

Purpose

To develop dribbling technique.

Organization

Set out a 20 x 20 yard area. Players are positioned randomly within the area. Appoint four adults as catchers. Blindfold each of the catchers. Each player, with the exception of catchers, has a ball.

Game Objective

The object of the game is for the light players to avoid being caught by the catchers (dark). If tagged by a catcher, the light player must sit down on top of their ball. In order to be released and to return to the game, a seated player must be tagged by a standing player. Continue for a specified time period.

Progressions

1. Upon the coach's command, players must freeze and attempt to stop their ball with the sole of the foot.

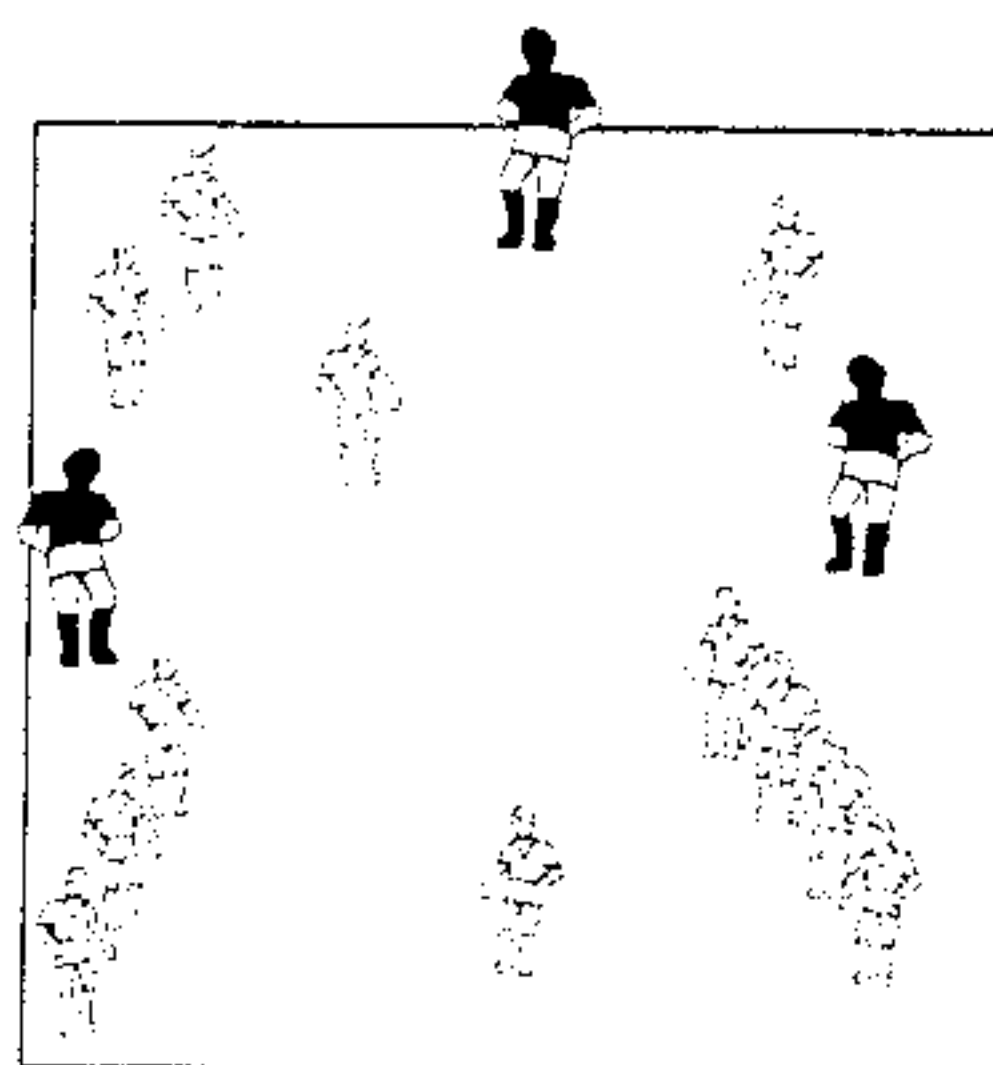
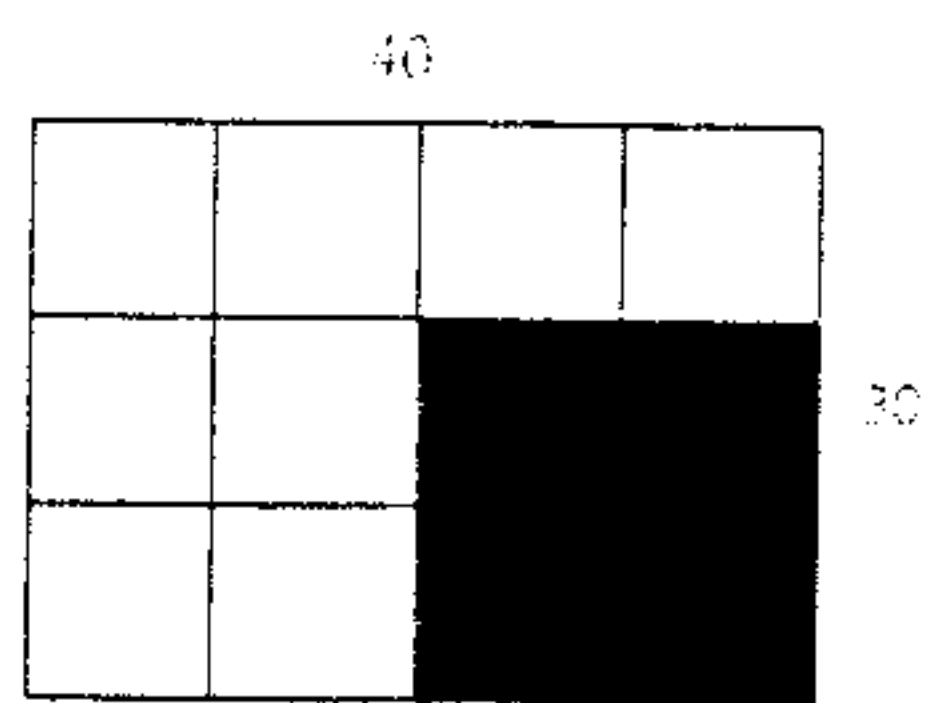
Story

While Chuckie's a fraidy-cat and Phil and Lil argue, the one-and-only Tommy Pickles is the guy who really gets things done. And to think, he's still in diapers. Look out for the Rugrats Famous Four and their secret weapon, Reptar the big lizard!

Game - 1

MINI WEE.INCREDIBALL - Movement

Bob the Builder



Purpose

To develop movement and a basic understanding of teamwork.

Organization

Set out a 20 x 20 yard area. Players are randomly spaced within the area. Three of the players, typically adults, are appointed "its."

Game Objective

The object of the game is to win by being the last player tagged. Upon the coach's command, the "its" chase the other players. When tagged, a player joins hands with the "it" who tagged them, thus creating a chain. Both players now chase the remaining players. Three chains emerge. After the last player is tagged, the game re-starts with three new "its."

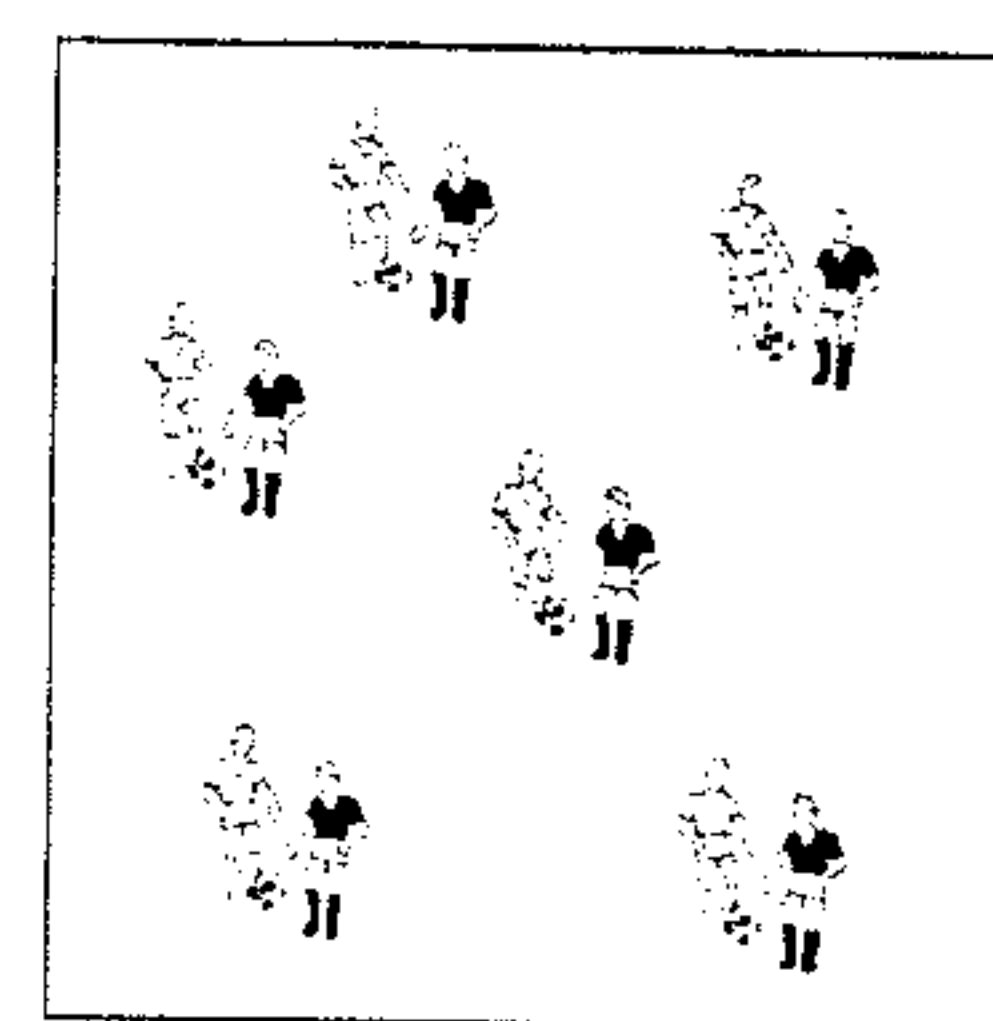
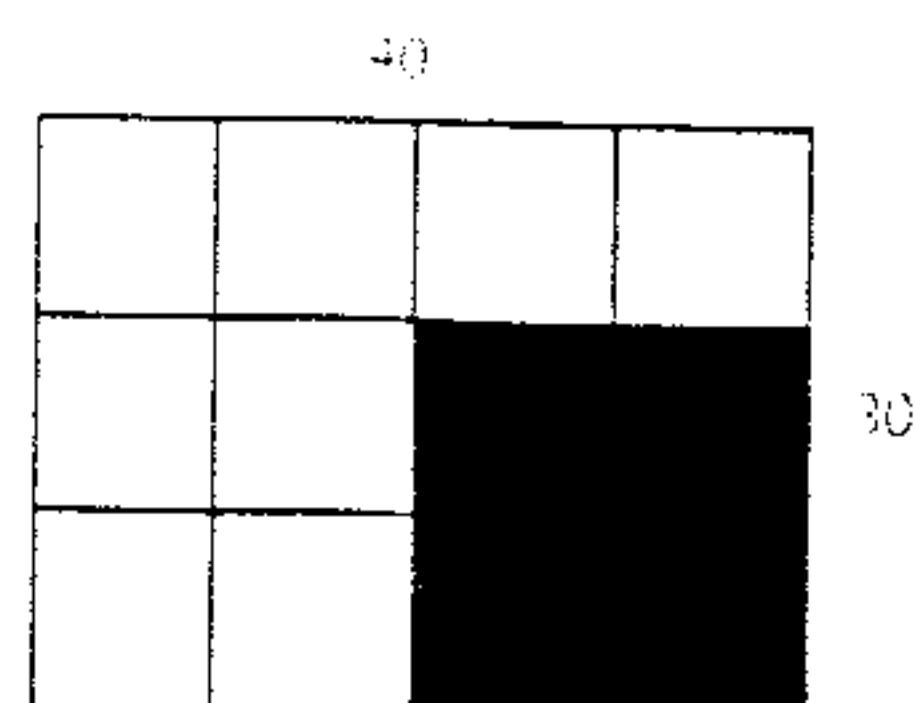
Progressions

1. Vary the number of "its" that begin the game.
2. Introduce a ball to the "its" that begin the game.
3. Introduce safe areas where a player can rest and cannot be tagged.

