



# MULTI-SPORT CAMP (AGES 6-11)

## ACTIVITY REFERENCE GUIDE

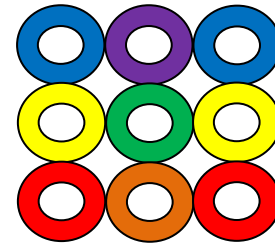


### Tic, Tac, Toe Passing/Throwing (Soccer and Track & Field Edition)

Purpose: Passing, Shooting

Equipment: Colored Spots, Hula Hoops, Soccer Balls

Set Up: Break players into team's and have each team stand in a vertical line behind their teams serving spot. On the other side of the net, create a Tic, Tac, Toe grid in the middle of the court.



#### Execution:

- Explain how to play Tic Tac Toe by showing examples of different ways to win.
- The goal of the game is to try to get Tic, Tac, Toe (3-in a row)
- Have players stand in their team lines
- Coach assigns 1-team to go first and give the first player in that team's line that Soccer ball
- On coaches whistle, that player passes the ball and tries to get it to land in one of the Hula Hoops.
- **IF THE BALL LANDS IN THE HULA HOOP:** the coach puts a that team's colored spot (i.e. RED) in the Hula Hoop. That team now owns the Hula Hoop.
- **IF THE BALL DOES NOT LAND INSIDE THE HULA HOOP:** Nothing happens.
- **If the ball lands in a Hula Hoop that currently has the other team's colored spot in it:** Nothing Happens. There are NO STEALS.
- **Make or Miss:** The player who just passed the ball goes to the back of their team line. Coach gives a ball to the next player up on the OTHER TEAM (always alternate teams each shot)
- Continue as time permits, reinforcing technique/form, game flow, storyline and encouragement.
- First team to get Tic, Tac, Toe wins points for their team.
- Move the Tic, Tac, Toe Grid and continue as time permits.

#### Variation:

- Track & Field Javelin Throwing: Same rules and gameplay but the players now try to get Tic Tac Toe by THROWING the Javelin into the Hoop Grid. It is where the TIP of the Javelin Lands.