# The Relay Rally

**Mission:** the thief locked the mascot behind a relay, and no one racer cracks it alone. Run the legs, solve each task, earn the code, whisper the password, open the box, free the mascot. Character trait today: **Self-Management**.

## 1 · Brain Relay (5–18 min) — run the lane, solve one task, tag clean

**Setup** Two taped lines (START, TURN). Runner jogs, solves one task at the TURN line, jogs back, open-hand tag. No solve, no tag. First team home wins. Keep it non-contact.

**TK–2** Math: 2+3 (5), 5+1 (6), 4+4 (8), 10–2 (8). Patterns: "red, blue, red, blue, ?" (red), "1, 2, 3, __, 5" (4). Riddles: four legs, cannot walk, you eat at it (table); face and two hands, no arms (clock).

**3–8** Math: 7×8 (56), 12×6 (72), 9×7 (63), 45+38 (83), 100–37 (63). Patterns: "2, 4, 8, 16, ?" (32), "1, 1, 2, 3, 5, ?" (8). Riddles: take more, leave more behind (footsteps); keys but no locks (piano).

**Diff** TK–2: short lane, repeat the task, everyone helped. 3–8: penalty lap for a wrong answer, students staff the legs and judge answers, head-to-head scoring (3 pts first, 1 pt second).

## 2 · Memory Relay (18–33 min) — coach shows a sequence, each runner adds one step

**Setup** Coach shows a motion sequence twice. Runner 1 does step 1, tags; runner 2 does steps 1–2; each adds one step from memory. A miss resets that team. First team through the full sequence wins.

**Sequences** 3-step: clap → stomp → spin. 4-step: jump → touch toes → clap → turn around. 5-step: hop → clap → spin → stomp → wave. 6/7-step: add freeze, then a lead jump. All safe, in place, non-contact.

**Diff** TK–2: 3-step, show three times, coach mirrors alongside. 3–8: start at 6 steps, add one each round under a timer, then students invent and judge the sequence.

## 3 · Relay Code (33–47 min) — each leg earns a piece, unscramble the password

**RELAY** Five legs, hand letters out of order (L, Y, R, E, A), team unscrambles to RELAY. Write each piece on the board as it is earned.

**RUN** Three legs, hand (U, R, N), arrange into RUN. Good for a first round or a younger team.

**Diff** TK–2: RUN with blank lines drawn on the board, coach hints the first letter. 3–8: A1Z26 ciphered pieces (RELAY = 18, 5, 12, 1, 25), beat-the-clock scoring, then teams design a coded relay for rivals and referee it.

## 4 · Finale + Wristband (47–60 min)

**Open** Winning team whispers then announces the password to the room, coach turns the key, mascot lifts out, big cheer. Optional "thief's note" inside: "You paced yourselves and passed it clean. I surrender!"

**Award** the **Self-Management** trait wristband to detectives who paced themselves and controlled the handoff ("I took a breath first", "I tagged clean and let my teammate go").

**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.*