Story

Welcome to the world of Bob the Builder. When there's a job to do, Bob asks his friends, "can we fix it"? They answer "yes we can"! Bob is joined by Wendy, Roley the Steamroller and Muck the digger/dumper, Lofty the crane, Dizzy the cement mixer, Scoop and Pilchard the cat.

Game - 3



Purpose

To develop running with the ball and dribbling technique.

Organization

Set out a 20 x 20 yard area. Split players into pairs. Each pair consists of one adult and one child. Pairs are randomly scattered and spaced within the area. One soft-play ball per pair.

Game Objective

The player with the ball is "it". Upon the coach's command, the player with the ball dribbles after the partner and attempts to tag the partner while still in control of the ball. The ball is then exchanged and the other player becomes "it."

Progressions

1. Join two pairs together. The chasers hold hands, as does the pair being chased.
2. The pair being chased is confined to skipping, hopping or double foot jumps in order to slow them down.

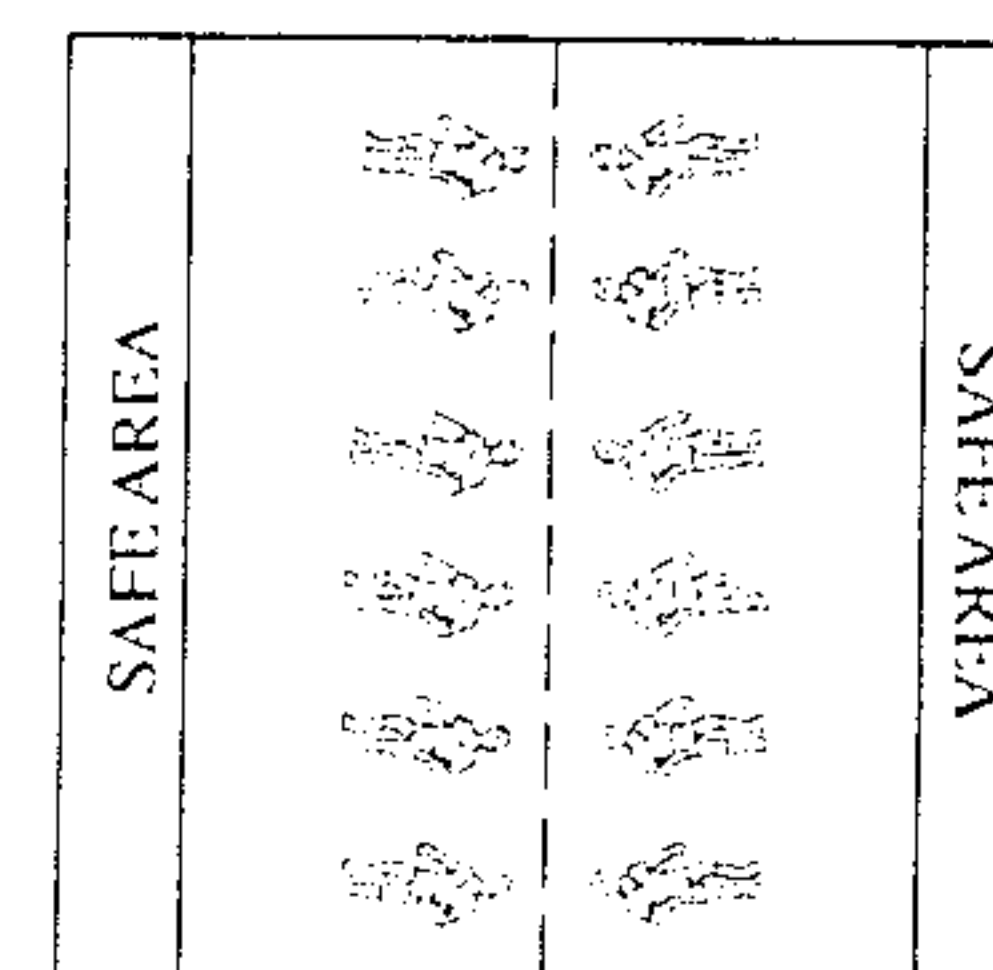
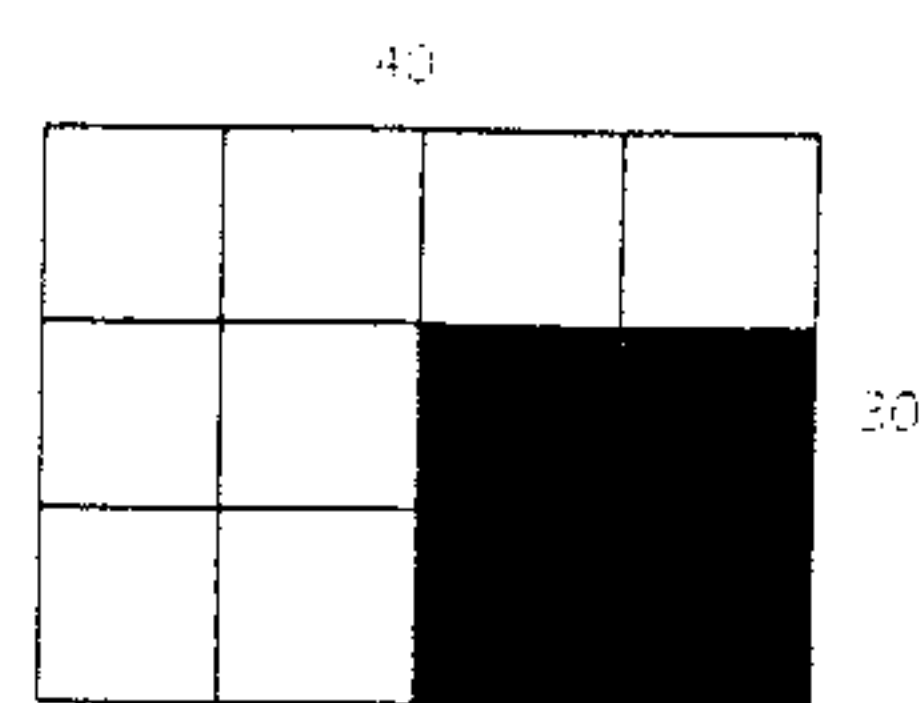
Story

Jimmy Neutron is just your average, everyday, pre-teen super genius. His best friend, Carl Wheezer, allergic to pretty much everything, is a big teddy bear who'd do anything for his best friend, including acting as a test subject for some of Jimmy's experiments.

Game - 2

MINI WEE.BEAT THE CLOCK - Ball Control

CatDog



Purpose

To develop speed and general ball control skills.

Organization

Set out a 20 x 20 yard area. Position two lines of players, each side of the mid-line, lying head to head on their backs. One group of players lying in a straight line (the adults) is known as the "CATS." The other group of players (the children) is known as the "DOGS."

Game Objective

The object of the game is for players to chase and tag the players lying opposite them when the coach gives the "Chase" command. When the coach calls out "CAT," the "CAT" parent players are "Its" and the kids get to their feet as quickly as possible and run to their safe area. When the coach calls out "DOG," the procedure reverses in the opposite direction.

Progressions

1. Increase the space between the two groups of players.
2. Introduce a ball to the team that is being chased.
3. Introduce a ball to both teams.
4. Encourage players to tag more than one player at a time.

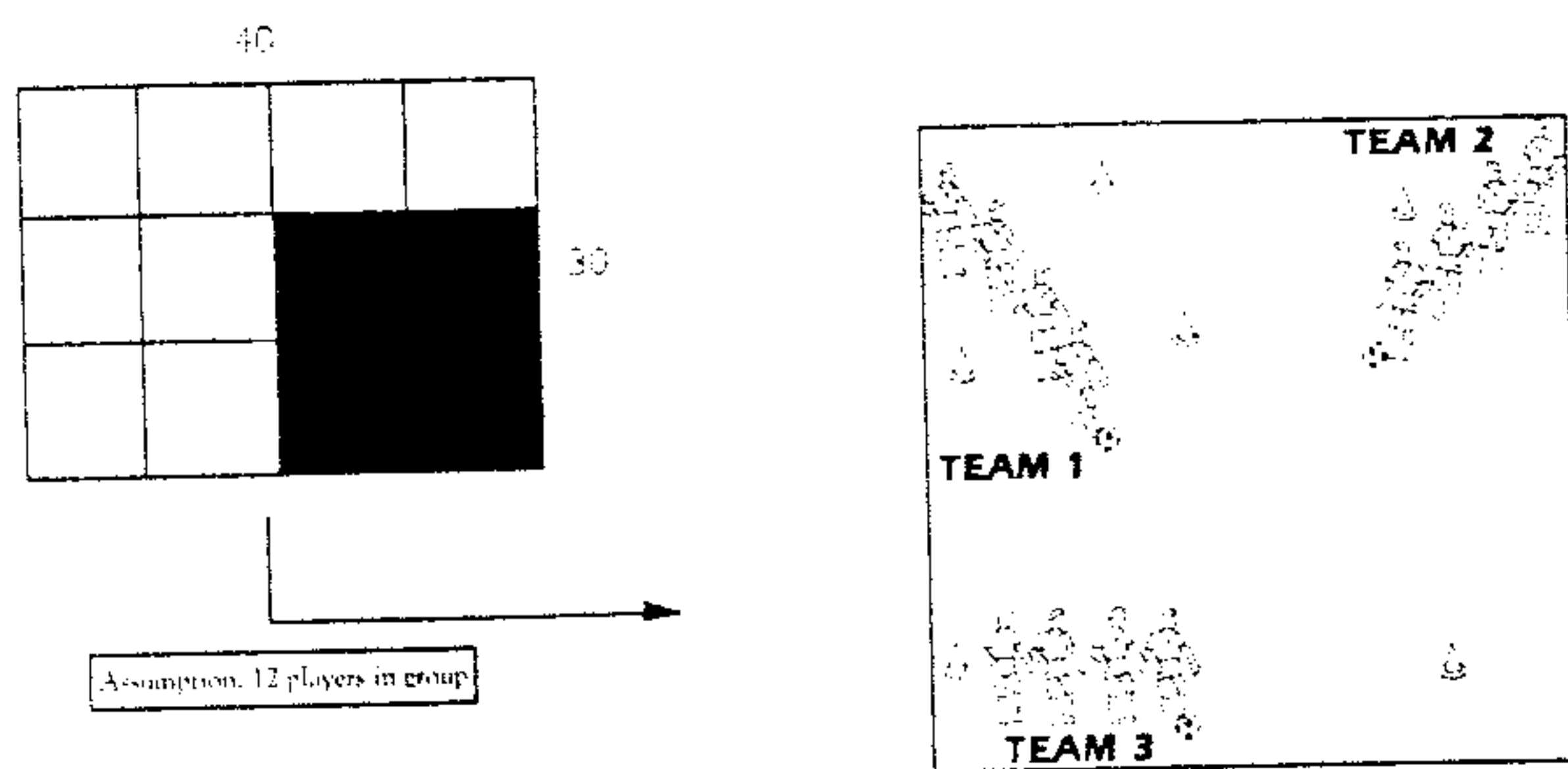
Story

A cat on one end and a dog on the other - what do you call it? CatDog of course! Cat and dog have been sharing quarters since they were born. But believe it or not, despite their differences (they are as different as well, cats and dogs), they're the best of friends and they really stick together - like they have a choice!

Game - 4

MINI WEE.CARTOONS & LOONS – Movement

Ed, Edd & Eddy



Purpose

To develop running with the ball and movement with specific direction.

Organization

Set out a 20 x 20 yard area. Station teams of four by one of six cones spaced randomly within the area. Start with one ball per team.

Game Objective

Upon the coach's command, the player with the ball in team 1 must dribble towards and stop the ball at any one of the standing cones in the area. The other players on the team follow behind the leader. As soon as team 1 reaches their cone, team 2 repeats the exercise to the cone that was just vacated by team 1. Team 3 then dribbles to the cone that was just vacated by team 2, and so on.

