



Volcanoes & Craters



Fun Activity

Medium Energy

Equipment required

10 + Cones

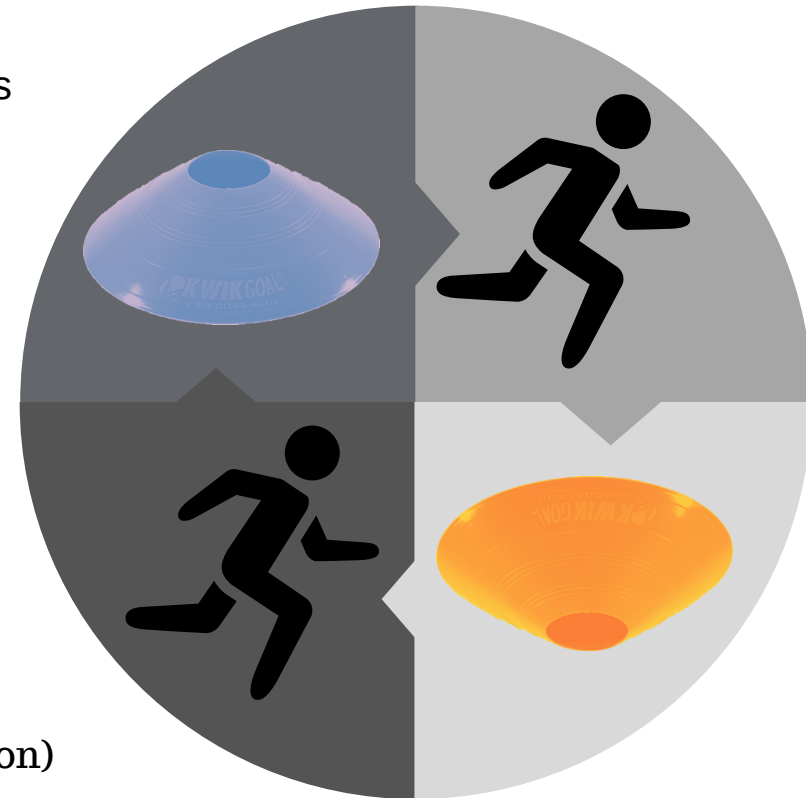
NB: Other adaptations applicable

Activity Overview

Split the group into two teams. Each group starts at opposite sides of the playing area. In the centre, spread out cones, some sitting the correct way to make 'Volcanoes', and others upside down to make 'Craters'. When the leader shouts "GO" the children must run into the centre of the hall. One team will be turning the 'Volcanoes' into 'Craters', and the other team will be turning 'Craters' into 'Volcanoes'. Give the group 20-30 seconds to see how many cones they were able to turn. They have to stand up or move between cones. The team who turn the most cones win.

Outcomes and Skills Development

- Fine motor skills & movement (Agility, Balance, Coordination)
- Awareness of collaborative work through turn-taking
- Positive behaviour that contributes to fair play: accepting defeat & following rules
- Apply group tactics & strategies





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Fun Activity

Low Energy

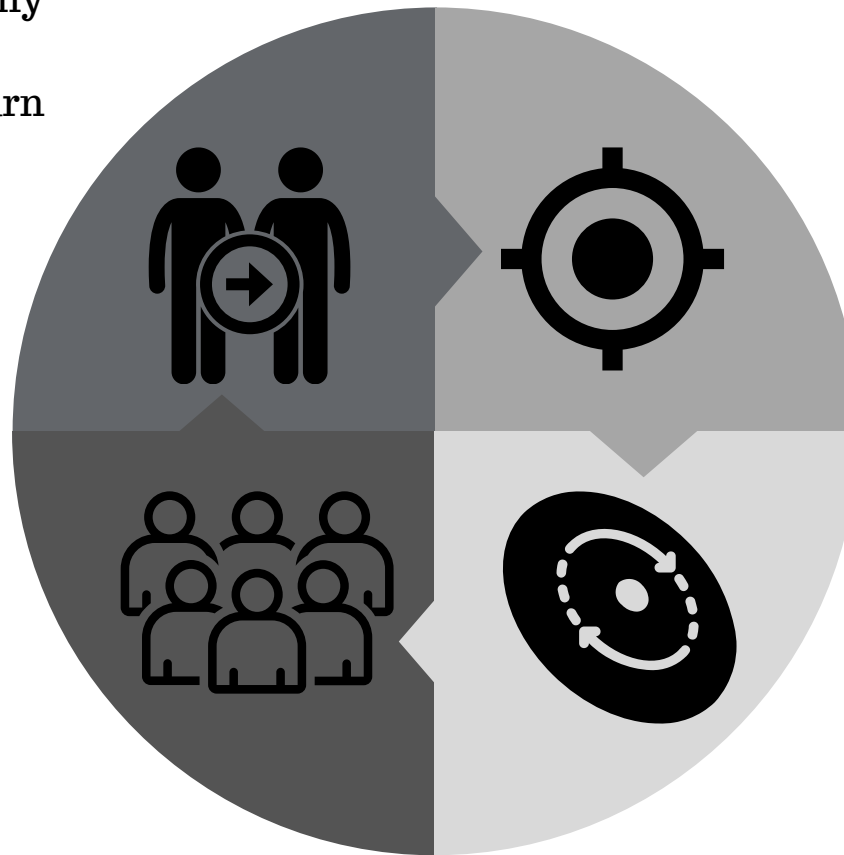
Modifications

1 -2-1

Challenge child to see how many cones they can turn over in 30 seconds. Adapt so they only turn specific colours.

Small Group

use a smaller number of cones and decrease the amount of time the game is running for



Progression

- Look at curriculum - colours of rainbow/mixing of colour ie turn the cones that make green when mixed.
- Have competitions to see who can collect the most cones.