The MindMasters Challenge

Mission: the thief locked the mascot up again with a new code. Split the room into 3 to 5 fixed teams, run a tournament of the season's favorite games, earn points, and the first team to crack the code on the whiteboard whispers the password, opens the box, and frees the mascot. Character trait today: **Relationship Skills**.

1 · Four Corners Championship (5–16 min) — name the corners out loud, one clue removes one, score the survivors

Animals Dog, Cat, Bird, Fish → thief **Cat**. "Not the one that barks" (Dog) · "not the one that swims" (Fish) · "not the one that flies" (Bird).

Foods Pizza, Apple, Carrot, Cookie → thief **Pizza**. "Not a fruit" (Apple) · "not a vegetable" (Carrot) · "not a sweet dessert" (Cookie).

Colors Red, Blue, Green, Yellow → thief **Blue**. "Not the color of grass" (Green) · "of the sun" (Yellow) · "of a strawberry" (Red).

Score Each team earns a point for every member still standing in the last corner. Rotate the theme each round. TK-2: nobody sits out. **Older kids:** sudden-death with a 3-second shot clock, stacked clues, abstract sets (planets, elements), a student calls the round, run it as a scored tournament with a timer.

2 · Speed Guess Who (16–31 min) — suspects are real kids, win in the fewest questions

Setup One team on the clock at a time. Suspects stand; a Case Leader secretly picks one culprit and answers honestly; the team asks yes/no questions until one is left; the score is how many questions it took, fewest wins.

Ask "Wearing red / blue / white?" · "Sneakers?" · "Glasses?" · "Long sleeves?" · "A hoodie?" · "Writing on their shirt?" A good question rules out about half.

Keep it kind clothing and accessories only, never anyone's body or looks. TK-2: 3 to 4 suspects, coach helps. **Older kids:** 8 to 10 suspects, TWO secret culprits, a 6-question budget head to head (miss = out), student Case Leader and referee, scored leaderboard with a timer.

3 · Team Code Relay (31–45 min) — one riddle per teammate, first letters spell the password

TEAM Top (opp. of bottom) · Egg (a chick hatches from it) · Apple (red fruit, keeps the doctor away) · Mars (the red planet).

WINS Winter (season that brings snow) · Ice pop (frozen treat on a stick) · No (opp. of yes) · Sun (star we see by day).

CLUE Clock (face + hands, no arms) · Lion (king of the jungle) · Up (opp. of down) · Egg (a chick hatches from it).

Run it each member solves one riddle for one letter, the team assembles the password and whispers it. First team correct opens the box. TK-2: coach reads riddles, 3-letter word. **Older kids:** 6 to 7 letter word, multi-step or ciphered riddles, jumbled letters to unscramble, 5-minute beat-the-clock, and let teams BUILD a riddle set for the other team to crack.

4 · Finale + Wristband (45–60 min)

Open First team to crack it announces the password to the room, coach turns the key, mascot lifts out, big cheer. Celebrate every team's points. Optional "thief's note" inside: "You beat me as a TEAM. I give up!"

Award the **Relationship Skills** trait wristband to detectives who cheered teammates, shared turns, and handled winning or losing with grace ("great job", "your turn", "good game").

Games bank zero-materials backups: Wink Detective · Guess the Leader · **Detective Mafia** (best for grades 3-8: 2 to 3 secret Culprits + a Detective, town debates and votes, 5 to 7 min per round). Swap one in as an energizer or if a room is tight.

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.