



FOOTBALL CAMP (AGES 6-11)

ACTIVITY REFERENCE GUIDE

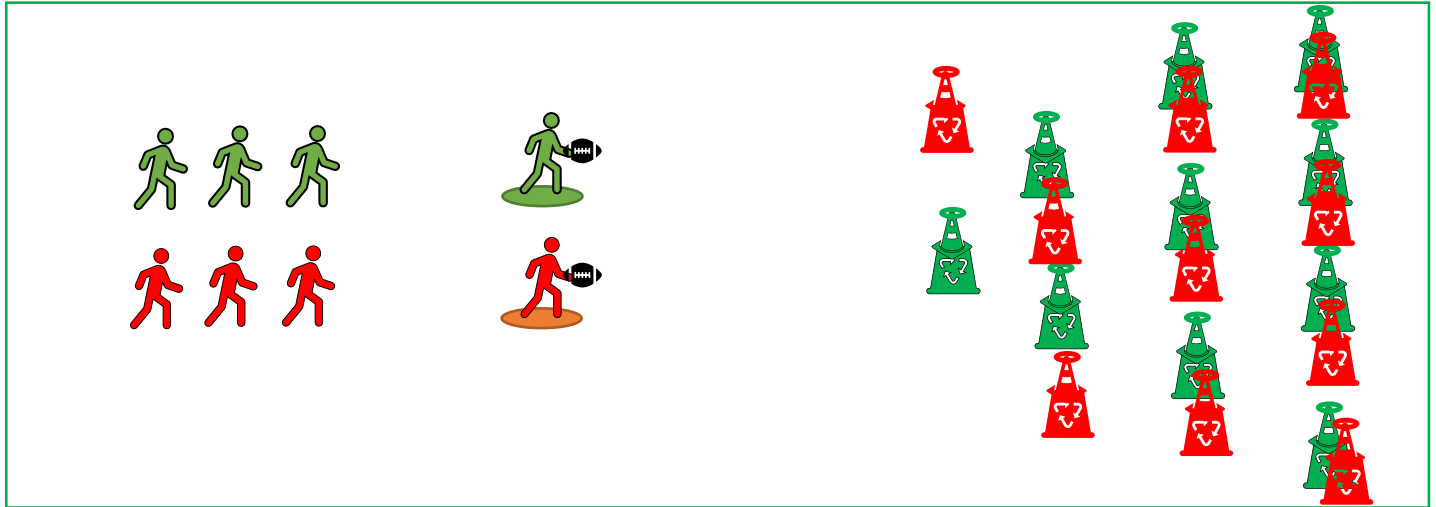


Pirate Ships Fortress Edition

Purpose: Throwing

Equipment: Buckets, Cones, Disks, Spots, Footballs

Set Up: As shown below: Set-up two team lines with a throwing spot for each team. At an age appropriate distance, mix together both Green Pirate Ships and Red Pirate Ships in the play area.



Execution:

- Narrate Storyline – There is a Pirate Battle going on at sea! The players are currently watching the Pirate Battle from their Pirate Fort, and are going to help their Pirate Fleet by firing Cannon Balls (Footballs) at the enemy pirates. Each team is going to try to sink the other team’s Pirate Fleet by Throwing the Ball into the Pirate ship and knocking down the sail (i.e. cone). Be careful not to sink your own ship (Accuracy & Precision).
- Give the first player on each team a Football
- When coach blows his/her whistle, both players throw the ball into the other teams fleet.
- Players only get 1-throw then they go to the back of the line
- Coach gives a ball to the next player in line and the game continues.
- You should have enough Footballs so every kid can throw once before you have to refill.
- After each round, coach yells LOAD THE CANNONS, and all the kids grab their football and return to their spot. There is no knocking down pirate ships while the reload is taking place. If a child intentionally knocks down a bucket while getting their football, they have to set out the next round.
- First team to distroy the other teams fleet wins that round
- Switch which side of the court the team’s are throwing from and continue as time permits.