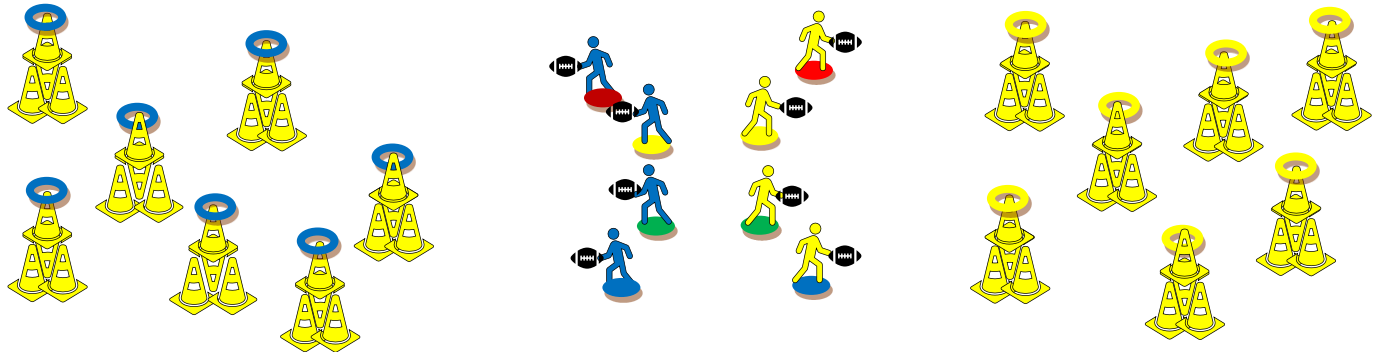


Pirate Ships Passing:

Purpose: Passing

Equipment: Cones, Colored Disks, Colored Spots, Footballs, Buckets (if available)

Set Up: In the middle put two sets of matching colored spots (one for each kid), facing in opposite directions. On either side of the cannon put 6-10 cone towers (12-20 Total) with a colored disk on top to mark the pirate sails. If you have buckets available, put down a bucket upside down, with a cone on top, and a disk to mark the team color. If you don't have buckets available, do 4 cones as a base, with 1 upside down in the middle, and another on top.



Execution:

1. Teach/Review proper passing technique (Breakdown, Demonstrate)
2. Break players into 2-teams and assign each team to one half of the field
3. Narrate Pirate Ship Storyline – Using the proper QB Passing Form, we are going to see what team can sink the other teams Pirate Fleet first. The Ball is the Cannon Ball, the Cone Towers are the Pirate Ships, and the Colored Spots are the Cannons.
4. Tell each team to make 6-10 pirate ships and place their pirate ship fleet somewhere on their half of the field.
5. Let them know the colored circles mark the cannons where the other team will be throwing the ball from so be strategic in your set-up
6. Once each team has set-up their pirate fleet, have them stand on their cannon spot (assign each kid to a color). Players should be standing back-to-back
7. When coach says “FIRE” all players pass their ball and try to sink the other teams pirate ships by knocking the top cone/disk off the tower. They only get 1-pass.
8. Coach says “Load your cannons”, all players go out into the ocean and grab their cannon ball, and return to their cannon. (if a player intentionally knocks down a pirate ship while getting their cannon ball, give them 1-warning. Second time they do it they sit out the next round. This really slows the game down and you must put a stop to it right away).
9. Coach says “Rotate” and all players move down 1-spot (Blue Cannon to Green Cannon, Green to Yellow, Yellow to Red, Red to Blue)
10. Coach says “FIRE” and players pass again
11. Continue until one of the teams have knocked down all the pirate ships on the other side. That team “wins”, but not really.
12. Have all players give a high-five to the other team and say GOOD GAME!
13. Reset the pirate fleets and continue as time permits



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14. Reinforce storyline, technique, game flow, and sportsmanship/encouragement throughout
15. Recap proper passing form and throwing with accuracy AND power.