish. Fastest clean team wins. Non-contact, one runner per course.

Diff TK–2: walk or skip, no timing, one easy question per gate. 3–8: harder gates, 5-sec penalty per skip, head-to-head heats on mirrored courses, students run the timer, wrong answer freezes the runner 3 sec.

3 · Blueprint Code (33–47 min) — the station run-order spells the password

RACE 4 boxes: box1 C, box2 R, box3 E, box4 A. Run-order 2 → 4 → 1 → 3 reads R-A-C-E.

GO 2 boxes: box1 O, box2 G. Run-order 2 → 1 reads G-O. Good for a first round or younger team.

Diff TK–2: 2-box GO, coach points to each box in order, a blank line per letter. 3–8: 6-letter word (COURSE, SPRINT), wrong-guess penalty (sit out 15 sec), scoreboard (3 pts fastest, 1 pt second), older kids design a code for a rival and referee it.

4 · Finale + Wristband (47–60 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 out-built my course. I surrender!"

Award the **Social Awareness** trait wristband to detectives who built a course that was safe and fair for the people who ran it ("I made it safe for them", "I checked it was fair").

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.