### **BRAIN & BODY WARM-UP**

**CONTROL:** To manage or regulate the movement or actions of something.

Sammi worked to **control** her body and the ball as she dribbled through the cones.

#### **TEACHER SAYS SOCCER**

Every student has a soccer ball.

One player is the Teacher. Teacher Says is just like Simon Says, but you only do the tasks that "Teacher Says."

If you don't hear "Teacher Says" then you keep doing the activity that you are already doing.

For task ideas, teachers can use the *Teacher Says Activity Sheet* on OPENPhysEd.org.

### **BRAIN & BODY WARM-UP**

**CHALLENGE**: Something that presents difficulty and requires effort to master or achieve.

The students enjoyed the **challenge** of the soccer drills they practiced in class.

#### **SOCCER FORTUNE TELLER**

Cut and fold the Soccer Fortune Teller.

Then, play the Fortune Teller game and complete the soccer drills as a warmup.

Be sure to read the healthy food facts on the fortune teller each time you play the game.

Share those facts with a friend or family member.

#### **PURPOSEFUL PRACTICE**

**DRIBBLE**: Moving a ball under the control of a single player. Soccer requires foot dribbling. Basketball requires hand dribbling.

Joshua's ball control skill helped him **dribble** around defenders.

#### **VOLCANOS**

Scatter cones, spots, or plastic cups around your activity area. These objects are volcanos about to erupt!

Dribble in the spaces around the volcanos, keeping your ball under control and away from objects.

If you knock into an object it erupts! Stop and do 10 toe taps and then restart your dribble.

#### **PURPOSEFUL PRACTICE**

**PASS**: To move an object from one space to another.

The team moved the ball quickly down the field with each accurate **pass**.

#### TARGET PRACTICE

Scatter large cones around the activity area. If you're at home you can use chairs, a couch, or other large pieces of furniture that are safe to hit with a ball (ask an adult).

Use your passing skills to pass the ball, under control and on the ground, to hit the targets. Each hit is 1 point.

Pass from one target to the next. For 1 minute. Count your score. Then, try again for another minute. Can you beat your score?

#### **PURPOSEFUL PRACTICE**

**SKILL:** The ability to do something well.

Eliana improved her soccer **skills** each time that she practiced.

#### **SOCCER BOWLING**

To play, you will need 1 soccer ball and 1 plastic bowling pin (or 2 cups).

The object of the game is to score points by knocking down the pin that is 4 to 10 feet away from you. Start with the pin close. Each time you knock it over, take a step back before you try again. How far apart can you be and still knock down the pin. The ball must stay controlled and on the floor.

#### **PURPOSEFUL PRACTICE**

**ENJOY**: Having positive feelings caused by doing or experiencing something you like.

The class knew that they would **enjoy** the soccer activities that Ms. Williams had planned.

#### SOCCER NINJA OBSTACLE COURSE

Use the equipment available to set up a soccer ninja obstacle course. Cones can be passing windows, targets, or goals. Jump ropes can create dribble pathways and spots can be fitness or ball control drill stations.

How quickly can you move through the obstacle course with your ball under control?

### **JUST FOR FUN (AND HEALTH)**

**PRACTICE:** To perform an activity or exercise repeatedly and regularly to improve or maintain skill.

Becoming a skilled soccer player requires **practice** and determination.

### SOCCER RED LIGHT, GREEN LIGHT

It's time to play Soccer Red Light, Green Light. I'm going to give you a foot skill drill to perform (like toe taps). When I say, "Green Light!" perform the drill. When I say, "Red Light!" stop and freeze with 1 foot on the top of the ball.

Score 1 point every time you stop and freeze perfectly.

### **JUST FOR FUN (AND HEALTH)**

**FOCUS**: To pay close attention to someone or something.

It's important to **focus** on good form when you're practicing soccer skills.

#### WALK THE SOCCER DOG

Your soccer ball is a soccer dog, and it needs to go outside. On the start signal, take it for a slow walk by using slow and controlled dribble taps to move around the activity area at a walking pace.

When you hear "Fire Hydrant!" Stop and put your foot on top of the ball to hold it in place. Continue a walking dribble on the restart signal.