

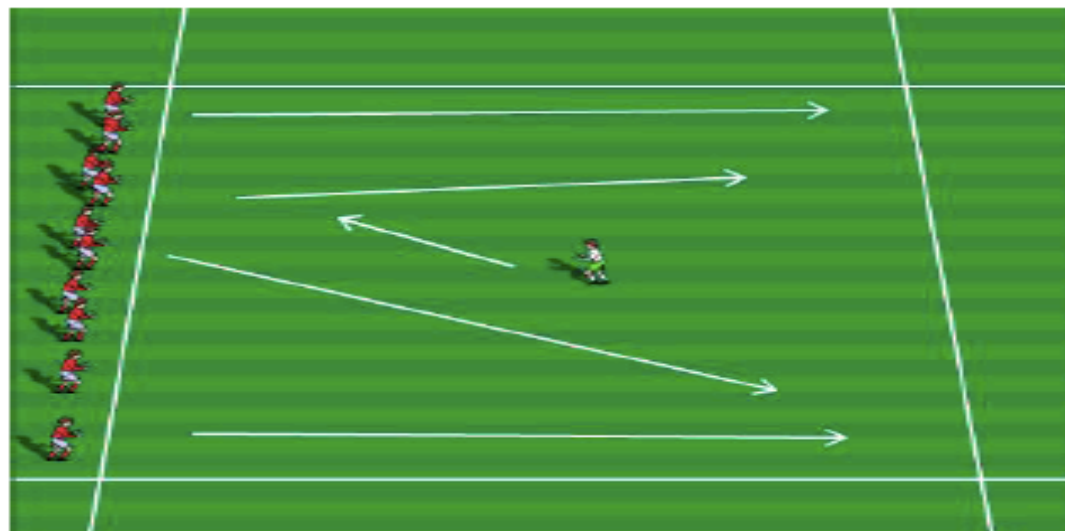
# Comox Valley United Soccer Club Micro's Program (S#5&6)

## Game #1

Curriculum – Mini Kick

Activity # - 125

<b>Game Title:</b>	Toy Story (Escape from Sunny Side Daycare)	<b>Game Theme:</b>	Movies
<b>Learning Outcome(s):</b>	Develop physical literacy and close control		



### Organization:

1. 15 x 20 yard area set up as shown
2. 10 players set up as shown
3. 10 balls (add in progression)

### Story/Description:

1. Lots-O (Coach) has captured all the toys (players) and has them locked up under the watchful eye of Baby
2. The Monkey on guard (Parent with two cones as cymbals) watches for any movement from the toys.
3. If the Monkey sees any of the toys move they should sound the alarm (Monkey noise and smashes the cones together)
4. When the alarm sounds all toys have to get from one side of the area to the other, without getting caught by Lots-O
5. If a toy is caught they help Lots-O get all the other toys
6. Toys escape from a new area each time until they are free!

### Coaching Points:

1. Move really fast to get past Lots-O
2. Change your speed and direction
3. Keep your head up

### Developments:

1. P - Toys are required to use R.C the car (ball) to get past Lots-O

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## Game #2

Curriculum – Mini Kick

Activity # - 124

<b>Game Title:</b>	Bob The Builder	<b>Game Theme:</b>	TV Characters
<b>Learning Outcome(s):</b>	Develop physical literacy and ball control		



### Organization:

1. 20 x 20 yard area set up as shown
2. 10 players set up as shown
3. 10 balls

### Story/Description:

1. Bob (player) and his tools (ball) have to build a lot of new houses for the people of the town to live in
2. Before Bob can go on the building site, he must have on his hard hat (cone) and workers vest (pinnie)
3. Bob has to drive Lofty (ball) out onto the building site to help build the houses out of all the scattered building blocks (cones)
4. The Boss (coach) then tells Bob that all the houses have been built in the wrong place and they all need knocking down
5. Bob has to drive Scoops (ball) to help knock down the houses but this makes a mess and the Boss is not happy
6. Bob then has to drive Muck (ball) to help clear up the site. Muck can only carry two building blocks at a time and needs to drop them off at HQ in the right color pile

### Coaching Points:

1. Keep Lofty, Scoops and Muck close to you
2. Make sure you have on your hard hat and vest
3. See how big you can make the building

### Developments:

1. P – Bob can only knock the houses down with Scoops (ball)
2. P – After building a house make sure to add the all the plumbing (dribble your ball around the house)

