

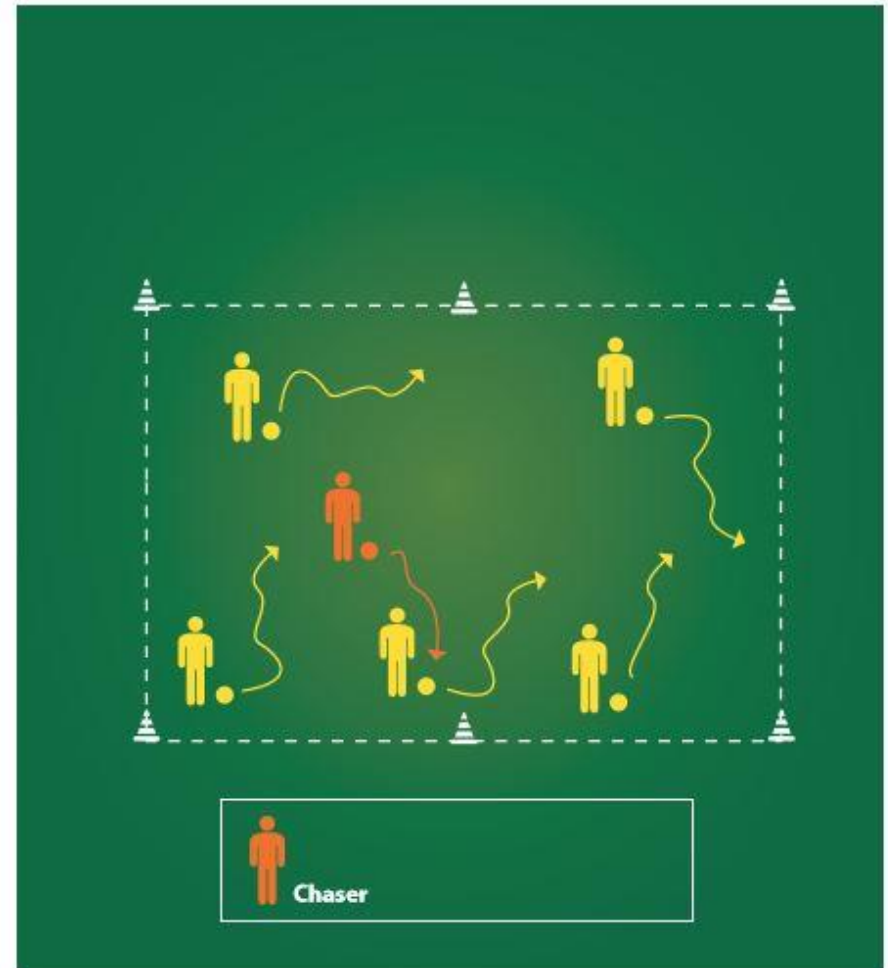
Model Session 12

Beginning: Dribble Tag

In an area about 10m x 14m, players dribble their balls around.

A 'chaser' is nominated and they try to tag the other players while keeping control of their own ball. The other players avoid him or her while keeping control of their balls.

If you are the tagger you must carry a bib so everyone knows who the chaser is.



DISCOVERY PHASE - MINIROOS

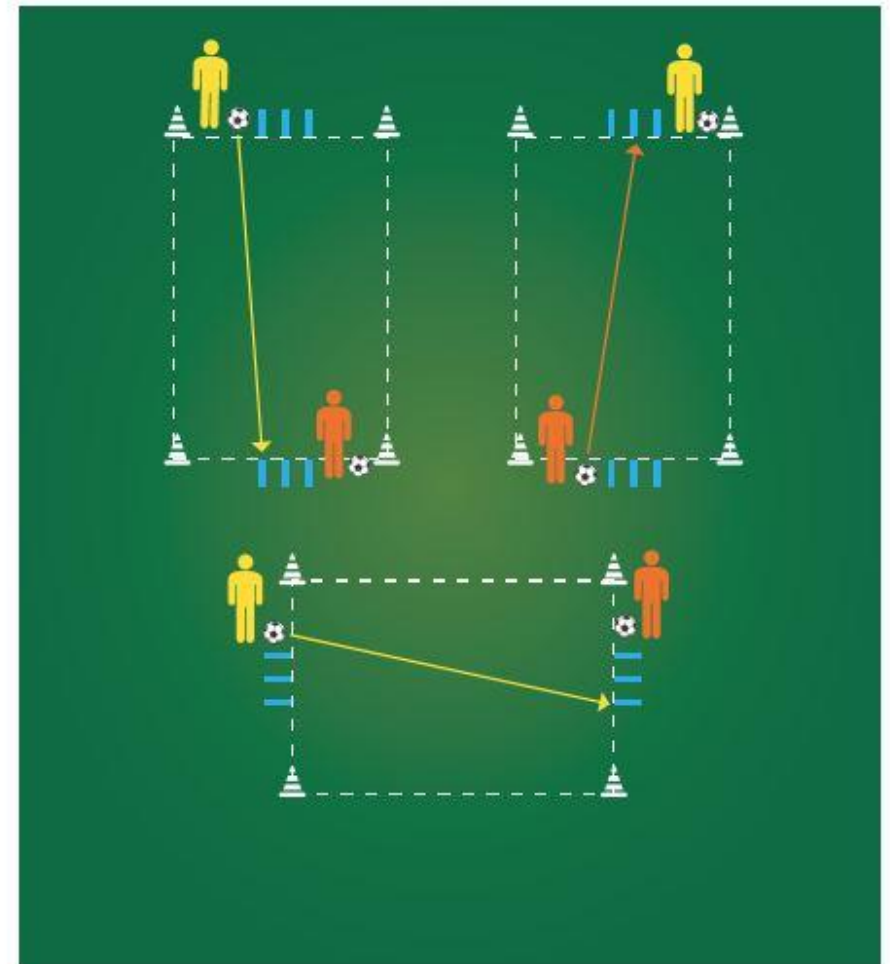
Middle: Hit the target

Make three small areas about 10m x 7m.

To score, players must hit the target to get points.

Targets may include 3 tall cones, water bottles, balls, empty plastic bottles etc.

Players will receive 1 point for every target which is knocked over or hit (like ten pin bowling).



DISCOVERY PHASE - MINIROOS

End: Triangular goal football 3 v 3 (or 4 v 4, 5 v 5)

Length: 20m

Width: 15m

Goal: triangular goal, 2m-3m per side, 2m-3m inside the field

- To score players must shoot or pass through any one of the 3 sides of the triangle of their designated goal
- This game encourages passing and shooting from different angles

