

SESSION NINE.

Suggested equipment list:

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

SOCIAL DOMAIN	
DEVELOPING PHYSICAL LITERACY	FACILITATOR TIPS
Relationships	Build and maintain positive team environment
Collaboration	Encourage children to communicate and cooperate
Ethics	Develop culture of fairness, inclusion, respect and equity
Society and Culture	Promote cultural values that exist within the group

SMALL-SIDED GAME



- Set up an area 15m x 25m and place two mini-goals 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!

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FUN FOOTBALL GAME: WORLD CUP



- Set up two areas 15m x 12.5m and place mini goals at either end as shown
- Split players into four teams with two on each field
- Teams will face off against each other and try to score as many times as possible into mini goals
- **CHANGE IT:** Rotate teams every 3 minutes to face off against a different team
- **YOUR ROLE:** Praise and encourage desired actions (e.g. running with the ball at speed & scoring a goal)

SMALL-SIDED GAME (WITH VARIATION)



- Set up an area 15m x 25m and place two mini-goals on each end line as shown
- Normal game, 1 point for a goal
- **VARIATION:** A goal is worth 3 points if team scores in other goal (e.g. first scores in right goal then left)
- **CHANGE IT:** Create one or two games depending on size of group
- **YOUR ROLE:** Encourage children to look for width and create space. Praise desired actions (e.g. scoring a goal, running with the ball) without stopping the game

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PHYSICAL LITERACY GAME: TRAFFIC LIGHTS



- All players have a ball and run with ball from starting line and attempt to score a goal at opposite end
- The facilitator will call out either “green light” which signals that the players can run or “red light” which signals that the players must stop.
- If the facilitator calls out “red light” and spots any of the players still running with the ball, they must return to the starting line and repeat their attempt to score
- If a player scores a goal, they receive 1 point and return to the starting line for another attempt to score
- **CHANGE IT:** Vary time between calling out “red light”

SMALL-SIDED GAME



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