

## UPSET AVIANS!

### **Prompt: Choose your team: Pigs or Birds**

2 players or 2 groups of players play against each other.

**Your eggs have been stolen!** Get them back by destroying a structure made by your opponents, the Pigs.

**You are starving and need to eat these eggs you found.** Build a structure that keeps you safe from your enemy, the Birds, attacks.

### **Rules:**

The pigs must make a structure out of the mondo blocks. Fortunately, the birds don't know that some of the blocks have neodymium magnets and velcro on them. Use these to your advantage and conceal the stronger-connect blocks in your structure at key locations. Remember, you (pigs) must be visible to the birds and located entirely within the structure. If even just one of the Pigs on your team survives the Birds' attack, you win! What shape/design will keep you safest? What parts of the structure are most stable? Where should you hide in your structure?

The birds must launch themselves at the Pigs' structure using their catapult. Each bird is a different size, shape, and weight and will do different things to the Pigs' structure when they hit it. Regardless of what happens to the structure, if a Pig falls over and breaks apart, it has been defeated. Once all 3 pigs are knocked over, the birds win! Birds are very organized, and the order they launch must be chosen beforehand and not modified. Birds are very disciplined and will only launch one at a time. What do you think each bird will do to the structure? Do all birds fly the same? Is there an ideal order to break the Pigs' structure.

At the end of one full launch cycle, switch teams.

### **After:**

What did you learn?

What would have done differently?

What would you change about the game?

What did you like?