Progressions

1. The players at the front and the back of the line have a ball.
2. All players have a ball.
3. Teams progress to the cone that was just vacated by the other team and then return back to the cone they came from.

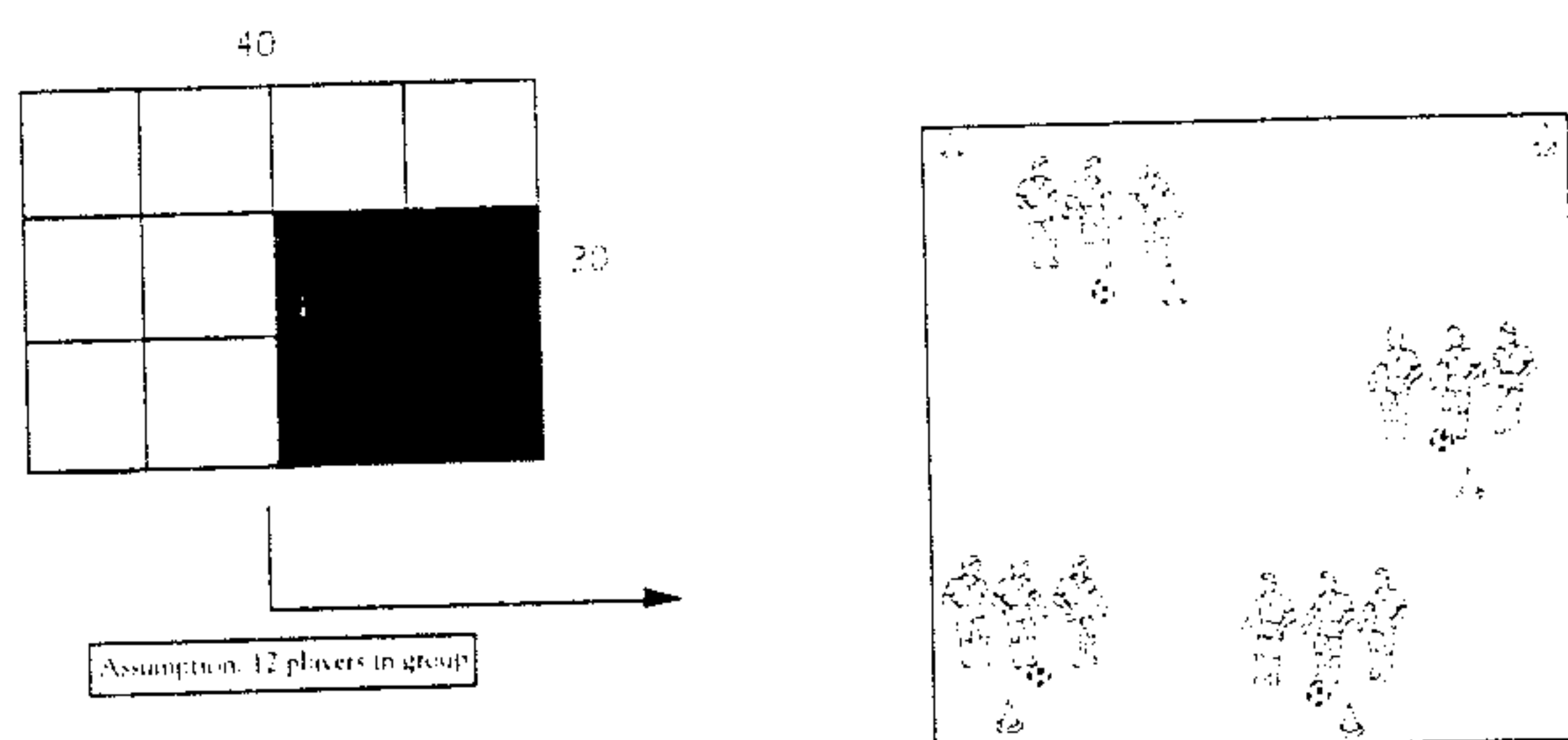
Story

Ed, Edd and Eddy are three suburban friends linked by one common goal – to come up with schemes to make money to buy delicious jawbreakers. In this game, one team is the Eds, one is the Edds and the other is the Eddys. The "Eds" are inseparable and have constant run-ins with other kids on the block. Edd, double D to his friends, is the main schemer and the wiz at making gadgets. Eddy is the self-appointed leader of the bunch.

Game - 6

MINI WEE.INCREDIBALL – Dribbling & Control

Shrek



Purpose

To develop dribbling technique and the ability to stop the ball under close control.

Organization

Set out a 20 x 20 yard area. Group players in threes, one ball per group. Players start at one of six cones positioned randomly within the area. Groups hold hands at all times.

Game Objective

Upon the coach's command, the player with the ball, accompanied by players either side of him must dribble to one of the six free cones stationed in the area. Once they reach a cone, players rotate positions so that a different player has the ball. Continue for a specified time period.

Progressions

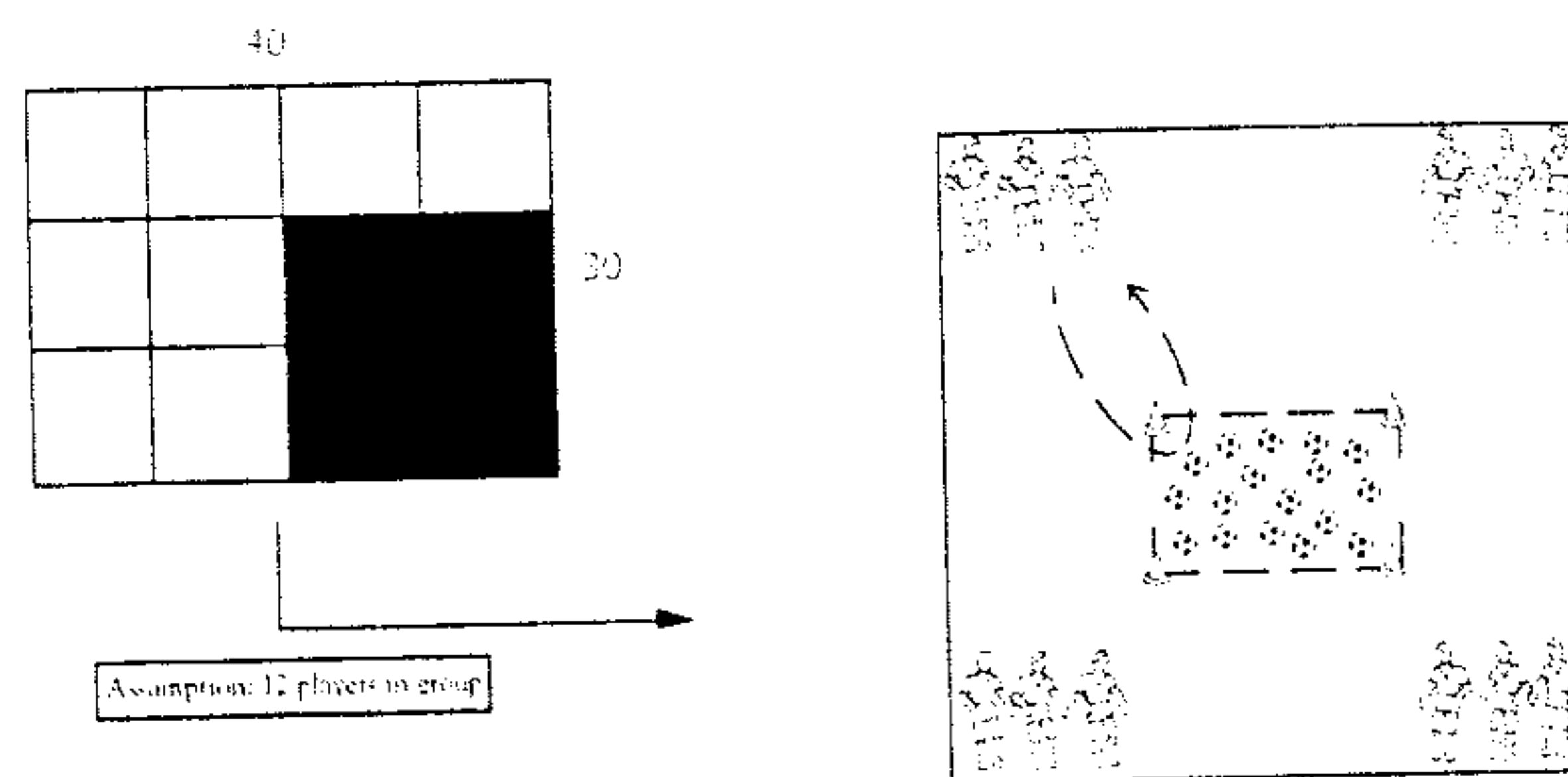
1. Introduce a second and third ball until each player in the activity has a ball at his or her feet.
2. The coach runs in to chase players around the area.

Story

Shrek is a hideous green ogre. This hulking, smelly hero is content with his lot in life until a witch foretells romantic bliss with the Ugly Princess, resulting in a wacky quest. This game records the tale of the ogre's trek to pick up Princess Fiona, and deliver her to Lord Farquaad, a nobleman with a Napoleon complex. Along the way, the cranky, kooky looking Shrek encounters a jive-talking donkey and a homeless version of the Three Little

MINI WEE.CARTOONS & LOONS – Running W/The Ball

Johnny Bravo



Purpose

To develop the basic techniques of running with the ball and dribbling.

Organization

Set out a 20 x 20 yard area. Position three players in each corner of the area. Set out a small square in the center of the area. Randomly scatter all of the soccer balls within the center area.

Game Objective

The object of this relay game is for players to fetch a soccer ball from the center area and return it to their team. On the coach's command, one player at a time from each team runs to the middle area and dribbles the ball back to their corner. After tagging the returning player's hand, the next player goes. Play continues until all balls are gone from the middle area. The team who gets a ball each back to their corner start position wins.

Progressions

1. Play continues until all balls are returned back to the center area and all players are back in their corner areas.
2. Players go when a teammate reaches the middle area. Thus players have to weave in and out of teammates when dribbling their ball back to the corner or middle area.

