

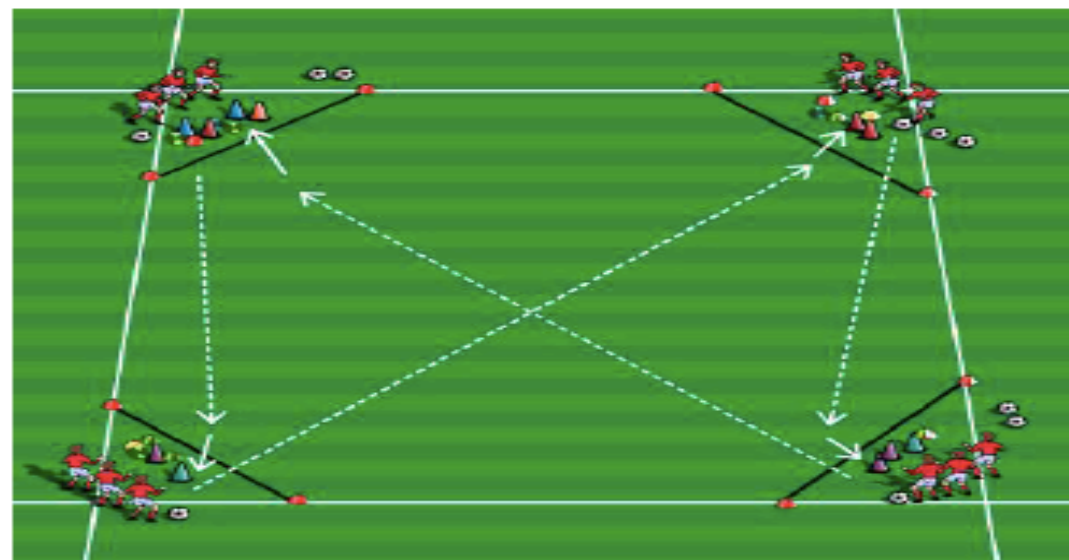
Comox Valley United Soccer Club Micro's Program (S#3&4)

Game #1

Curriculum – Mini Kick

Activity # - 129

Game Title:	Knock down the castle	Game Theme:	Building
Learning Outcome(s):	Develop creative thinking and striking		



Organization:

1. 20 x 20 yard area with four areas set up in each corner, set up as shown
2. 12 players (4 groups of 3) set up as shown
3. 12 balls
4. Lots of cones

Story/Description:

1. It's time to build the castles.
2. Each group of players has a designated area with a number of different cones to build a castle with
3. Each player is then numbered and has a wrecking ball (ball)
4. When the number is called out they drive the wrecking ball over to another castle and attempt to use the wrecking ball on the other castle (1 chance)
5. Once they use the wrecking ball, the team has to rebuild the castle in 1 minute

Coaching Points:

1. Build a really big castle
2. Make sure you swing the wrecking ball really hard

Developments:

1. P – Players are allowed to take any building block they knock down from the castle

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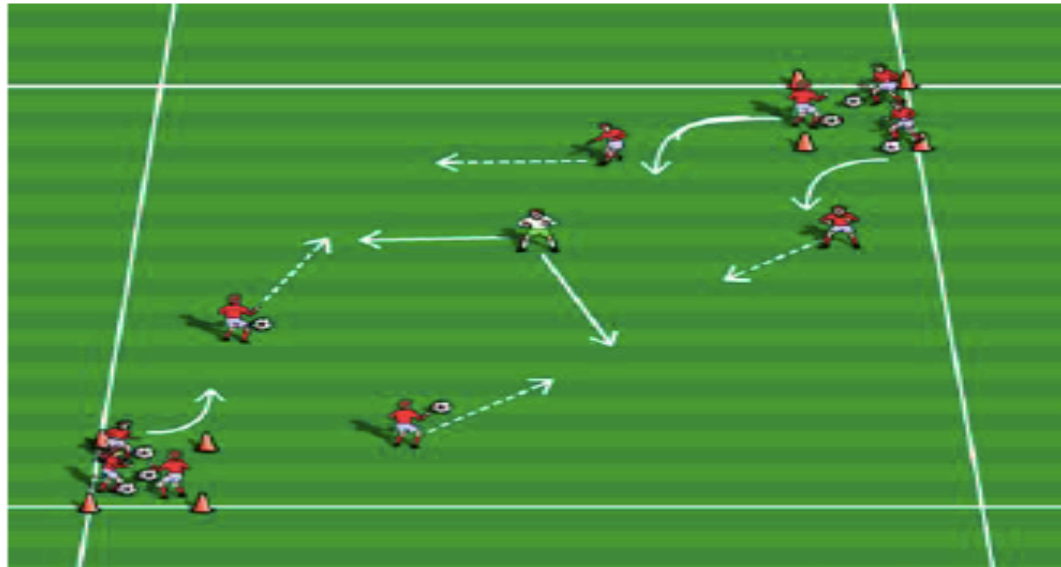


