

## Model Session 6

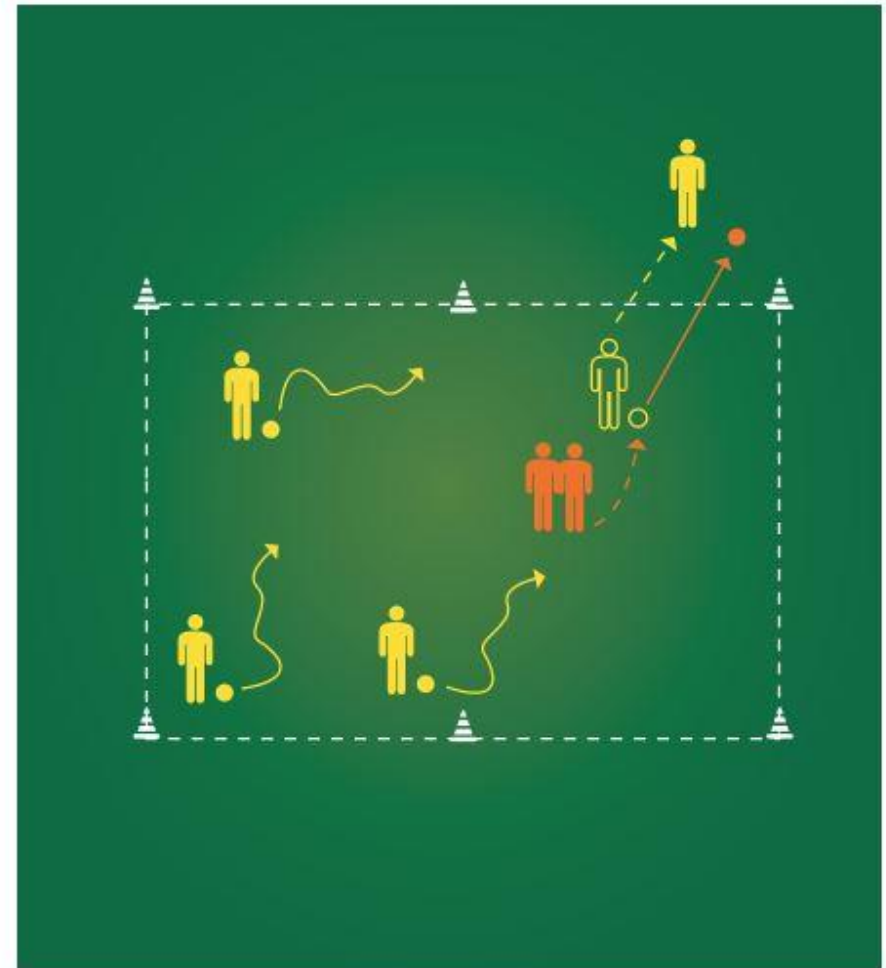
### Beginning: Double Trouble

Two players without a ball link hands and move around the area trying to kick other players' balls out.

The other players dribble their balls around the area, trying to avoid having their ball kicked out.

There are two options for this game:

- Change the chasing pair when everyone is out (when a player's ball is kicked out, they fetch it then remain outside until that game is over)
- Change the chasing pair after a set time period by setting the challenge: 'How many balls can you kick out in 30 seconds?' (When a player's ball is kicked out, they fetch it and come back into the area as soon as possible, continuing to dribble and to avoid losing their ball)



