

## Grades 1-3

1. **Ball Tag:** Similar to other tag games except players try to tag others with their soccer ball instead of their hand. Have them keep count of how many times they kick their soccer ball and tag another person. Have the tag count if their ball hits another player or that player's ball. Can have the players tag the coach for 10 or 20 points. Then can have players tag other selected players for 50 or 100 points etc. etc. Version 2: Rather than having players tag each other, have them tag the coach by kicking their soccer ball. The coach moves around without a ball to avoid being tagged. Have players count up how many they got and can do the same variations as in the other game by affixing a lot of points to players. (10 minutes)

2. **Team Ball Tag:** Split into two teams. One team is trying to tag the other team below the knee or on their soccer ball. They keep track of how many times they hit the other team's soccer balls or them below the knee and then the coach can help them add up their numbers. Then the other team gets a chance to do the same thing. Only one team at a time is trying to tag. The other team is trying to keep away and shield their soccer balls. Version 2: Can only have the teams tag the other team's soccer balls. (10 minutes)

3. **Soccer Marbles:** Players are in pairs, each with a ball. One player plays out their ball (using the inside of the foot) and the partner passes their own ball in an attempt to strike the ball their partner played out. Players should keep track of how many times they hit their partner's ball. Version 2: Once players understand this game, make it fast paced by having the players take turn at trying to hit each other's ball without ever stopping. If player 2 misses player 1's ball, then player 1 immediately runs to their own ball and tries to hit player 2's ball (player 2 does not get to touch his ball after missing player 1's ball). After player 1 has a chance, then player 2 immediately tries to hit player 1's ball right back. etc. etc. This game is continuous and players should keep score. Hint: If 2 balls are very close to each other a player should kick their ball hard at the other ball so when they hit it, it is more difficult for the other to hit their ball back. Version 3: Three players start the game in a triangle, ten giant steps apart. They take turns trying to hit another player's ball. Number one goes first and so on. They keep score, and the first to ten points wins. If they hit two balls with one shot, they get two points. (10 minutes)

4. **Clean Your Backyard:** Break group into two teams and have each team stay only on their half of the field. Place a 6 yard buffer zone between halves that no one can enter or cross. Each player needs a ball. Place three small (3yd) goals at the far end of each side of the field. Have both teams shoot balls at other team's goals in an attempt to score through anyone of the small goals (below knee height). Players cannot enter the buffer zone or go into the other half. Balls get recycled naturally in the game. This is a competition and teams need to keep score. Play 2 or 3 games and have teams re-strategize between each game. Teams can play defense, though no hands allowed. Only shots with laces count as goals. Version 2: Allow teams to defend with hands as well. Version 3: Take out the buffer zone and play a normal game except with 3 goals at each end (use 2 or 3 balls at once sometimes). (10 minutes)