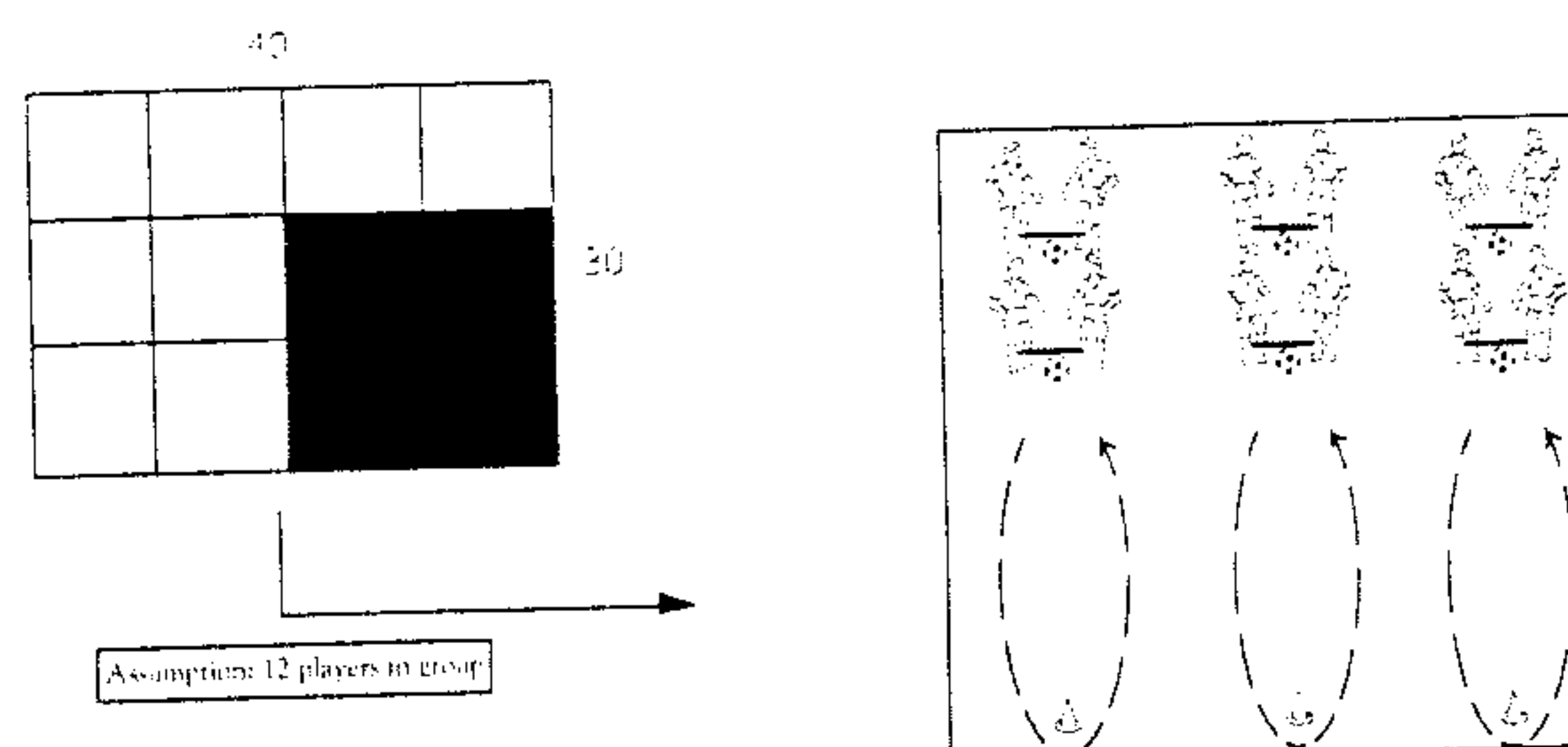
Story

No matter what situation he finds himself in, Johnny feels certain he will prevail with good looks and karate chops. He is redeemed by his devotion to his Mama and his patience with little Suzy, the only female with a crush on him.

Game - 7

MINI WEE.BEAT THE CLOCK – Running with the Ball

Spy Kids



Purpose

To develop running with the ball and basic teamwork.

Organization

Set out a 20 x 20 yard area. Position three groups of four players at a starting cone on one end line of the area. Group in pairs. Join pairs together by loosely tying a piece of string around the middle leg, just above the ankle. One ball per pair. Position one cone on the far side of the area directly opposite each group's starting position.

Game Objective

The object of the game is for each pair to dribble around the far cone and back, striking the soccer ball with their middle feet. The first team (both pairs) to complete the course wins.

Progressions

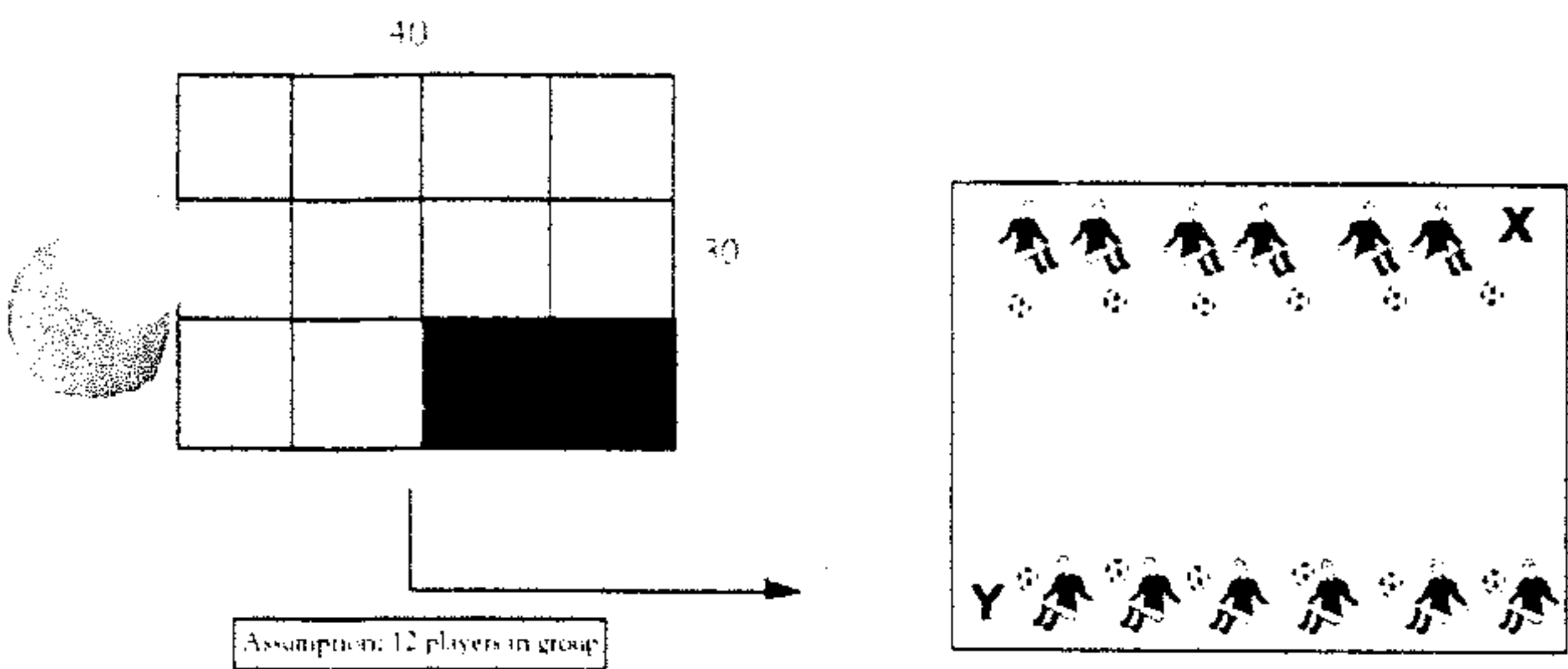
1. Introduce a second ball. Instead of striking the ball with the middle feet, players should be encouraged to strike the ball with the outside foot.

Story

Carmen and Juni, the children of secret-agent parents, must save their parents from danger. While they think that their parents are boring, little do they know that in their day, Gregorio and Ingrid Cortez were the top secret agents of their time. They gave up that life to raise their children. Now, the disappearances of several of their old colleagues forces the Cortez return from retirement. What they didn't count on was Carmen and Juni joining the "family business."

Game - 9

Cow and Chicken



Purpose

To develop an understanding of control.

Organization

Set out a 20 x 10 yard area. Players on team X are stationed three yards apart in the crab position on one side of the area. Players on team Y are stationed adjacent to the X players on the opposite side of the area. One ball per player.

Game Objective

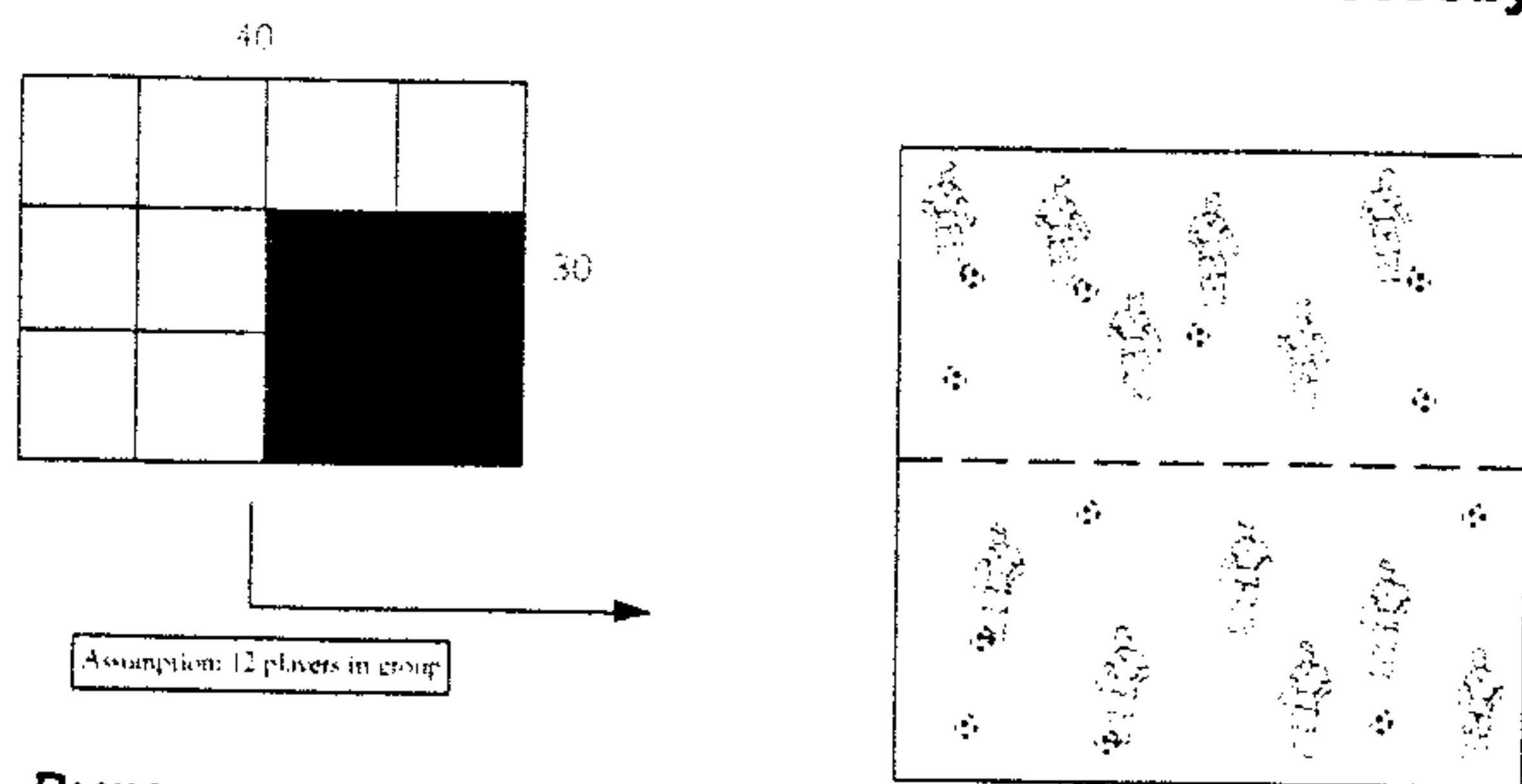
The object of the game is for each player to push the ball 2-3 feet in front of him or her between touches while seated in the crab position. Play continues until everyone has changed places. The first team to reach the opposing end line wins.

Progressions

- 1. Players may tackle or block their opposing player as they cross the area in an effort to delay them.
- 2. Players switch over, on to their hands and knees, and push the ball in front of them with their forehead.

Story

Cow and Chicken follows the misadventures of a pair of siblings: little sister Cow (7 years old, 6 feet, 400 lbs.) and big brother Chicken (11 years old, 18 inches, 4 lbs.). They live in a suburban house, have human parents, and play with human friends who think it's really cool that Cow has udders and Chicken has a beak.



Purpose

To develop passing technique.

Organization

Set out a 20 x 20 yard area. Divide the area into two equal halves. Station six players on each side of the midline. One ball per player.

Game Objective

The object of the game is for teams to get as many balls as possible on the opponents' side of the mid line. The coach whistles, hums or sings the theme tune from Scooby Doo throughout to create the effect of a game of 'musical chairs'. When the tune stops, all players freeze. The coach counts the number of balls in each area. Balls on the correct side of the midline but outside of the area do not count to the total.