Game #2

Curriculum – Mini Kick

Activity # - 128

Game Title:	Yogi Bear's Picnic	Game Theme:	Movie
Learning Outcome(s):	Develop physical literacy and close control		



Organization:

1. 20 x 20 yard area, with two 5 x 5 yard areas diagonally opposite set up as shown
2. 10 players set up as shown
3. 10 balls

Story/Description:

1. Yogi Bear (Coach) is very hungry and is attempting to steal food from the visitors (players) at Jelly-Stone Park (area)
2. The visitors start at a picnic table in either corner of the park, with Yogi in the middle
3. The visitors have to get their food (ball) from one picnic table to the other without Yogi getting his paws on it
4. Once a visitor has left the table they can't go back to it
5. If Yogi steals a visitors food, the visitor becomes Boo Boo and helps Yogi

Coaching Points:

1. Keep your food close so Yogi doesn't steal it
2. Try to keep an eye out for Yogi. He's smarter than the average bear!

Developments:

1. P – Add more food (cones, balls and pinnies)
2. R – Add two additional picnic tables in the other corners for a total of four

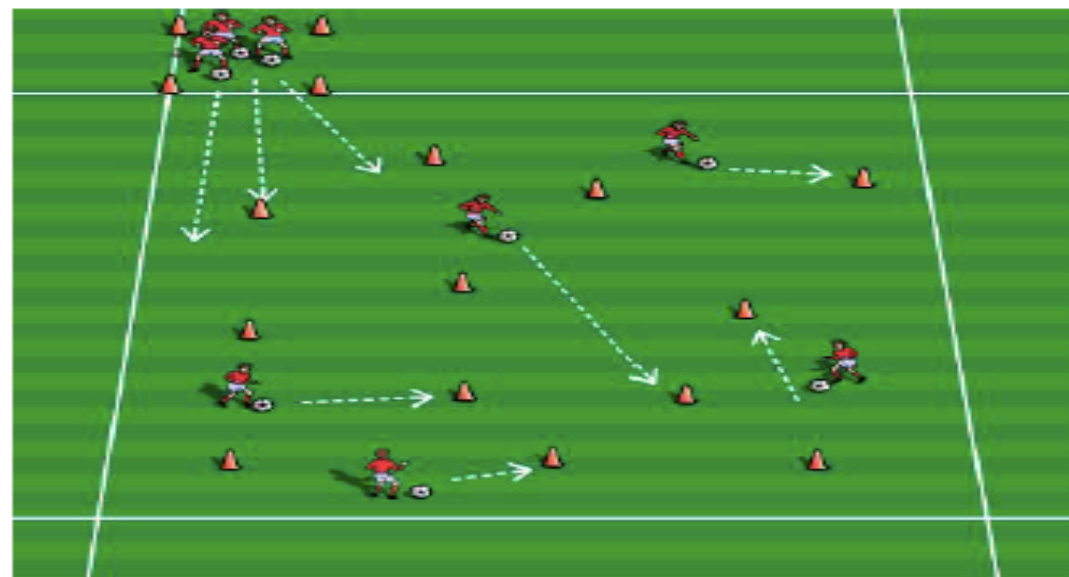
Comox Valley United Soccer Club Micro's Program (S#3&4)

