

SESSION THREE.

Suggested equipment list:

12 cones, 8 balls, 2 mini goals (can be replaced by cones) and 2 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 one mini-goal 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!

SESSION THREE.

FUN FOOTBALL GAME: KNOCK IT OFF



- Split players into two teams and have three balls placed on cones at each end as shown
- Teams attempt to knock balls off cones on the opponents' line with a pass
- Team who knocks all three balls off cones first wins the game and then repeat sequence
- **CHANGE IT:** Increase or decrease the size of the field
- **YOUR ROLE:** Praise and encourage desired actions (e.g. running with ball at speed) without stopping the game

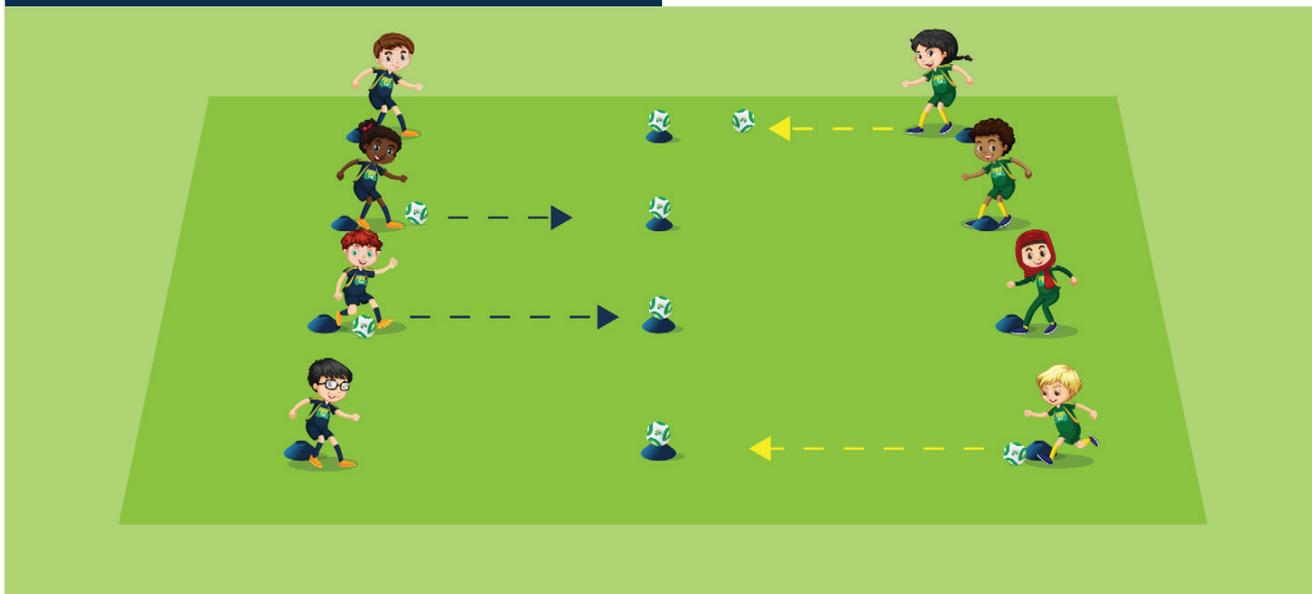
SMALL-SIDED GAME (WITH VARIATION)



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

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PHYSICAL LITERACY GAME: HIT IT



- Create a small area with players on the outside who attempt to strike the ball and knock over balls placed on top of cones in as little attempts as possible
- Record the number of attempts it takes group to knock over all the balls that are on top of cones and attempt to lower score on next attempt.
- **CHANGE IT:** Increase or decrease distance from cones that players are striking the ball
- **YOUR ROLE:** Get involved! Praise and encourage desired actions (e.g. striking the ball with accuracy)

SMALL-SIDED GAME



- Set up an area 15m x 25m and place one mini-goal 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!