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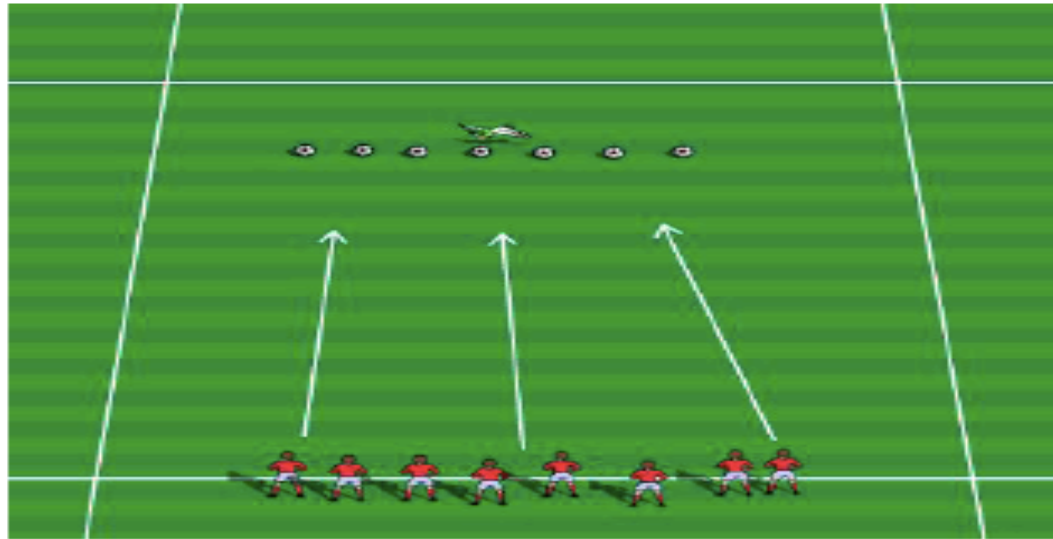


## Game #3

Curriculum – Mini Kick

Activity # - 123

<b>Game Title:</b>	Cookie Monsters Cookies	<b>Game Theme:</b>	TV Character
<b>Learning Outcome(s):</b>	Develop physical literacy and ball control		



### Organization:

1. 20 x 20 yard area set up as shown
2. 8 players set up as shown
3. 7 balls

### Story/Description:

1. Cookie Monster (coach) has fallen asleep with all his cookies (balls) around him
2. Elmo (players) is really hungry and wants to eat Cookie Monster's cookies
3. Elmo has to sneak up to get a cookie but Cookie Monster keeps waking up yelling "who after my cookies?"
4. Elmo has to act like a statue so that Cookie Monster does not see him. If Cookie Monster sees him, he has to go back to the start
5. If Cookie Monster gets out of bed he will try and catch all those Elmos

### Coaching Points:

1. Be very quiet when sneaking up on Cookie Monster
2. Be really still if he wakes up
3. When you steal a cookie, keep it close and stop Cookie Monster from getting it

### Developments:

1. P – Add milk (cone), Elmo must now take milk (place cone on your head) and cookies

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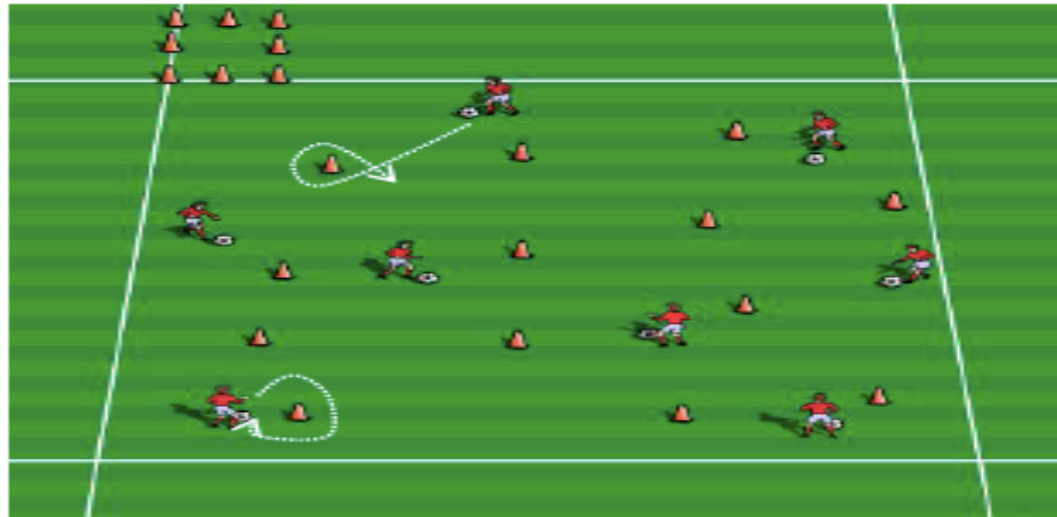


## Game #4

Curriculum – Mini Kick

Activity # - 122

<b>Game Title:</b>	Pirates of the Caribbean	<b>Game Theme:</b>	Disney Movie
<b>Learning Outcome(s):</b>	Develop physical literacy and ball control		



### Organization:

1. 20 x 20 yard area set up as shown
2. 8 players set up as shown
3. 8 balls

### Story/Description:

1. Each pirate (player) has a ship (ball)
2. Their task is to sail around as many different islands (cones) as they can in order to get gold coins
3. Pirates have 30 seconds to get as many coins as they can
4. If a ship gets stuck on an island (ball hitting a cone), they must call for the captain (coach) to come and fix their ship
5. If another pirate ship comes close, they can fire the cannons on them (kick the other players ball away)

### Coaching Points:

1. Keep your ship close to you
2. Watch out for other ships and islands
3. Sail as fast as you can

### Developments:

1. P – If captain yells “Scrub the deck” all pirates must use the sole of their foot to scrub the deck (ball)
2. P – If the captain (coach) yells “hoist the sail” all pirates must throw their sail (ball) in the air and catch it
3. P – Sharks (coach) also live in the ocean and can attack at any time. All pirates must get back to the dock if there is a shark attack
4. P – The islands have now turned into treasure and the pirates have to sail out to get it. The pirates like to wear the