Progressions

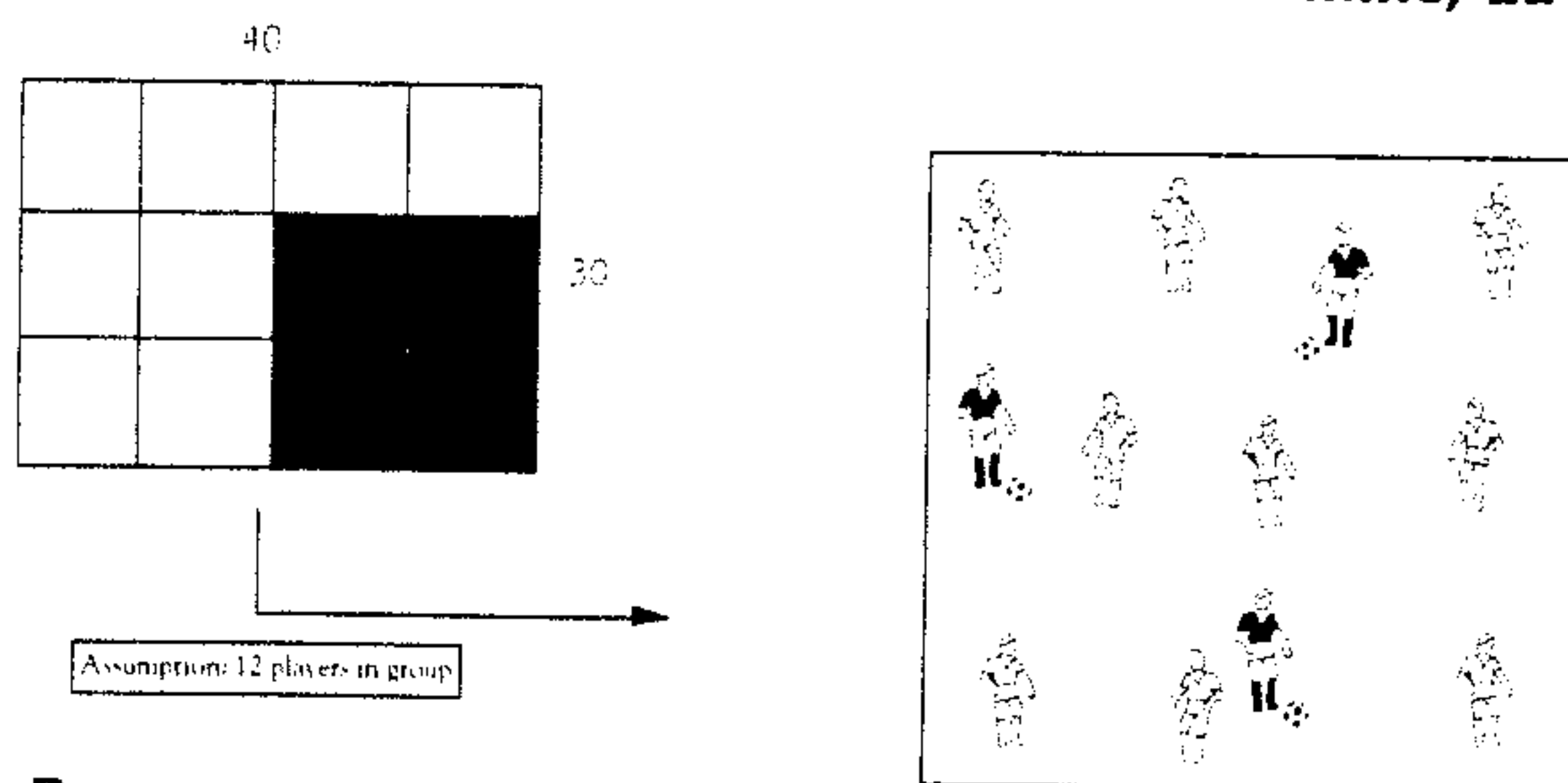
1. Encourage players to move into line with the ball when receiving to stop and receive the ball.
2. Players should push the ball 2-3 feet in front of them with one or two touches before attempting to pass the ball.

Story

A none-too-brave Great Dane named Scooby Doo joins four teen-aged sleuths--Fred, Daphne, Velma, and Shaggy--as they search out supernatural phenomena in their van, the Mystery Machine.

Game - 11

MINI WEE.INCREDIBALL - Movement



Purpose

To develop movement skills.

Organization

Set out a 20 x 20 yard area. Select three adults as catchers. Randomly space all remaining players within the area. Each catcher has a soccer ball.

Game Objective

The object of the game is for players to remain standing and moving around the area for as long as possible. The catchers must roll or pass their ball along the playing surface to attempt to hit players on or below the knee. A player must sit down when hit. A seated player is returned to the game when tagged by another seated player. Play for a specified time period and then rotate.

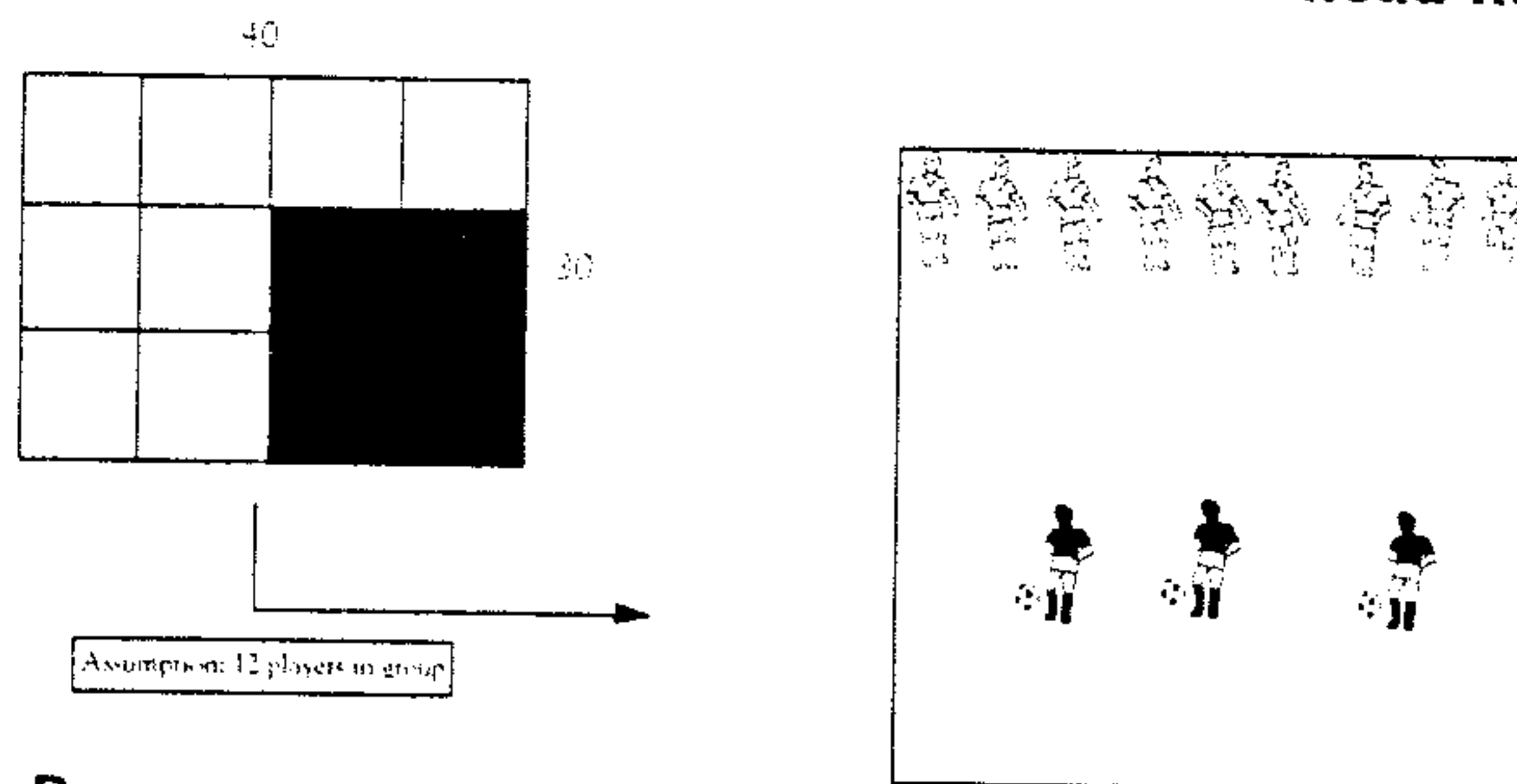
Progressions

1. Introduce a safe area where players cannot be hit with a ball.
2. Introduce a ball to each player. Catchers must now attempt to roll or pass their ball to strike the ball of the active player.

Story

Mike (one parent) is a sophisticated girl from New York who leaves her home in the big city as an exchange student looking for adventure on the open seas. What she finds is a secluded island populated by some of the quirkiest natives imaginable, including new friends Lu (one parent) and Og (the third parent).

Game - 13



Purpose

To develop passing accuracy.

Organization

Set out a 20 x 20 yard area. Select three catchers (adults) and station them in the middle of the area. Each catcher has a ball. Station all remaining players along one end line.

Game Objective

The object of the game is for players to run across the area without being struck on or below the knee by the ball of a catcher. The catcher may choose to roll or pass the ball along the playing surface. Any player that is hit collects a ball and becomes a catcher. The activity reverses in the opposite direction upon the coach's start command. Players are safe when standing on the end line. Play continues until only one player remains and all but he or she are catchers.

Progressions

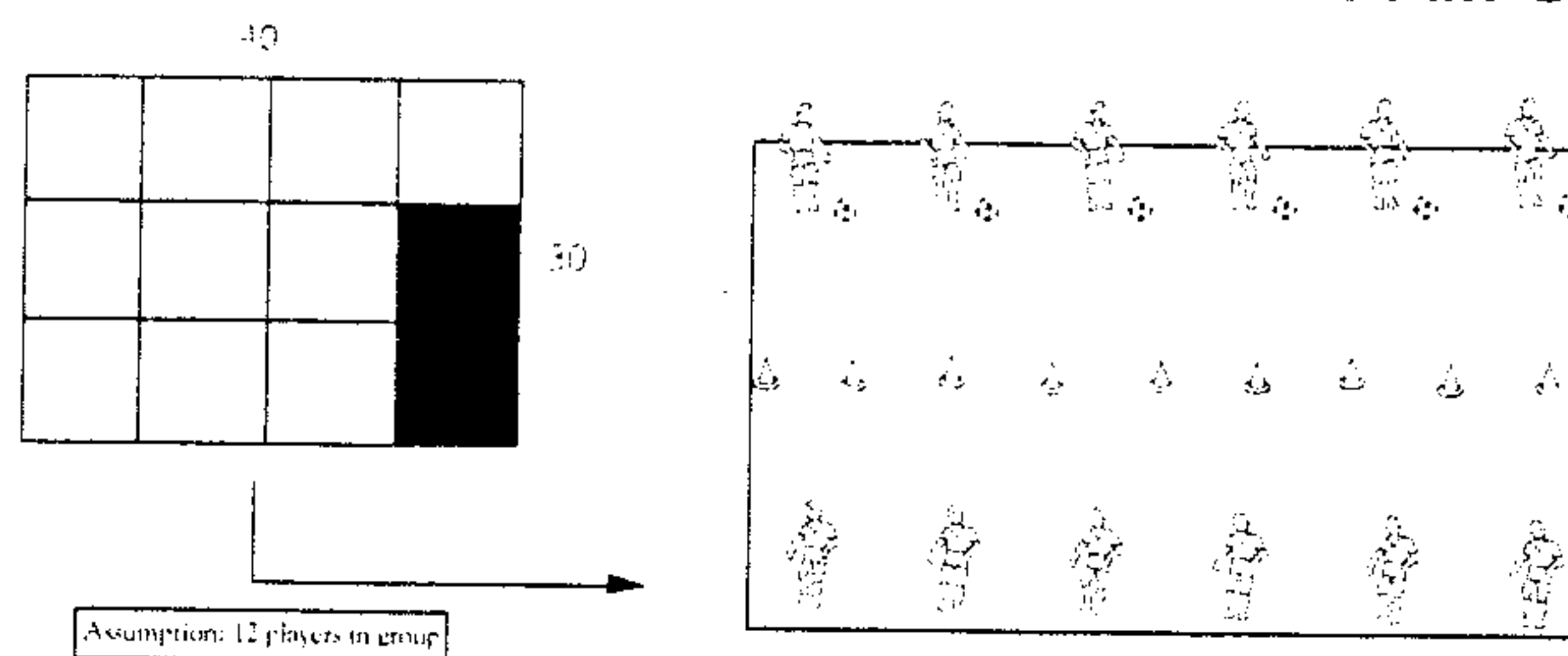
1. Introduce a ball to each player. Catchers must now eliminate players by rolling or passing their ball along the playing surface to hit the ball of one of the players.

