

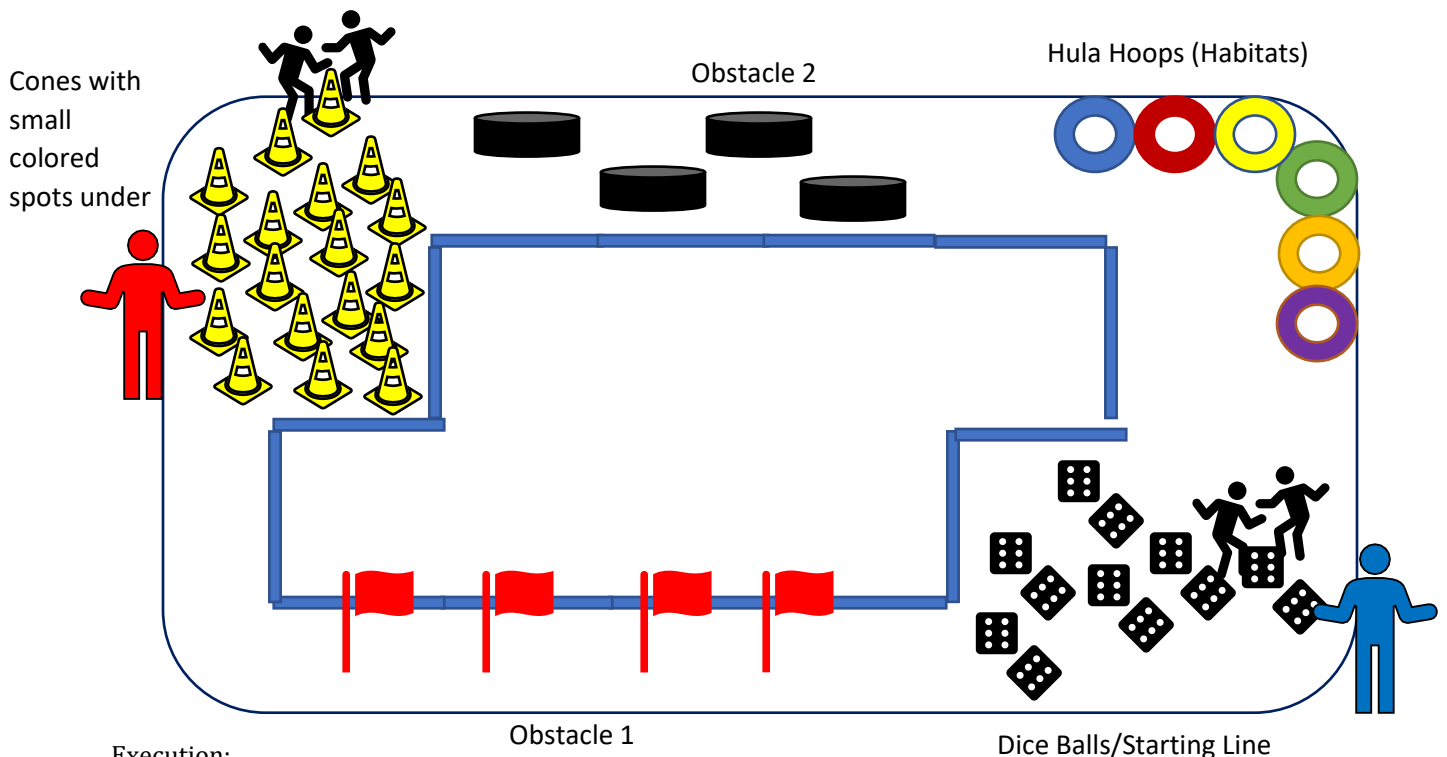
Zootopia Soccer

Purpose: Dribbling/Ball Control

Equipment: Soccer Net, Dice Ball, Small Spots,

Set Up: Use Pool Noodles and walls to create a Zootopia grid as follows.

- Start – Put down Dice Balls and a tape line for all the kids to start
- Obstacle 1 – Use Flags or other obstacle for players to dribble through on their way to the cones
- Cones – Stand up as many cones as you have available. Under about half of the cones, put a small colored spots (animals). You want enough animals so the game can last the entirety of the time allotted for your group of kids
- Obstacle 2 – Disks or Blocks for players to dribble through/around on their way to the Hula Hoops
- Hula Hoops – Habitats for players to put the spots (animals) back into



Execution:

- Good game to combine 2-groups and do 16-kids with 2-coaches.
- The kids are the detectives of Zootopia.
- All the animals in Utopia have gone missing. Detective Judy and friends must solve the mystery and return all the animals to their habits (hula hoops)
 - Purple = Tundratown –Polar Bears
 - Green = Rainforest District - Monkeys
 - Yellow = Savanna Central - Lions
 - Blue = Oceanville - Whales
 - Red = Outback Island - Kangaroos
 - Orange = Sahara Square - Elephant
- One coach is stationed at the starting line by the Dice Balls. The other Coach is stationed by the Cones.
- All kids start with the coach near the Dice Balls with a Soccer Ball. They will keep their Soccer Ball with them throughout the game
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TOT/PRESCHOOL SOCCER (AGES 3-5) ACTIVITY REFERENCE GUIDE



- Zootopia is on lockdown. Detectives must enter the secret code on a dice ball in order to continue.
- Coach tells the player the code (number or sequence of numbers) which they must enter with their Dice Ball. Using only their feet, they turn the Dice Ball to the correct number and lock-it in by trapping the ball.
- Once they have entered the correct code, that player can grab their soccer ball (using only their feet) and start dribbling their ball through the obstacles to the cones where the animals have gone missing
- The Animals have gone missing. Coach 2 greets the players and tells them that we need to find the animals (small colored spots), which are hiding under the cones.
- Players must use only their feet to check under the cones until they find the correct colored spot. Coach demonstrates how to use their feet to look under the cone – put their foot on the cone and tip it over (you are not kicking it). - Think Messy Monkeys/Jungle Book.
- The players can only look under 1-cone each round
- **If they find a spot (animal) under the cone** – Grab the spot, dribble your ball through the obstacles and put the spot down in the correct color Habitat (Hula Hoop). They then dribble back to the Dice Balls to get their next code.
- **If they do not find a spot (animal) under the cone** – Leave the cone knocked down, but do not grab a spot. They dribble the ball past the obstacles, past the habitats, back to the dice balls to get their next code.
- Make or miss, the player dribbles back to Coach 1 who gives them the next code to enter with the Dice Ball
- Continue until all the animals have been found or time expires
- Recap dribbling and its function in the sport.
- Count the number of Animals you rescued
- Have the players help you hide the animals back under the cones

Variation – Infinite Rescue – for younger kids, let them continue to look under cones until they rescue an animal.