



# SOCCER GAMES (AGES 6-11)

## ACTIVITY REFERENCE GUIDE

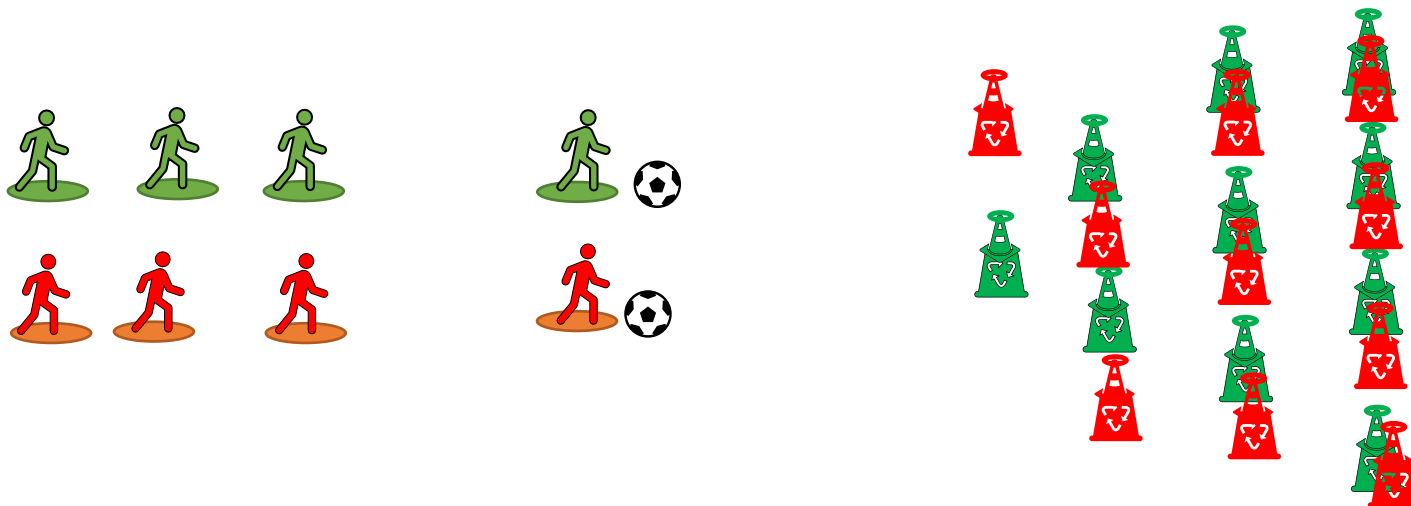


### Pirate Ships (Fortress Edition)

Purpose: Shooting with power and accuracy

Equipment: Soccer Balls, Buckets, Cones, Colored Disks, Colored Spots

Set Up: As shown below: Set-up both team lines so they are side by side, facing the Pirate Ships. On the other side of the field, set-up 10 pirate ships (at an age appropriate distance) for each team, mixed together. Use colored disks to indicate what Pirate Team each ship belongs to.



### 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 (Soccer Balls) at the enemy pirates. Each team is going to try to sink the other team's Pirate Fleet by kicking 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 Soccer Ball
- When coach blows his/her whistle, both players kick the ball into the other teams fleet.
- Players only get 1-kick then they go to the back of the line
- Coach give the ball to the next player in line and the game continues.
- You should have enough balls so every kid can kick once before you have to refill.
- After each round, coach yells LOAD THE CANNONS, and all the kids grab their ball 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 ball, 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.