Story

Though Sir Isaac Newton is generally the man most associated with the science of gravity, there's little doubt that had he co-existed with Road Runner and Coyote, gravity would have been understood long before the fateful day an apple bounced off his head. The world's greatest inventor has to be Wile E. Coyote himself. As for Road Runner, all soccer players could certainly learn a thing or two from this swift and evasive creature.

Game - 12

MINI WEE.BEAT THE CLOCK - Passing



Purpose

To develop passing technique.

Organization

Set out a 10 x 20 yard area. Position six players, 2-3 yards apart, along each end line directly opposite an opponent. Players are paired off on opposite sides with an opponent. Place as many cones as possible across the mid line of the area in a straight line. Use one ball per opposing pair.

Game Objective

The object of the game is for players to knock down as many of the middle cones as possible within a specified time period. The balls may be thrown, rolled or passed at the target according to the initial skill level of participants. Teams strike the ball simultaneously upon hearing the coach's command. According to their skill level, players on the opposite side of the area retrieve the balls by hand or stop the balls with their feet as they cross the area. Players return to their original starting positions before repeating the exercise in the opposite direction.

Progressions

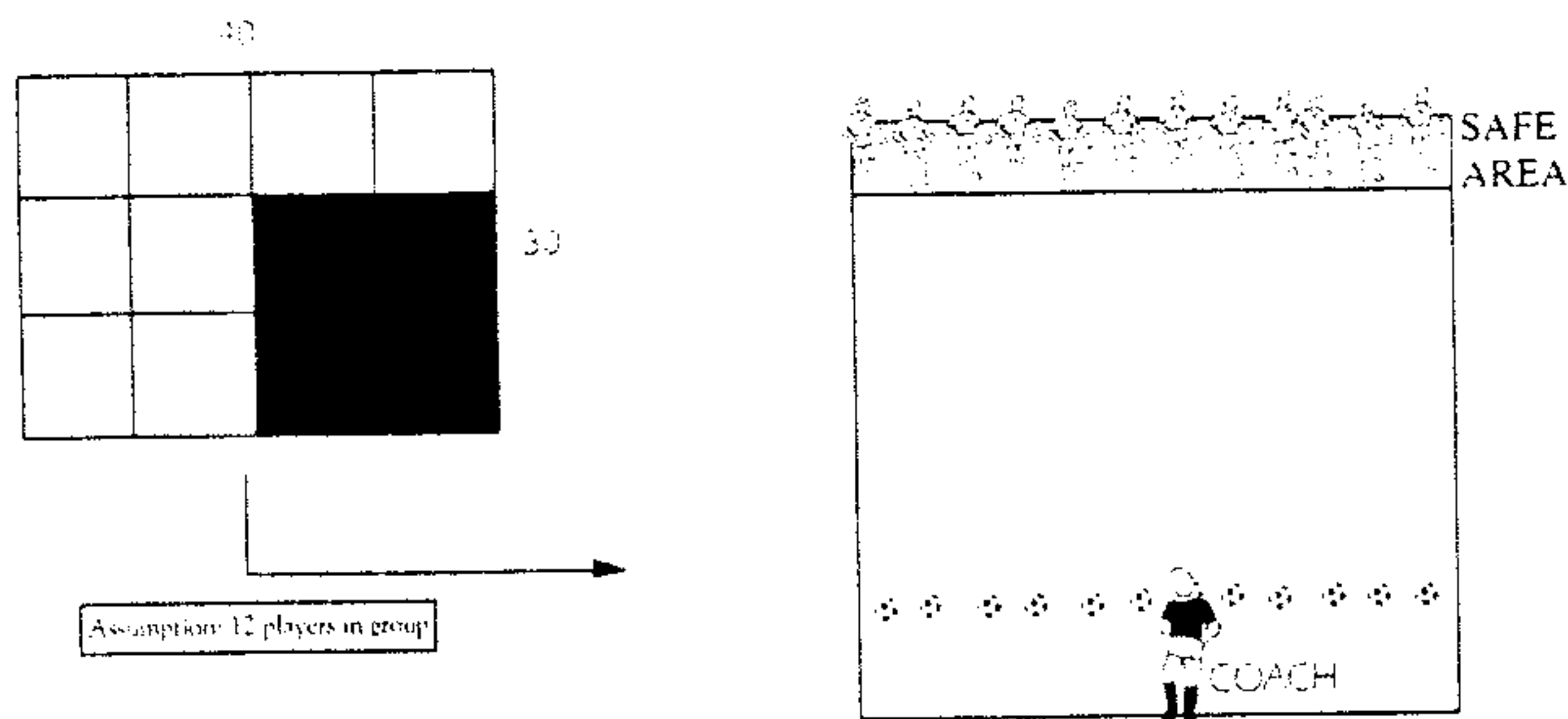
1. Extend the distance between the end line and the cone line.
2. Encourage players to run into the middle and collect any cones that they knock down.

Story

When danger looms in Townsville, the call goes out for Bubbles, Blossom, and Buttercup - The Powerpuff Girls! Under the watchful eye of their mentor Professor Utonium, the girls fly into action against a colorful gallery of villains -- saving the day before bedtime!

Game - 14

Mister Freeze



Purpose

To develop running with the ball.

Organization

Set out a 20 x 20 yard area. Station the coach on the far end line with his or her back to the area. Place a soccer ball for every player directly behind them. Position the remaining players on the opposite side of the area to the coach.

Game Objective

When the coach turns his back on the players, the game begins. Players must creep up on the coach when his or her back is turned, attempting to steal one of the soccer balls placed at his feet. When the coach turns around to face the area, he or she shouts out, "Oh, it's chilly". Upon hearing this command, players are required to freeze. If a player does not freeze (whether with or without the ball) by the time the coach counts to three, that player is sent back to the start line without their ball to begin the activity again. The object of the game is to dribble the soccer ball back to the start line without being caught moving by the coach.

Progressions

1. The coach chases the players back to the start line when he turns around.

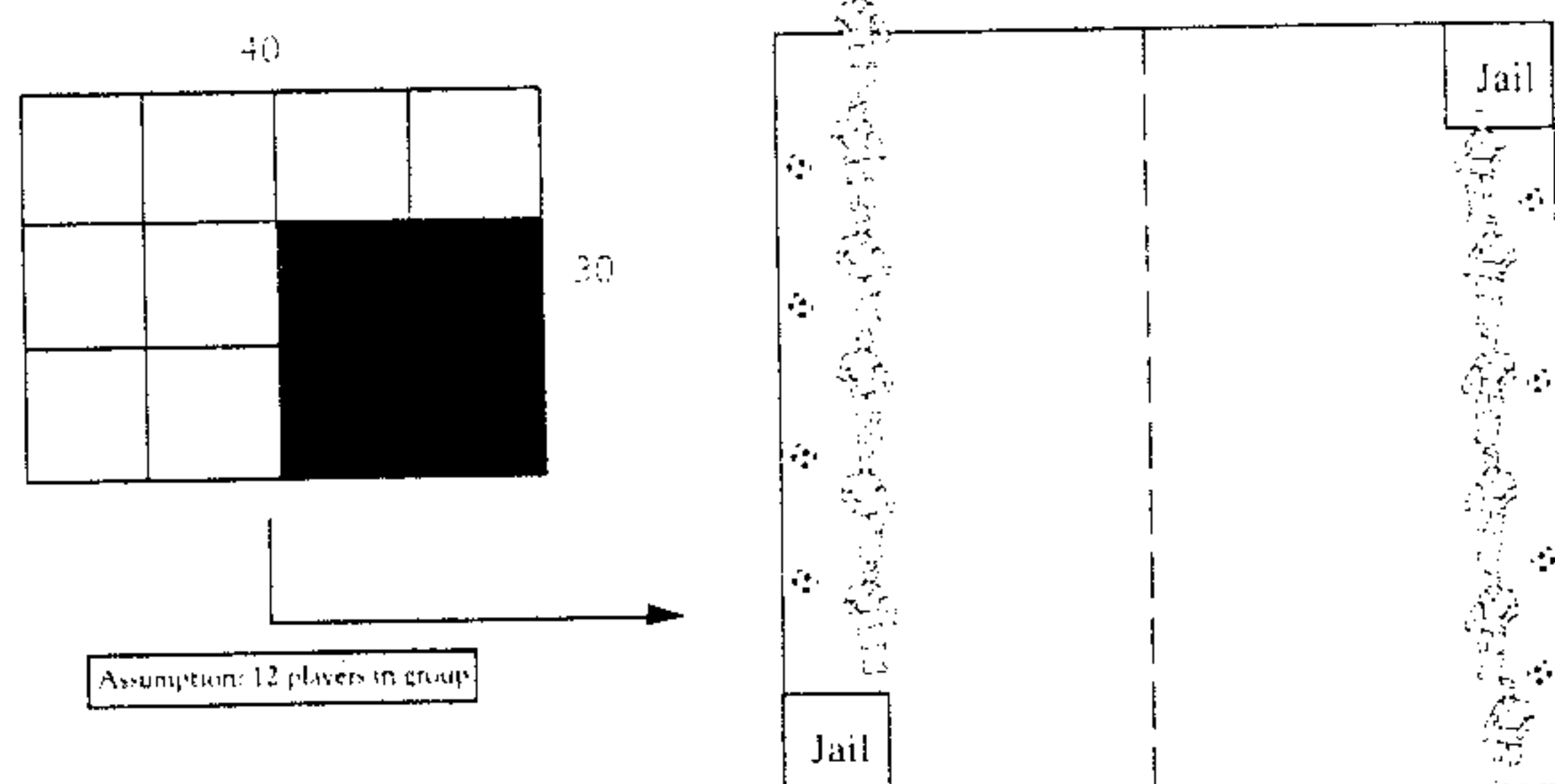
Story

I scream, you scream, we all scream for ice cream. There's just one problem. The local Dairy Mart lost power during the night and the ice cream is beginning to melt in the freezer. Last one to the store gets the ice cream "mush"!

Game - 16

MINI WEE.INCREDIBALL - Dribbling

Justice League



Purpose

To develop running with the ball and dribbling technique.

Organization

Set out a 20 x 20 yard area. Divide the area into half and station players on equal teams on either side of the midline. Place four soccer balls on the backline of each side of the area.

Game Objective

The object of the game is for players to capture the other team's soccer balls. Players must attempt to run across the area, collect a soccer ball and dribble it back to their side of the area without being tagged by a member of the opposing team. If they get back to their area without being tagged, they add their ball to the others on the back line. If a player is tagged on their opponent's side of the mid line, they must go to jail in the opposing area. A player may be freed from jail if a teammate takes the prisoners hand and runs them back to their side of the area without being tagged. If they are tagged again, both players go to jail. Play for a specified time period. The team with the most soccer balls on their side of the area wins.

