

<b>NAME OF ACTIVITY:</b> Topsy Turvy	<b>TYPE:</b> Special
<b>CYCLE:</b> I, II, III	<b>ACTIVITY LEVEL:</b> H
<b>TACTICS:</b> Getting to cones as fast as one can, analyzing the situation, being on alert over how many cones are flipped over/turned right side up, get to cones where the opposition is not watching.	
<b>QEP:</b> Comp. I, locomotor skills: running, nonlocomotor skills: turning, manipulation skills: handling (of the cones), Comp. II, attacking the other team's objects	
<b>PURPOSE:</b> Depending on the team you are on, to either try to have more cones right side up than flipped over or to have more cones flipped over than right side up when the time limit is up.	
<b>PREPARATION:</b> Players of both teams and cones are scattered throughout the playing area.	
<b>MATERIALS:</b> Lots of cones, pinnies to differentiate teams.	
<b>PROCEDURE:</b> Players are divided into two teams.	
<b>INSTRUCTIONS:</b> One team will be assigned as "topsies" and the other team will be assigned as "turvies". Topsies will be responsible for turning cones upright while turvies will be responsible for knocking down cones with hands only. There is no defense in this game, which makes observing the other team's actions a must. This also creates the necessity for quick movement. Furthermore, it is a good idea for the teams to adjust cones where there is no opposition nearby. There's usually a time limit involved that lasts roughly a couple of minutes or so. The winner is decided after the time limit by the number of cones upright and how many cones are knocked over.	
<b>ADAPTATION/VARIATIONS:</b> Add or reduce the number of cones.	

**DIAGRAM:**

