2 groups. Each player has a marker. Half the players place their markers with the round side up and the other half with the round side down (dish up). On a signal, players run around trying to flip over the other group’s markers to match their own.

**What you need**
- A marked playing area
- One dome shaped marker per player or alternative (e.g. skittles or cones)

**What to do**
- Divide the players into 2 groups, see Form a group and Birthday groups for group formation ideas.
- Play for a set time, e.g. 45 seconds.

**Change it**
- **Playing area** – bigger or smaller.
- **Separation** – vary the separation between markers.
- **Teams** – partition the playing area and have smaller teams, e.g. 4 v 4.
- **Uneven numbers** – use the first round as a basis for changing numbers.
- **Flip and run** – flip the marker and run to a corner.
- **Vary the locomotion.**

**Scoring**
- Whichever group has the most domes or dishes standing at the end wins.

**If a skittle is used, it only needs to be knocked over (not placed upside down!). It is much easier to knock over skittles, than to flip over markers, so start with fewer skittles than there are players. Don’t forget to count the starting number!**

**Safety**
- Players should adopt actions to avoid bumping heads – **look short and look long.**
- Use a ‘braking’ activity – as a player approaches a marker, they do something to slow down, e.g. jump and clap.
- In a confined area, restrict players to walking.

**ASK THE PLAYERS**
- How did you know which dome you should head for to turn over/up?
- How did you avoid running into other players?
- Demonstrate different ways that you can warn other players that you are going to change direction or stop.
- Why is it important to know when someone is going to change direction or stop?

**LEARNING INTENTION**
The focus of this activity is on spatial awareness and peripheral vision e.g. knowing where other players are in relation to the direction they are moving.