

# Dribble Around The World

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## DESCRIPTION

- The players build themselves a gate in the large circle. This will be used as a home or Country for them to be based at.

*The game is themed as dribbling from Country to Country to engage younger children into the game. It may be necessary to continue with the theme throughout the session or it may be that the theme can be relaxed once the children are active.*

- The players will be challenged to run through as many gates as possible in a certain timeframe. Ask the players to make decisions on where they go based on where other players are in the circle. Add taggers to the game to block or close the gates as players look to run through them.

*It is important for the players to notice and use space; if they see a gate already occupied they should look elsewhere.*

- A ball will be given to each player to play the same game
- Add a reward that if a player can dribble through five gates they can leave the circle and score in goal; this will increase the pace of the game and allow children to enjoy scoring goals.

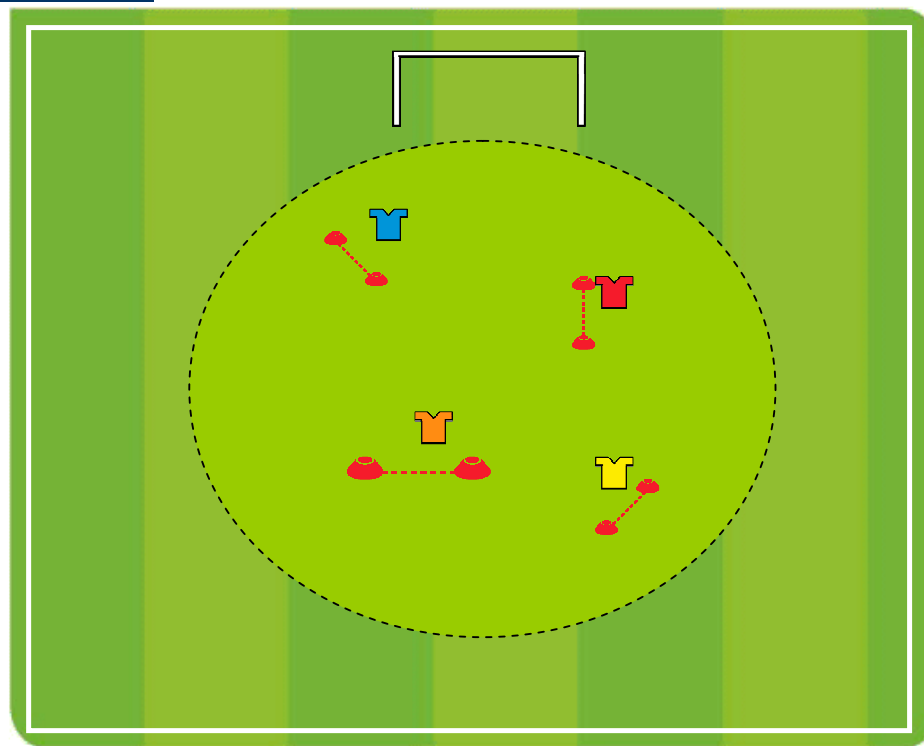
*Challenge the players to dribble in different ways, with different surfaces of the foot and at different speeds before re-adding taggers/tacklers depending on the group.*

- Pair the players up on ability to play 1v1. They should both have a ball each whilst one acts as a defender/blocker/tackler and the other tries to score points by dribbling through gates.
- Alter the game to a 1v1 match with one ball between them meaning that if one player wins the ball off of the other they can immediately attack the gates themselves.

*Encourage the players to retain possession at all costs and look for opportunities to attack when they appear. They may need a discussion around shielding or how to lose defenders by changing pace or direction.*

- Progress the game into 2v2 and 3v3 if it suits the group.

*This gives a good chance to put the strongest dribbler against two other players in a 1v2 game and weaker players with helpers to suit them.*



## LEARNING OUTCOMES

- 1.1 - To perform fundamental movements efficiently with a high level of control
- 1.2 - To create (make), maintain (keep) and exploit (use) space as an individual or as part of a team
- 1.3 - To perform the skills of dribbling, receiving and passing with control, confidence and accuracy over varying distances
- 2.1 – to move safely and with efficiency in different games
- 2.2 – To use Fundamental movements (agility, balance, coordination and speed)
- 3.1 – be able to make decisions both individually and as a team based on the situation they are playing in.
- 4.2 – to communicate within a team to develop plans/strategies to achieve an outcome