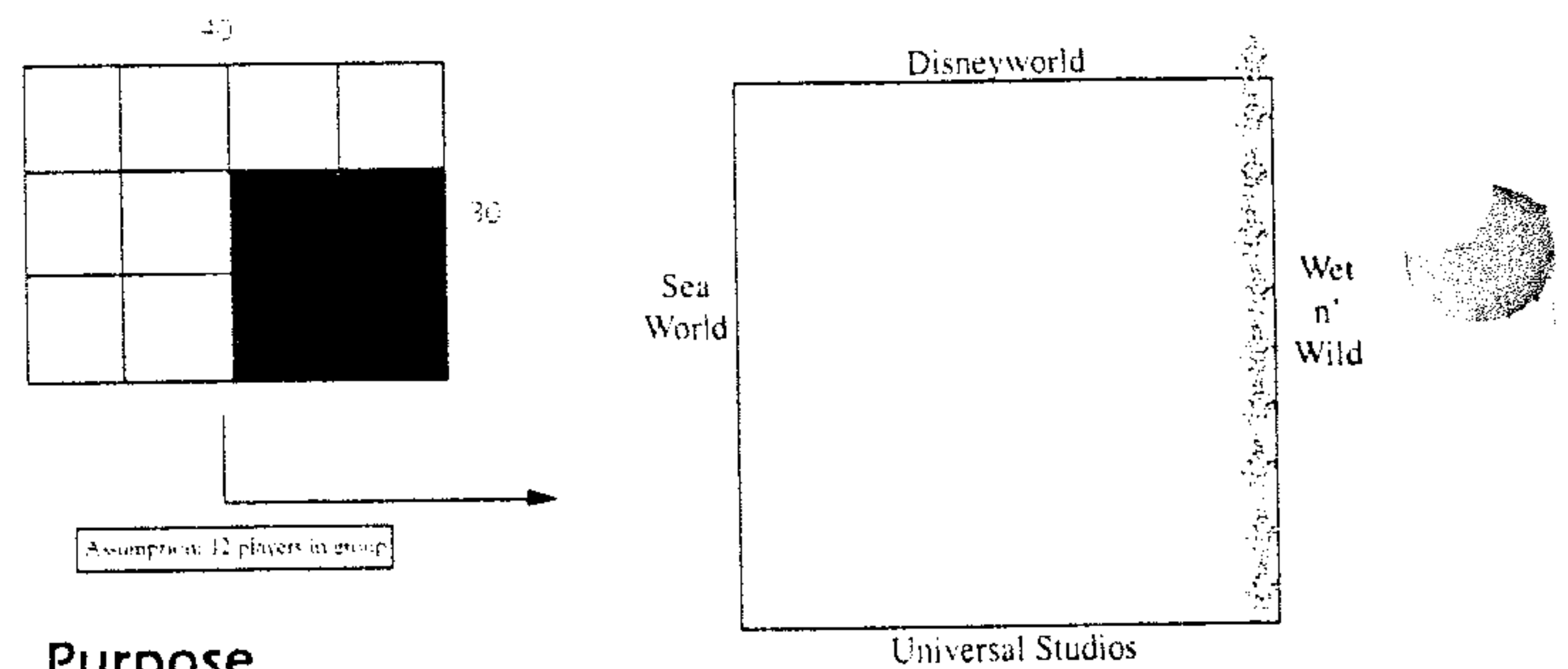
Progressions

1. Play until one team captures all of the other team's soccer balls.
2. Introduce a ball skill that must be completed before a prisoner leaves jail.

Story

The Justice League, consisting of an all-time superhero team including Batman, Superman, the Flash, Wonder Woman, Hawkgirl, Green Lantern and Martian Manhunter, combat an unsavory cast of characters.

Pet Vacation



Purpose

To develop movement, running with the ball and dribbling technique.

Organization

Set out a 20 x 20 yard area. Position players on one end line of the area. Begin the activity without a ball but once players are familiar with the commands and the directions, introduce a ball per player.

Game Objective

The coach begins the game by explaining the dimensions of the area. Each of the sides of the area has a name of a theme park in Florida. The dimensions are: Disney World - top; Universal Studios - bottom; Wet n' Wild - side; Sea World - side.

Players follow the coach's command and run to the side of the area that the coach calls out. If they get to the line, players must stop on the line until they hear the next command. During general movement, the coach can introduce several mimic commands, including:

Meow like a cat, snort like a pig, moo like a cow, howl like a hyena, bark like a dog, jump like Shamu.

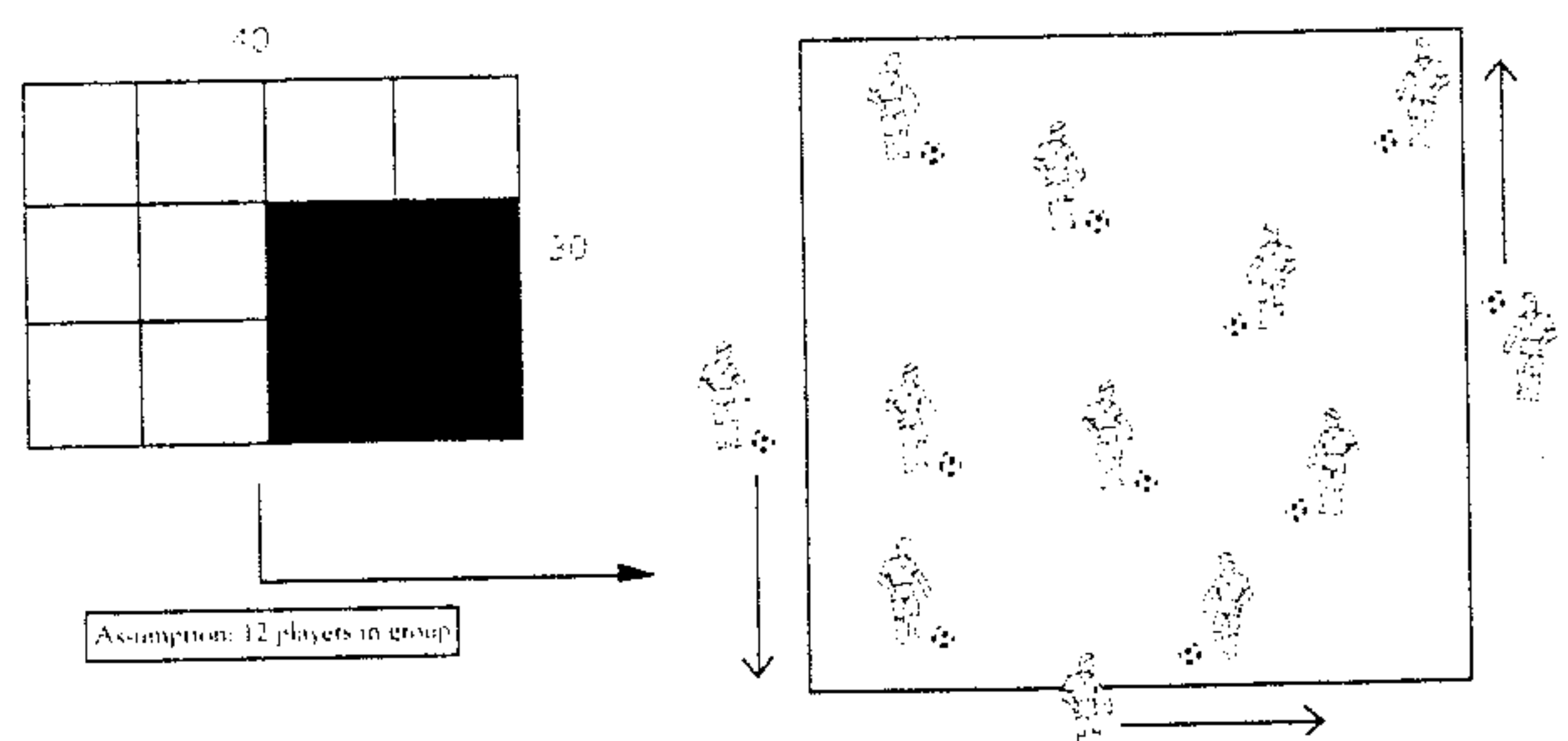
Progressions

1. Introduce a ball per player encouraging them to stop the ball with the sole of the foot when they get to a destination line.

Game - 17

MINI WEE.BEAT THE CLOCK - Dribbling

In & Out Burger



Purpose

To develop running with the ball and dribbling technique.

Organization

Set out a 20 x 20 yard area. Position players randomly within the area. One ball per player.

Game Objective

The object of the game is for players to dribble their ball through the area until they hear the coach's whistle or command. On that signal, players must dribble their soccer ball as quickly as they can to the outside of the area. Players continue dribbling around the outside of the area in a single direction until they hear a second whistle or command. Upon hearing this signal, players return to the area and continue dribbling inside the confines of the space. Repeat for a specified time period. Players must also react to the following commands: **French Fries** - players freeze with the sole of their foot on top of the ball. **Burger** - players pick their ball up off the playing surface and carry it around. **Cheeseburger** - players pick their ball up off the playing surface and bounce it around. **Shake** - every player leaves their ball and huddles up together.

Progressions

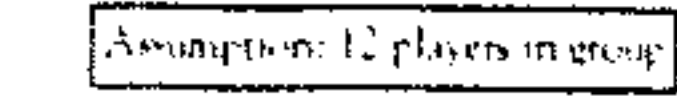
1. The coach runs into the area to chase players around.
2. Change the direction of travel around the outside of the area.

Story

In & Out Burger is a famous West Coast Burger chain. They only have four things on the menu: burgers, cheeseburgers, fries and shakes. But boy are they good!

Game - 18

Star Wars



To develop dribbling technique.

Set out a 20 x 20 yard area. Position players on one end line of the area. One ball per player. Set out a number of cones randomly within the area.

The object of the game is for players to dribble their ball across the area without knocking down one of the cones stationed inside the area. If a player knocks down a cone, they must pick it up and wear it as a hat for the remainder of the game. When each player has crossed the area and has successfully stopped their ball on the far end line, play reverts in the opposite direction. The coach may introduce additional random commands such as: **R2-D2** – players must dribble their ball to a cone and sit on top of their ball next to the cone. **Yoda** – players must dribble their ball around the coach and back to a cone without bumping into other players.

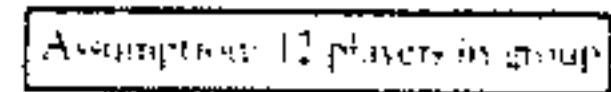
Progressions

1. The coach (Darth Vader or Darth Maul) runs into the area to chase players around.
2. Change the direction of travel from end to end to side to side.
3. Introduce more cones and commands.

Join the cast of characters from the Stars Wars movies (including Anakin Skywalker, Obi-Wan Kenobi, Queen Amidala, C3-PO, Jar Jar Binks, Hans Solo and Luke Skywalker) in helping to rid the galaxy of the Evil Empire.

Game - 20

Droopy



To develop movement and coordination.

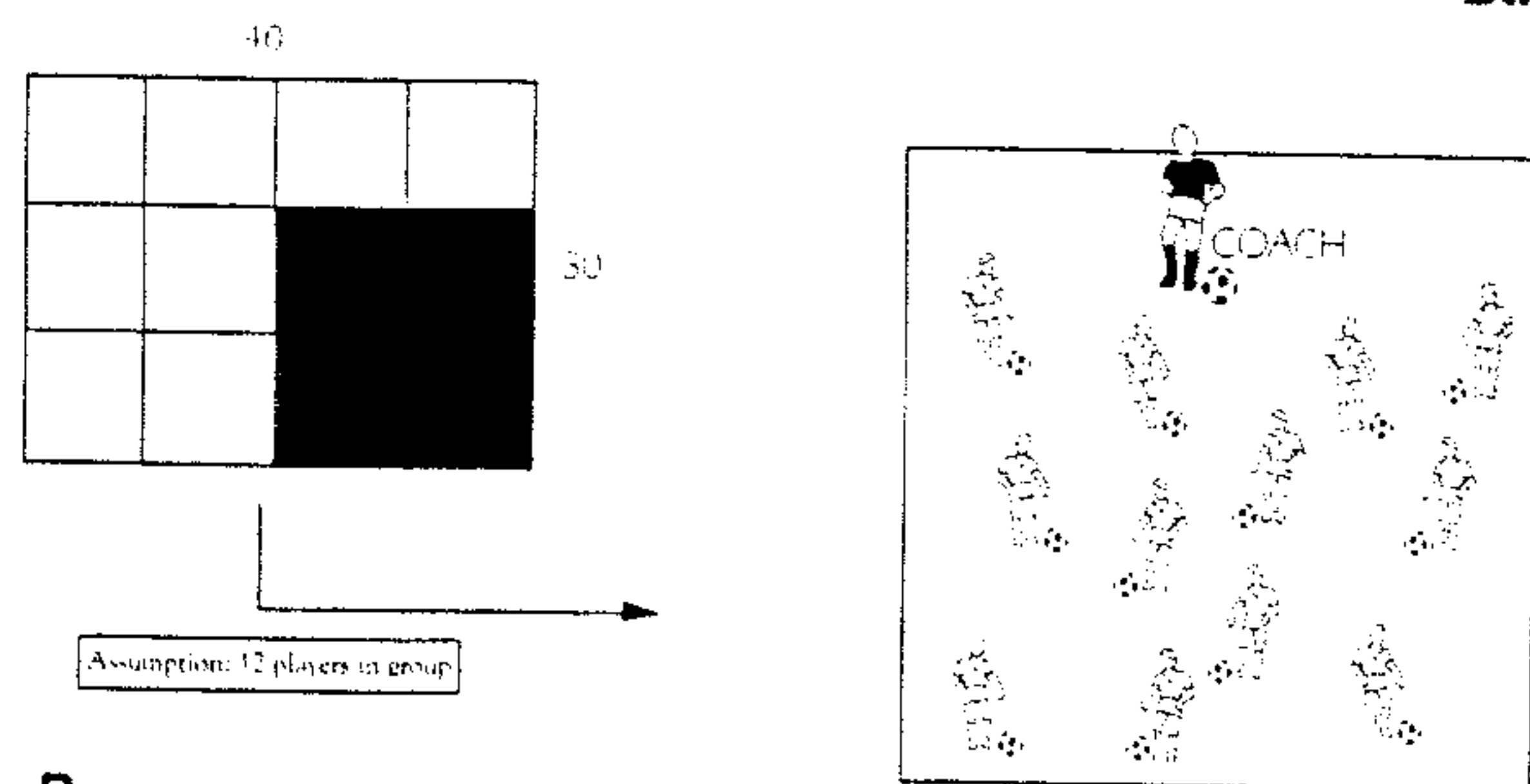
Set out a 20 x 20 yard area. The coach begins the game in the middle of the area. All players are organized in single file behind the coach. Begin the activity without a ball. Progress to incorporate a ball per player.

