

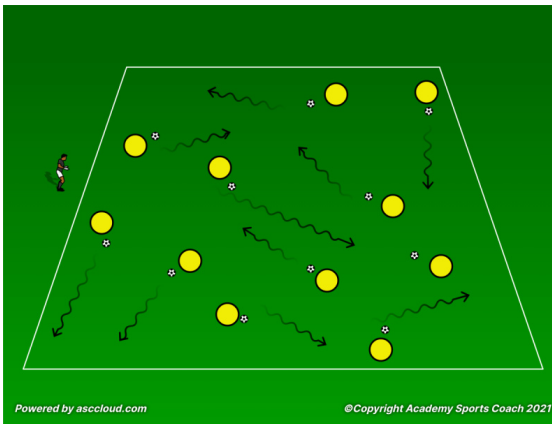
3 August 2021

u3-u6 Active Start Program Week 11

Select team

Individual Ball work and physical Literacy

60 minutes



King/Queen of the Ring

Organization:

All players have a ball each and are placed in an area as shown above. Size of the area will change based on the amount of players.

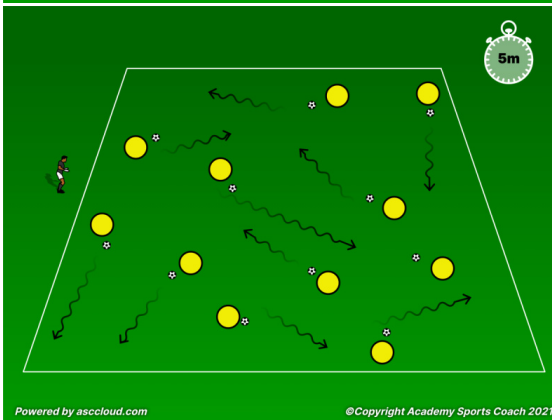
Procedure:

Prior to playing the game have the players moving around inside the area to gain touches on the ball, asking them to show you any thing that they can remember from the previous session. (moves etc)
Players dribble their ball ensuring that the ball is always moving.

On coaches command all players keep their own under control while attempting to kick other players balls out of the circle. If a players ball is kicked from the circle, they can return after 10 toe taps.

Coaching Points:

- See the ball/See the player
- Change of speed/direction
- Keep head up
- Use all parts of both feet
- Have FUN



Organization:

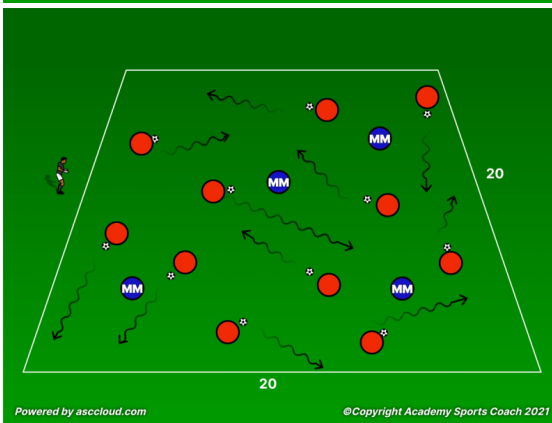
Each player with a ball inside the 20 x 20 area.

Procedure: Coach allows players to express themselves, while encouraging lots of touches. Remind the players to stay within the grid. The coaches call out a different body part every few seconds and the players have to place that body part on the ball and strike a pose until the coach shouts go. For example the coach may shout out

nose and the players have to stop the ball and place their nose on the ball. As the players progress you can shout out more body parts at a faster speed. This works on the player's coordination:

Emphasis:

- FUN, Listening, Dribbling, Changing Direction, Balance, Agility, Coordination, Imagination



Mud Monsters!

Organization:

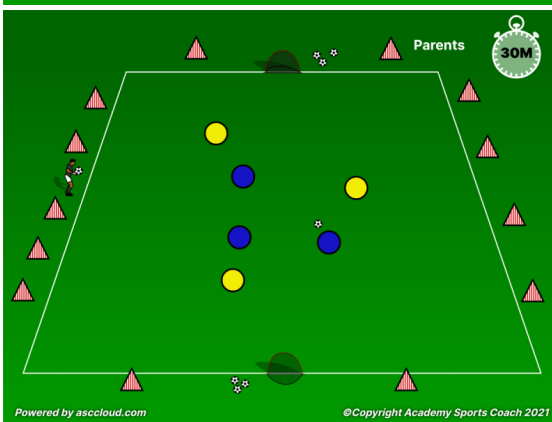
Set up a 20m x 20m grid, 4-6 players become Mud Monsters with the rest of the players inside the area with a ball.

Procedure:

On Coaches call the catchers try to tag the players dribbling inside the area. If a player gets tagged they stand with their legs apart shouting Help, Help I'm stuck in the mud To be freed a player can crawl through the back of their legs. If the Mud Monsters catch and freeze all the players they win. If after 60 seconds the players are still dribbling, they win.

Emphasis:

- FUN, Listening, Dribbling, Changing Direction, Balance, Agility, Coordination, Decision making based on where the mud monsters are.



Organization:

6 players spread out inside a 30 x 20 yard area.

Parents outline the parameter of the field.

Procedure:

Player engage in a 3 v 3 mini-game.

Coaches should have extra balls on hand to throw in when a ball goes out a play to keep the action happening.

When players score give out high fives and celebrate.

Ensure that all players are having a chance to rotate in.

Emphasis: Heads up. Keep moving. Having fun and trying your best!

Have the parents spread themselves around the outside of the field to help keep the ball in play for the children.