

Teams try to get all of the cones facing the same way (volcanoes point facing up, craters point facing down).



INSTRUCTIONS & CUES

Instructions

- Divide participants into 2 teams.
- Scatter dome cones around the playing area, randomly facing upward and downward.
- For a set amount of time (such as 2 minutes), the teams try to get all of the cones facing the same way (volcanoes point facing up, craters point facing down).
- At the end of the time, determine the winning team, then reset and repeat.

UDL Modifications

- Spread out the cones and have a large space to alleviate crowding.
- To increase movement, have participants touch one of the boundary lines of the playing area before they can flip another cone, or have them do a fitness activity such as a squat, a push-up, or a jumping jack before flipping each cone.
- Have some cones up raised up on crates or boxes for participants to flip over who might have trouble reaching the ground.