Game #3

Curriculum – Mini Kick

Activity # - 127

Game Title:	Winnie The Pooh (Eeyors Tail)	Game Theme:	TV Show
Learning Outcome(s):	Develop physical literacy		



Organization:

1. 20 x 20 yard area with a 5 x 5 yard area set up as shown
2. 8 players set up as shown
3. 8 balls
4. Eeyors tail

Story/Description:

1. Eeyor has lost his tail (scrunched up pinnie) again and needs a new one
2. Christopher Robin (Coach) knows where it is and has hidden it under a rock (cone)
3. All Poohs (players) must start in the tree house
4. Pooh has to take his honey pot (ball) with him just in case he gets hungry whilst looking
5. When Pooh finds the tail he must bring it back to Christopher Robin

Coaching Points:

1. Keep the honey pot close to you
2. Watch out for bouncing Tiggers getting in the way (see progression)

Developments:

1. P - Tigger (player), spelt T - I - Double GE - ERR) is getting in the way and keeps bouncing into Pooh's honey pot

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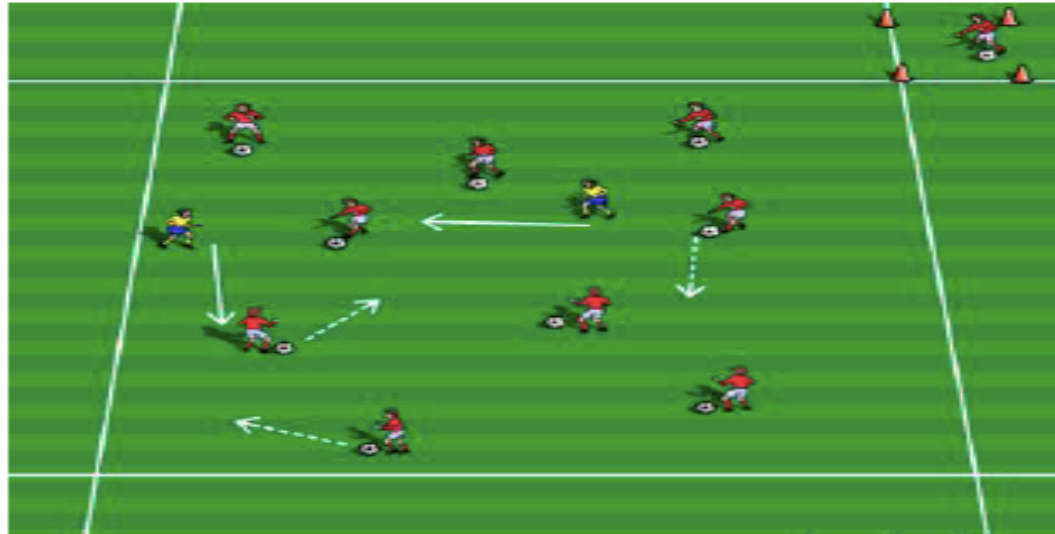


Game #4

Curriculum – Mini Kick

Activity # - 126

Game Title:	Boo Boo Soccer	Game Theme:	Dribbling
Learning Outcome(s):	Develop physical literacy and ball control		



Organization:

1. 20 x 20 yard area with a 5 x 5 yard area set up as shown
2. 12 players (10 attacker, 2 defenders) set up as shown
3. 10 balls

Story/Description:

1. Its play time in the school yard (area) and everyone is running around playing tag
2. The two taggers have to chase and tag the other players
3. If a player gets tagged, they must hold that body part and continue to move around
4. If a player gets tagged again, they must hold that body part and go to the nurses office to get a Band-Aid (Coach applies) before returning to the yard
5. Once back out players can be tagged twice again
6. The taggers have 30 seconds to get as many players as they can

Coaching Points:

1. Stay out of the way of the taggers
2. Keep your ball close
3. Get to the nurses office quickly to get patched up

Developments:

1. P - Add more taggers
2. P - Players must stitch themselves up in nurse office (toe taps or foot to foot actions)