Pattern Power

Mission: the thief locked the mascot behind a number pattern. Win the games, find the rule on the whiteboard, predict the missing numbers, whisper the password, open the box, free the mascot. Character trait today: **Responsible Decisions**.

Grades 3–8: run the competitive version. Fixed teams for the hour, a visible timer on every round, score every game (winning team, fewest guesses, fastest crack) on the whiteboard, and crown a champion at the finale. Let older kids run rounds, referee, and design their own patterns for a rival team. At the two middle schools, run this for the whole room.

1 · Human Simon (5–16 min) — add one move each round, group repeats the whole sequence

Simple clap → stomp → spin → jump → clap-clap. Big, obvious moves, easy to hold.

Sounds clap → "hey!" → stomp → knee-pat → "hey!" → spin. Alternate a move and a sound.

Long chain stomp → clap → clap → spin → jump → snap → stomp → "yes!". Keep adding until the group breaks, then cheer and reset.

Diff TK–2: short (3–4 moves), big simple moves, say each out loud. 3–8: long chains, and let a student add the next move.

2 · What Comes Next (16–31 min) — start a pattern, teams predict the next beats

Types **AB** clap, stomp... · **AABB** clap, clap, stomp, stomp... · **ABC** clap, stomp, spin, repeat · **Growing** clap, clap-clap, clap-clap-clap...

Run Repeat the pattern two or three times, stop suddenly, point to a team to continue. Keep the rule going = score. Then each team invents its own pattern for another team.

Diff TK–2: simple AB only, say it with them. 3–8: AABB, ABC, and growing patterns; name the rule before performing.

3 · Find the Rule (31–45 min) — write on the whiteboard, missing numbers are the password

Set 1 2, 4, 6, 8, __, __ → rule **add 2** → password **10, 12** ("ten, twelve").

Set 2 1, 2, 4, 8, __ → rule **doubling** → password **16** ("sixteen").

Set 3 5, 10, 15, __, __ → rule **add 5** → password **20, 25** ("twenty, twenty-five").

Diff TK–2: simple +1 or +2, point along the numbers. 3–8: doubling or +5, explain the rule. First team to whisper the missing numbers opens the box.

4 · Finale + Wristband (45–60 min)

Open Winning team announces the password numbers to the room, coach turns the key, mascot lifts out, big cheer. Optional "thief's note" inside: "You cracked my pattern. I surrender!"

Award the **Responsible Decisions** trait wristband to detectives who found the rule before choosing their answer ("it adds two, so it has to be ten").

Games bank — zero materials, energizer or swap

Wink Detective circle spots the secret Winker in 3 guesses. 3–8: add a second Winker.

Guess Leader Detective finds who starts the moves in 3 guesses. 3–8: small subtle moves, no staring.

Det. Mafia social deduction. Eyes closed, tap 2 Culprits + 1 Detective; night catch, day debate and vote. Town wins by voting out both Culprits. 5–7 min a round. Best for grades 3–8, the one they ask to replay. TK–2: 1 Culprit, no Detective.

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.