

SESSION SIX.

Suggested equipment list:

12 cones, 8 balls, 4 mini goals (can be replaced by cones) and 2 sets of bibs (alternatively separate based on shirt colour)

COGNITIVE DOMAIN	
DEVELOPING PHYSICAL LITERACY	FACILITATOR TIPS
Content Knowledge	Emphasise scoring objective for each team
Rules	Encourage children to recite basic game rules
Reasoning	Facilitate an environment that encourages applying logical thinking
Strategy and Planning	Encourage children to plan how to achieve success
Tactics	Praise planned actions to pursue goals
Perceptual Awareness	Compliment good decision-making

SMALL-SIDED GAME



- Set up an area 20m x 15m and place one mini-goal on each end line as shown
- Normal game, 1 point for a goal
- All players involved to encourage more touches on the ball
- **CHANGE IT:** Create one or two games depending on size of group
- **YOUR ROLE:** Let them play!

SESSION SIX.

FUN FOOTBALL GAME: SNATCH AND GRAB



- Create two teams and position four balls inside each 'end zone' as shown for each team
- On facilitator's command, players must run into opponent's 'end zone' and steal a ball (one at a time)
- As a team, they are to bring it back to their 'end zone'
- Team with most balls after 7 minutes wins the game
- **CHANGE IT:** Make 'end zones' closer or further away
- **YOUR ROLE:** Praise and encourage players to run with the ball at speed. Encourage players to communicate with each other

SMALL-SIDED GAME (WITH VARIATION)



- Set up an area 20m x 15m and place one mini-goal on each end line as shown
- Normal game, 1 point for a goal
- **VARIATION:** A goal is worth 3 points if a player beats an opponent before they score
- **CHANGE IT:** Create one or two games depending on size of group
- **YOUR ROLE:** Encourage children to be positive in 1v1 situations. Praise desired actions (e.g. scoring a goal, running with the ball) without stopping the game

SESSION SIX.

PHYSICAL LITERACY GAME: SIMON SAYS



- Each player to dribble with the ball inside the area
- Facilitator will call out a command after “Simon says”
- For example, “Simon says spell your name”
- All players will have to dribble the ball following the command of the facilitator
- Players perform toe-taps or another ‘ball feeling’ activity if facilitator does not say “Simon says”
- **CHANGE IT:** Have a player call out the command
- **YOUR ROLE:** Encourage children to use different surface areas of the feet and experiment with the ball

SMALL-SIDED GAME



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- **CHANGE IT:** Create one or two games depending on size of group
- **YOUR ROLE:** Let them play!