Mastermind Gratitude

Grade Three & Four

Gratitude

Based on the classic game 'Mastermind', this game will see players work together to figure out the "Gratitude Code" by guessing which order the Code Creator has placed the different colour markers in. The Code Crackers will work as a team to place different colour markers in an order aiming to match that of the Gratitude Code set by the Creator. This is a game of trial and error, as students place colour markers and attempt to crack the code, answering reflective questions and completing challenges along the way. The goal is to discover the correct sequence of colour markers that the "Creator" has placed under the cones.

📖 Learning Intentions

I can reflect on and articulate what I am grateful for in my life:
This game encourages players to think about gratitude in a meaningful way and helps them express their thoughts through reflection questions.

I can work collaboratively with others to solve problems and move through challenges:
Players will need to rely on teamwork, communication, and strategy to correctly match the Gratitude Code, strengthening their ability to collaborate effectively.

I can practice mindfulness and physical activity together, integrating gratitude with movement:
By linking gratitude with movement, this game fosters physical engagement while promoting mental well-being.

🏅 Success Criteria

I can answer gratitude-related questions thoughtfully and correctly:
Players will demonstrate their understanding of gratitude by providing meaningful answers to the questions posed in the game.

I can collaborate with my team to successfully match the code:
The team will work together to match the Gratitude Code and provide encouragement along the way.

I can participate in both the mental and physical aspects of the game:
Players will be engaged in both reflection on gratitude and completing physical challenges, creating a balanced experience that supports their overall well-being.

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Objective:
Based on the classic game 'Mastermind', this game will see players work together to figure out the "Gratitude Code" by guessing which order the Code Creator has placed the different colour markers in. The Code Crackers will work as a team to place different colour markers in an order aiming to match that of the Gratitude Code set by the Creator. This is a game of trial and error, as students place colour markers and attempt to crack the code, answering reflective questions and completing challenges along the way. The goal is to discover the correct sequence of colour markers that the "Creator" has placed under the cones.

Players:
This game is played in teams of 4.
- **3 Code Crackers**: The players who work together to figure out the gratitude code.
- **1 Creator**: The player who has created the code by selecting and placing four colour markers in a line and then provides feedback to the Code Crackers.

Materials Needed:
- 2 sets of four cones (one set for the Code Creator to place the Gratitude Code under and one set for the Code Crackers to work with and for the Code Creator to move into different positions based upon the colour markers placed in-front of them). If no cones or witches hats are available you can use anything to place the colour markers under e.g., a set of mugs or cups (that aren't see through!) or you can even use books, don't over complicate it.
- Coloured markers or sticky notes in a variety of colours, we suggest having at least 6 different colour options (we have created a set of colour markers for you to print and cut out, found in the resource PDF).
- One set of Gratitude Questions and Challenges printed out per team (found in resource PDF).

Setup:
1. **Choose the Gratitude Code:**
The Creator selects **4 colour markers** (these can be coloured pieces of paper cut up into squares or better yet use different colour sticky notes) and places them under **4 cones** (or objects if cones are unavailable) in a sequence: E.g., Red, Yellow, Red, Blue.
2. **Code Crackers' Role:**
The Code Crackers' job is to discover which colour markers are under the cones and in what order. On their turn, they will place a coloured marker in front of a cone and await feedback from the Creator.

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3. **The Creator's Role:**
The Creator provides feedback after each coloured marker is placed by the Crackers. The Creator places the cones in the following positions based on the feedback:
- **Cone turned upside down**: The Code Cracker's response is correct and in the right position.
- **Cone tipped over**: The response is part of the code but in the wrong position.
- **No movement on the cone**: The response is not part of the code (it doesn't belong in any of the four positions).

Gameplay:

1. **Each Code Cracker's Turn:**
   - Each Code Cracker will take a turn running/walking to the four cones placed down by the Code Creator, and placing a coloured marker where they think it matches the code.
   - The Creator checks the Code Cracker's placement:
     - If the Colour marker is correct and in the correct position, the cone is turned upside down.
     - If the response is part of the code but in the wrong position, the Creator will tip over the cone.
     - If the response doesn't belong in the code, the Creator doesn't move the cone.
   - If the Cracker makes the right guess, the game simply moves onto the next player's turn. If the guess is incorrect they must answer a Gratitude question or complete a Gratitude challenge that is asked or assigned by the Code Creator (there is a list of gratitude questions and challenges found in the resource PDF).
   - The Code Crackers work together to discuss the feedback, and then take turns guessing again until they have successfully cracked the code.

2. **Static Hold: (optional)**
While one player is running and answering the gratitude questions, the other two or three Code Crackers must hold a static position. The static holds should be simple and safe exercises, such as: This will promote a speedy game!
- **Plank Hold**
- **Wall Sit**
- **Tree Pose**
- **Squat Hold**

Goal:
The game is over when the Code Crackers correctly match all four Colour Markers in the right order and turn all four cones upside down.

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Winning:
- The first team to successfully match the Creators code wins.
- You can set a timer to see how quickly each team can crack the code. Record the time it takes for each team to complete the challenge. You could even keep a leaderboard up on the wall somewhere and come back to it each time you play the game, encouraging teams to beat the fastest time recorded.

Sample Gratitude Questions (Gratitude Code Ideas):
1. Who is someone you are grateful for and why?
2. What is something you appreciate about your health or body?
3. What was the most positive moment of your day/week?
4. What kind thing have you done for someone else recently?
5. What positive qualities do you admire in a friend or family member?
6. What new thing are you grateful for learning this year?
7. What's a place that makes you feel peaceful and happy?
8. What's something small that made you smile today?
9. Who or what brings joy into your life?
10. What do you appreciate most about your home?

Modifications for Different Settings:
1. **Team Edition:**
If you have larger groups, break into smaller teams of 4 players. Each team competes to solve their Gratitude Code. You could also have the teams work together to figure out their answers collaboratively before taking turns placing them under the cones.
2. **Reflective Learning:**
After the game, ask each team to reflect on their Gratitude questions. What did they learn about their teammates? How did reflecting on gratitude enhance their connection with others and help put a smile on their faces.

Additional Notes:
This is a great game to play in classrooms, during team-building activities, or in any setting where gratitude and positive connection are the focus. It's engaging, fun, and helps develop a positive mindset in a playful, reflective way.