Game: Super Mario 1v1 against Browser

KEY
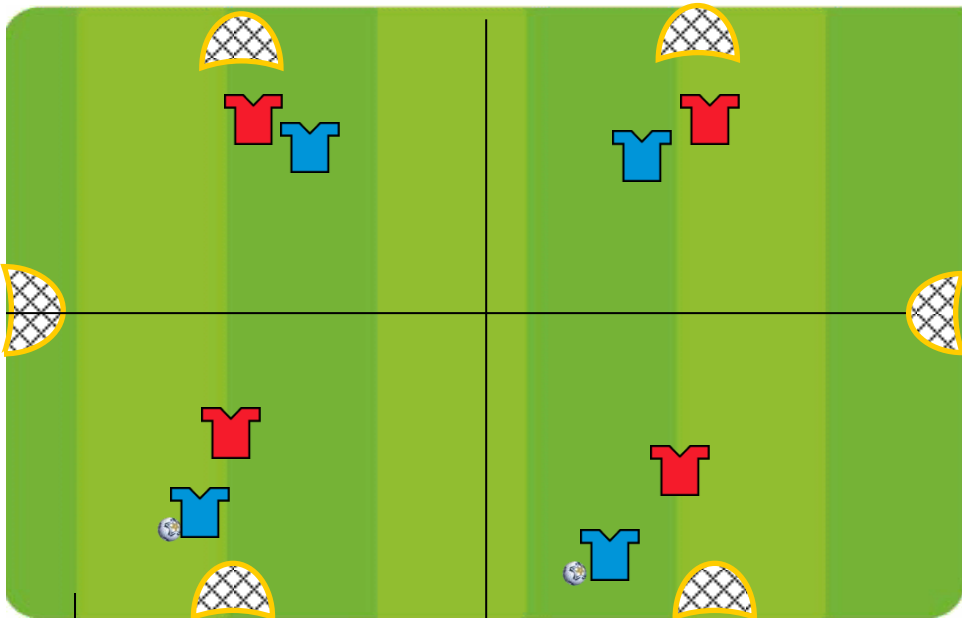
goal	
cone	cone
team 1	team 1
team 2	team 2
ball	ball
ball movement	
player movement	
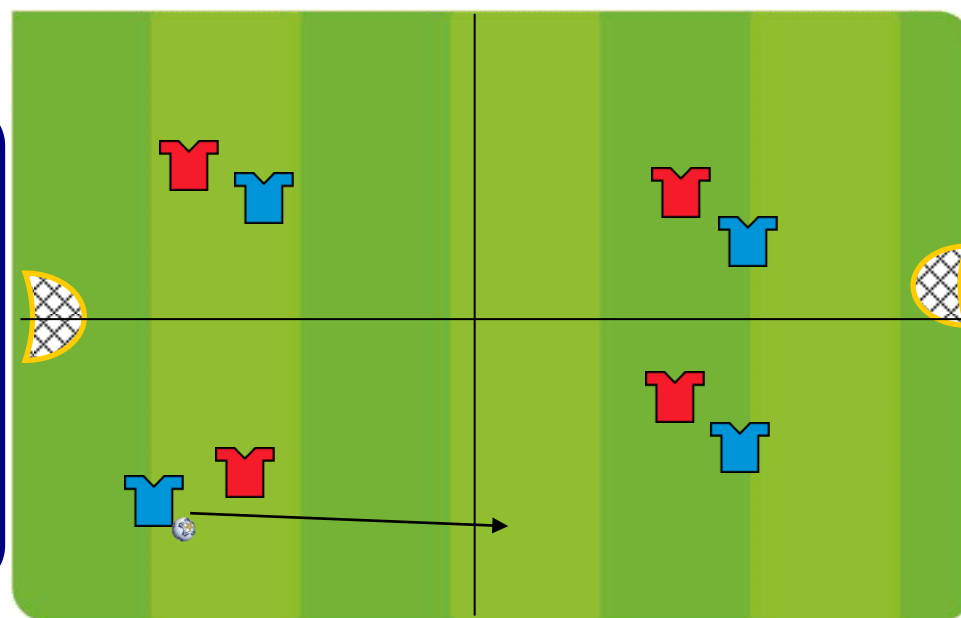
Learning focus for Super Mario: Attacking 1v1
Learning focus for Browser: Defending 1v1
How to play

Playing area split in 4 equal zones, dimensions related to player age, ability, football development.

Aim for the blues: Seek to beat a red defender in 1v1 to be able to move on attacking half, combine with teammate and score.

Aim for the reds: Win the ball back and score

Decisions, challenges & questions within the game

- How would leave defender out of balance in 1v1 attacking play?
- What do you do to lose a marking defender 1v1 without the ball?
- When do you pass and when do you dribble?
- What you do to deny space for an attacking player in 1v1?
- Show me your body position to help you with defending 1v1?
- Set up individual challenges in relation to players personality and Individual needs.

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

- Level 2: Play 4v4, defenders remaining in their respective areas. Any attacking player can move to any area only by dribbling (1v1)
- Level 3: Once defender is beaten, he/she can make recovery run
- Level 4: Play freely with condition man to man marking

Super Mario required good first touch and ball control away from defender.	Super Mario require problem solving and decision making how and where to dribble to beat Browser in 1v1. Browser present determination to win the ball back.
Super Marion required intelligent changing directions with and without the ball to lose marking Browser.	Both characters discuss in pairs their learning experience and what they think could do different next time to have even more success