



Sleeping Giant (25 mins)

- Coach puts pinnies at one end of the field and sleeps on them. Players start at the opposite end and dribble the ball towards the treasure. If the sleeping giant wakes up players hide behind the ball and have to stay still. Once sleeping giant is back asleep players continue to dribble the ball. Once they have some treasure they take it back to their house (White Square). Play until the treasure has gone.



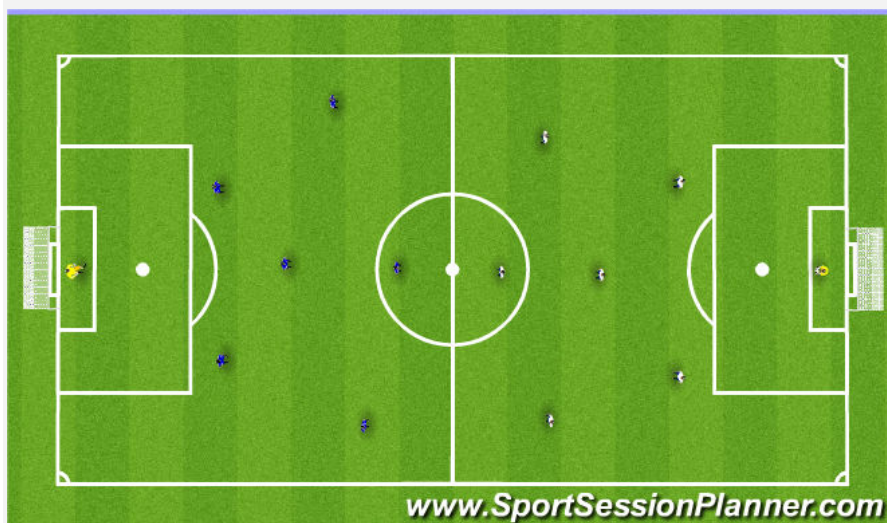
Disney Club House (25 mins)

- All players with a ball. The players have to dribble around in the box. The coach will call out a disney character. The player then must dribble to the line of the character, its a race. Only add 1 at a time so as not to confuse the players.



Sharks and Minnows (20 mins)

- The coach take the role of the shark and stands in the middle of the area. Players have to dribble their soccer from one side to the other without the coach kicking their soccer balls out of the area. If they get caught they join the coach in the middle as a shark.



End Game (20 mins)

- Max 7v7
- Freedom to play
- Encourage Shape
- Awareness of space