



SOCCER (AGES 6-11)

ACTIVITY REFERENCE GUIDE

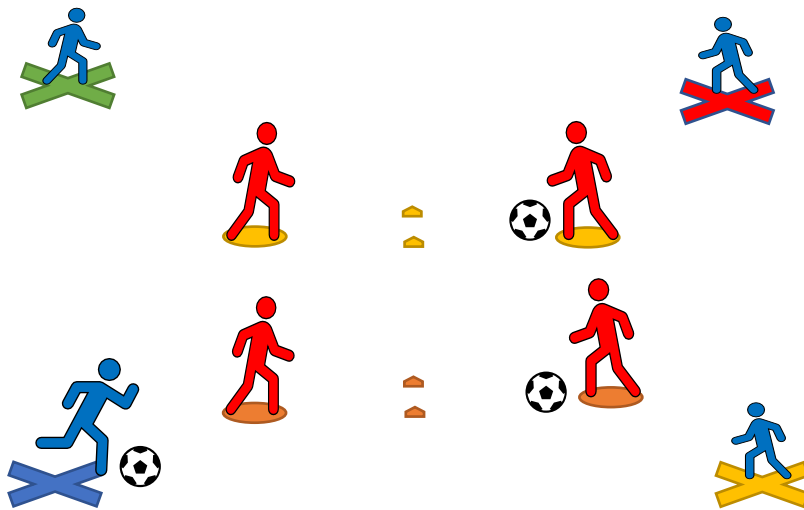


Mater's Haul

Purpose: Dribbling, Passing

Equipment: Large Colored Spots/Tape, 3 Soccer Balls

Set Up: Put down a colored X/spot on the four corners of a Half-Field. In the middle of the field, put down 2 Passing Lanes, indicated by standing spots and colored disks at an age appropriate distance.



Execution:

- Break players into 2 Teams.
- One team will start as the Lightning McQueen's:
 - Assign each player to an X: Blue, Yellow, Red or Green
 - The person on the Blue X/Spot starts the Ball
- One team will start as the Mater's:
 - Pair the Mater's up and assign each pairing to a passing lane. Mater's face each other standing on a standing spot (Orange and Yellow in example).
 - One Mater in each pairing starts with the ball
- Narrate Storyline: The Mater's are going to see how many cars they can Haul (Passes they can make through the cone disk), before the Lightning McQueen's can race around the Track (Dribble Relay Race the Ball around half a field)
- LIGHTENING MCQUEEN's
 - On the Coaches Whistle, the person on the Blue X dribbles the ball to the yellow X and passes it off to the person on Yellow. Yellow dribbles/passes it off the person on Red, Red to Green, Green Dribbles back to Blue.
 - When player gets back to the Blue X, the coach blows his whistle and the time stops
- MATER's
 - On the Coaches Whistle the Mater's pass the ball back and forth with their partner. Every time the ball goes between their pairings disk cone, they get 1-point. Have both pairing count their points OUTLOAD while they pass the ball.
 - Mater's continue to rack up points until the Lightning McQueen's get the ball back to the Blue X.
 - When the Coach blows his/her whistle again, the time stops and there is no more passing.
 - Mater's tell coach their total points for that round.



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- Go through 4-times, so each Lightening McQueen gets to start from all 4-X's. Have the Mater's switch partners each round so everyone passes with everyone.
- Review the Mater's Score at the end of 4-rounds and then switch what team is Mater and what team is Lightening McQueen
- Continue as time permits
- The team with the most points at the end of the game wins.
- Have both teams demonstrate sportsmanship
- Review Life Skill and Sport Skills and award points for both.