**Turtle Buddies, Turtle Teasers** K-2

A new take on an old favorite.

**Introduction:** Most of us are familiar with the game often called *Builders and Bulldozers*. 30 or more cones are scattered throughout the gym. There are two groups: The Builders and the Bulldozers.

The Bulldozers run throughout the gym and knock down the cones (buildings) while the Builders set them up. At the end of a set period of time, if the builders have more standing than the bulldozers have down … the builders finish first. It is just the opposite for the Bulldozers to win.

In ***Turtle Buddies, Turtle Teasers***, dome cones are used instead of regular cones.

**Equipment & Setup:**

* 30 or more dome cones
* The dome cones are scattered throughout the gym.
* Students are divided into 2 groups … turtle buddies and turtle teasers

**Description:**

* When the game begins, the turtle teasers move around the gym turning the dome cones upside down.
* The turtle buddies are turning the cones upright.
* At the end of a set period of time, the first-place finisher is determined as follows:

Turtle buddies - if more dome cones are upright than upside down

Turtle teasers - if more dome cones are upside down than right side up.

**Helpful Hints:**

* Students cannot stay by a cone or cones and guard them. Once they turn a cone over, they need to move onto the next one.
* I often use a countdown to stop the music. “5-4-3-2-1-Hands up!” Students put their hands above their heads so they will not turn over any more cones. If someone does turn one over after the music stops, that cone is flipped over and an additional one (penalty is flipped over).

