

Mastermind

Time to be codebreakers! You will need some coloured cones/objects/paper (stick to the same 4 colours)

1 player is the Mastermind and creates a pattern with the coloured cones behind a barrier (so the other player can't see it)

Stick to 3 or 4 cones

The other player is the codebreaker. They race to place their cones in a line to try and match the Mastermind's pattern. The Mastermind reveals a correctly placed cone by revealing that cone to the Codebreakers.

Keep going until the code is broken then change Mastermind.

