Spy Sprint

Mission: the thief hid the mascot behind a spy vault, and rushing sets off the alarm. Win the games, crack the number cipher on the whiteboard, whisper the password, open the box, free the mascot. Character trait today: **Self-Management**.

1 · Laser Dash (5–16 min) — sneak when lasers off, freeze when lasers on

Warm-up Long look-aways (about 5 seconds), warn before you turn. Coach: "Freeze the second you hear 'lasers on.'"

Shorter Cut the look-away to 2 or 3 seconds, no warning. Ask a spy to show a rock-solid freeze before "go."

Double-agent Guard fakes a turn then spins back fast. Reward the spies who held still through the fake. Non-contact, freeze means statue.

Diff TK–2: coach is the Guard, long loud look-aways, caught just steps back. 3–8: shorter windows on a visible timer, a student Guard runs it, two teams race lane by lane, caught moving sends the lane back a step.

2 · Signal Decode Dash (16–31 min) — runner reads the gestures, team decodes the word

Key tap head = M, touch shoulders = O, stomp foot = V, point up = E, arms crossed = S, hands on hips = T. Write it on the board.

Messages MOVE (tap head, shoulders, stomp, point up). MOVES (add arms crossed). Chief flashes from the far line; one runner per team watches, dashes back, team decodes. First correct word scores.

Diff TK–2: two gestures, two-letter word (HI), Chief slow and huge, coach helps match. 3–8: more signals plus a "signals flip" shift (each gesture means the next letter), visible timer, students take turns being the Chief.

3 · Spy Cipher (31–45 min) — A=1 to Z=26, decode the numbers to the password

SILENT Write A=1 to Z=26, then 19 - 9 - 12 - 5 - 14 - 20 = S-I-L-E-N-T. This is the finale vault password.

SPY 19 - 16 - 25 = S-P-Y. Two-count word, good for a first round or a younger team.

Diff TK–2: short SPY cipher, key right above it, coach counts the alphabet aloud, blank line per letter. 3–8: mix in a one-step shift (B means A), beat-the-clock lockout (wrong whisper = 30-sec lockout), scoreboard, then teams design a cipher for a rival team and referee it.

4 · Finale + Wristband (45–60 min)

Open Winning team whispers then announces the password (SILENT), coach turns the key, mascot lifts out, big cheer. Optional "thief's note" inside: "Too quiet, too quick. You cracked my vault. I surrender!"

Award the **Self-Management** trait wristband to agents who stayed calm and controlled their move ("I froze in time", "I took a breath before I answered").

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.