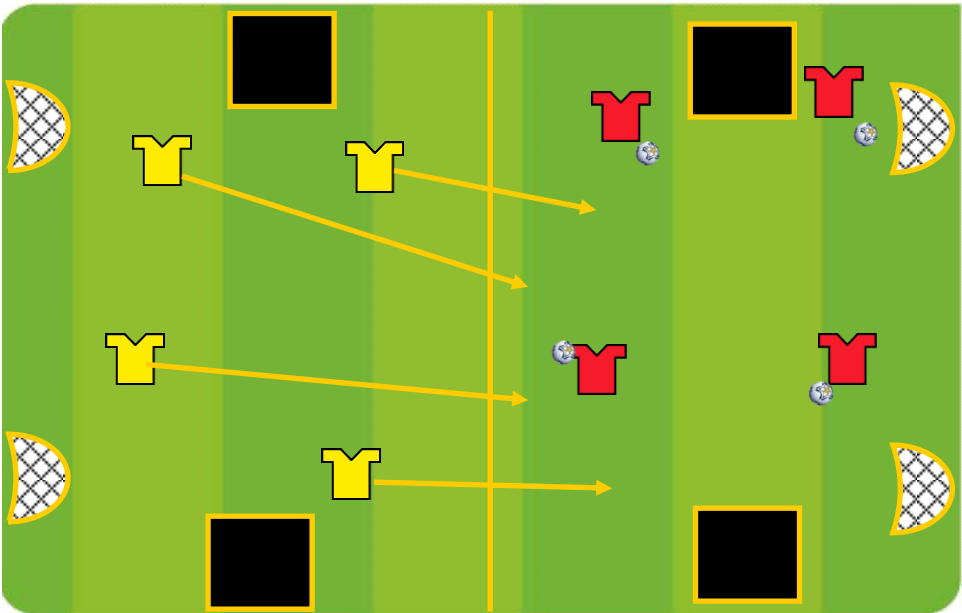
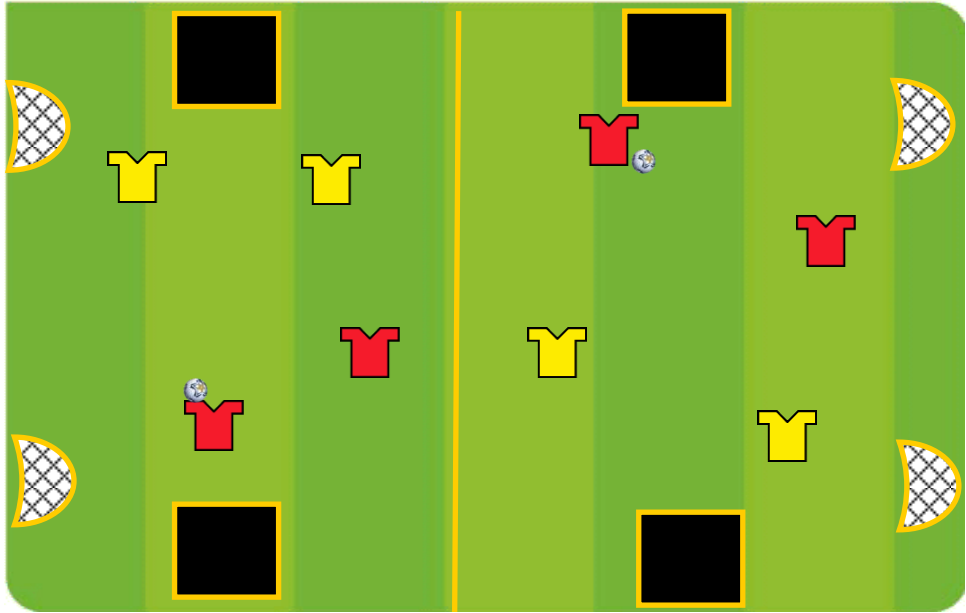


THEME: Dribbling Game: Postman Pat



KEY

- goal
- cone
- team 1
- team 2
- ball
- ball movement
- player movement



Learning focus for attacker: How many different ways you can beat defender?
Learning focus for the defender: win the ball cleanly

How to play

- Reds (Postman Pat's) aim to dribbling the ball (letter) to post office (black box) without losing to score a 1 point. Yellows aim to win the ball back. If successful score on any goal located at reds half. Whoever team has more points in the end of the game will win.

Game levels (progressions)-children can move to next level Only when they feel ready and achieved success in previous level.

- Play 2v2 in each half-dribbling the ball in opposition black box to gain 1 point
- Play 2v2 to begin with-player who scored move to next pitch (if there is 1v1, even if player scored stay on the same pitch)

DECISIONS AND CHALLENGES WITHIN THE GAME

- When to dribbling into post office and when not to?
- Recognize, manage & exploit available space to score or beat defender in 1v1
- Show as many different ways you can beat a defender?
- How changing direction may help you to beat the defender?
- When to dribbling to score and when to pass?
- How can you win the ball cleanly?
- Challenge: if you not lose the ball your team gain 2 points

Improve first touch under pressure Develop ball control under pressure	Decisions where and when to beat defender Confidence of staying on the ball under pressure Learning from mistakes
Changing direction to be able to take first touch into space away from marking defender	Risk v Reward environment Learning from others Positive social behaviours