# DISCOVERY PHASE - MINIROOS

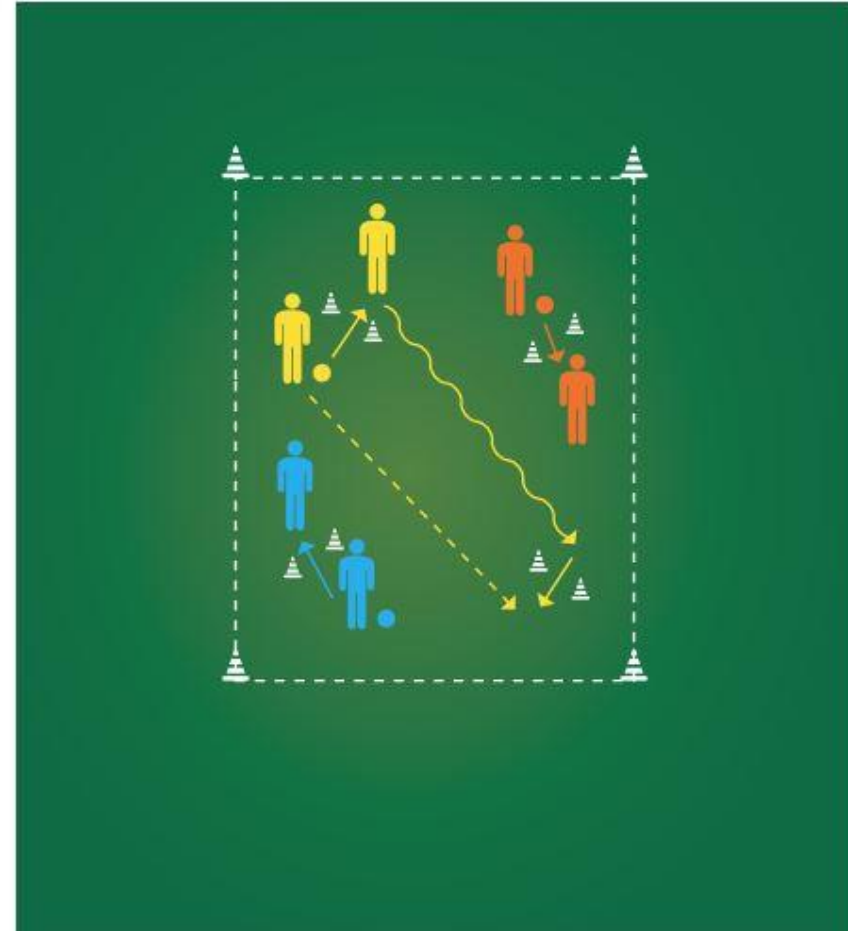
## Middle: Pairs through the gates

Mark out an area about 7m x 10m and set up four small gates – two cones about two metres apart.

The players run around the area in pairs with a ball between them and pass it through the gates to each other until they have performed a successful pass through each gate.

The winning pair is the first to pass through every gate and wait outside the area.

Before moving to the next activity, have a competition to see which pair (one at a time) can pass through the most gates in 20 seconds.



# DISCOVERY PHASE - MINIROOS

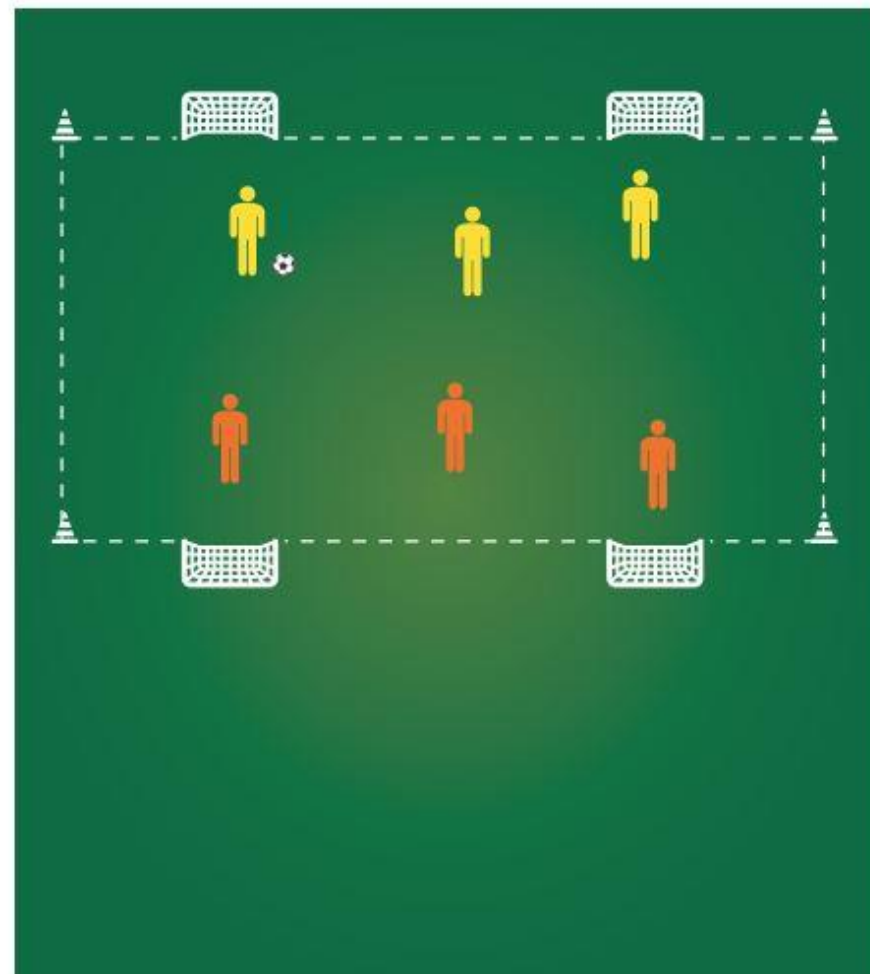
## End: Short and wide

Length: 15m

Width: 25m

Goal: 2 goals (2m wide) on each end-line

- This game develops awareness of space



# DISCOVERY PHASE - MINIROOS

