



# VOLCANOES & CRATERS (CONES UP/CONES DOWN)

## *Participants*

Any number of participants.

## *Time Allotment*

5+ Minutes

## *Activity Level*

High

## *Materials*

- Cones

## *Method*

- Place half the cones right side up and the other half upside down. Split participants into two groups and designate them as the “Volcano team” and the “Crater team”. Each team is trying, at the same time to flip the cones over to their side.
- The “Volcano team” is trying to stand all the cones upright.
- The “Crater team” is trying to flip all the cones upside down.
- If you want a winner, set a time limit for the team to flip the cones 1-2 minutes is usually more than enough. When the time is up count the number of cones that are Volcanoes and how many are Craters. The team with the most wins.

## *Regulation Modification Options*

Use the option most appropriate for the youth’s level of regulation:

- In between rounds the facilitator can lead a regulation activity.
- In between rounds the facilitator can ask a participant to lead a regulation activity.