



Game: What If... Gravity Was Broken?

OVERVIEW

Gravity's out of commission, and your squad has to keep objects afloat through a wild obstacle course. In Defy Gravity, teams will test their coordination and focus while racing balloons through wacky challenges, no drops allowed.

WHAT YOU'LL NEED

- 1 balloon per team (plus backups)
- Cones, pool noodles, tape, and random things to create an obstacle course
- Music

HOW-TO

PREP

- Divide students into squads of 4-6
- Set up a short obstacle course (zig-zag, crawl under a chair, hop over a line)
- Blow up balloons

PLAY

- One player from each team races through the course while tapping the balloon to keep it airborne (no grabbing!).
- If the balloon touches the ground, it goes back to the start
- Once they complete it, they tag the next teammate
- First team to finish wins the round! Award points accordingly

WHAT TO SAY

Okay, scientists—gravity just broke. It's up to you and your squad to keep your experimental particle (this balloon) in the air all through the course. If it hits the ground, you're going back. Let's see which team can beat the laws of physics!

GAME ADAPTATIONS

To Scale for Smaller Groups or Limited Space:

- Time each person individually and rank based on fastest finish

To Scale for Larger Groups:

- Create multiple lanes and run each round tournament-style

PRO TIP

Pump up the music and get leaders cheering for each team. Bonus points for the most dramatic save mid-air.