The object of the game is to follow the coach around the area, repeating his movements and actions as he or she performs them.

1. Introduce a ball to each player.
2. Break the line into three lines of four. Have a parent lead each group and have them create their own actions and commands.

Droopy is the cartoon king of understatement. Known for his distinctive drawl and deadpan delivery, Droopy shows up in the least likely places, usually to the shock of his main nemesis, the Wolf. Somehow he always seems to win out in the end, getting everyone to do it his way, regardless of how long it takes!

Game - 21



Purpose

To develop speed of thought and the ability to follow commands.

Organization

Set out a 20 x 20 yard area. Players are randomly scattered in the area in front of the coach. Use one ball per player.

Game Objective

The object of the game is for players to copy the movements of the coach. Coach's commands and movements include:

- Mister Freeze - sole of the foot on top of the ball
- Alfred - sit on top of the ball
- Batman & Robin - dribble the ball around the area
- The Riddler - right foot or left foot only
- Commissioner Gordon - alternate feet touches on top of the ball
- Poison Ivy - stop and leave your ball and play the ball of another player in the group
- Penguin - stuff the ball up the front of your shirt and waddle around
- To the Bat Cave - everyone create a huddle around the coach

Progressions

1. Players must always remain one movement behind the coach.

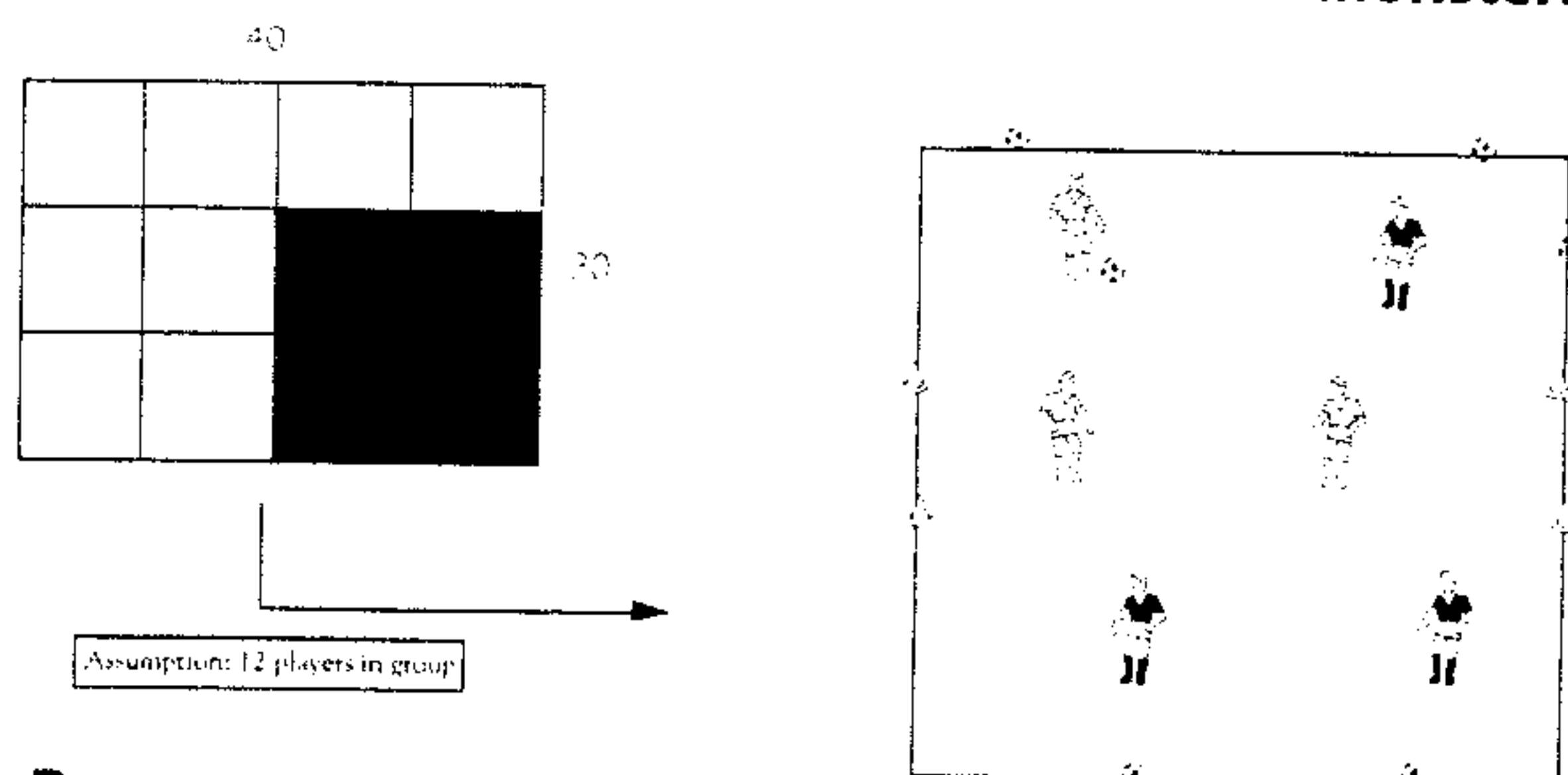
Story

Batman, Robin and Batgirl respond to a call from Commissioner Gordon to rid the streets of Gotham of an unsavory cast of characters including the Riddler, the Penguin, the Joker, Mr. Freeze and Poison Ivy.

Game - 22

MINI WEE.BEAT THE CLOCK - Open Play

Monsters Inc.



Purpose

To develop an understanding of team concepts.

Organization

Set out a 20 x 20 yard area. Set out a goal measuring three paces wide on each end line. Play 3 versus 3 inside the area. Use one ball per group. No goalkeepers. Place all remaining balls on the outside of the area on any end or sideline. Repeat in one other area for a total of 12 players.

Game Objective

The object of the game is to score a goal in the opposing goal. When a player kicks the ball out of bounds, a player from the opposing team should roll a new ball in underhand into the field of play. When parents get the ball, they should always be encouraged to pass the ball to a child.

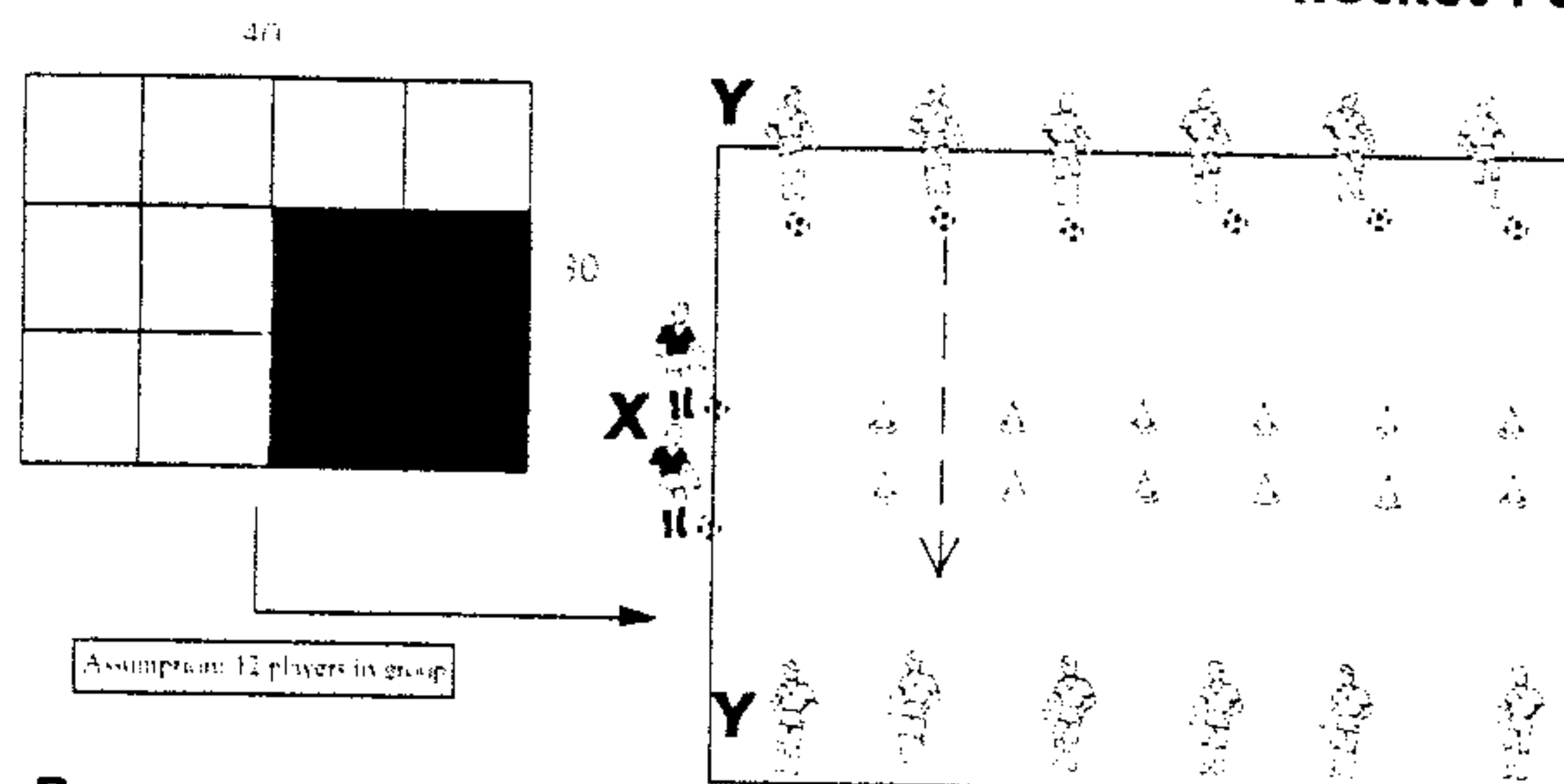
Progressions

1. Only children can score goals.
2. Children scoring a goal directly from a pass from a teammate score two goals.

Story

This is a game of Monsters versus the kids. At Monsters, Inc. it's the job of a wide variety of monsters to enter children's bedroom closets at night, scare them, and then collect their screams to provide the power for Monstropolis. However, human kids have become harder and harder to frighten, so the monsters are facing an energy shortage. The Monsters have enlisted the help of "Sulley" Sullivan (coach), the top "scarer" at Monsters, Inc. to teach the new recruits how to spook children.

Game - 24



Purpose

To develop dribbling technique and passing accuracy.

Organization

Set out a 10 x 20 yard area. Group in pairs. Position five players on each sideline, opposite partners. One ball per pair. Station 2 players with a ball on one of the end lines. Station discs randomly across the middle of the area.

Game Objective

The two X players who begin the game on the end line must dribble across the area without being hit on or below the knee by soccer balls, which are being passed back and forth by Y players stationed on the sidelines. The X players must attempt to pick up cones as they dribble across the area. Count the number of "strikes" in a 30-second period.

Progressions

1. Deduct a strike for every five cones that an X player collects.

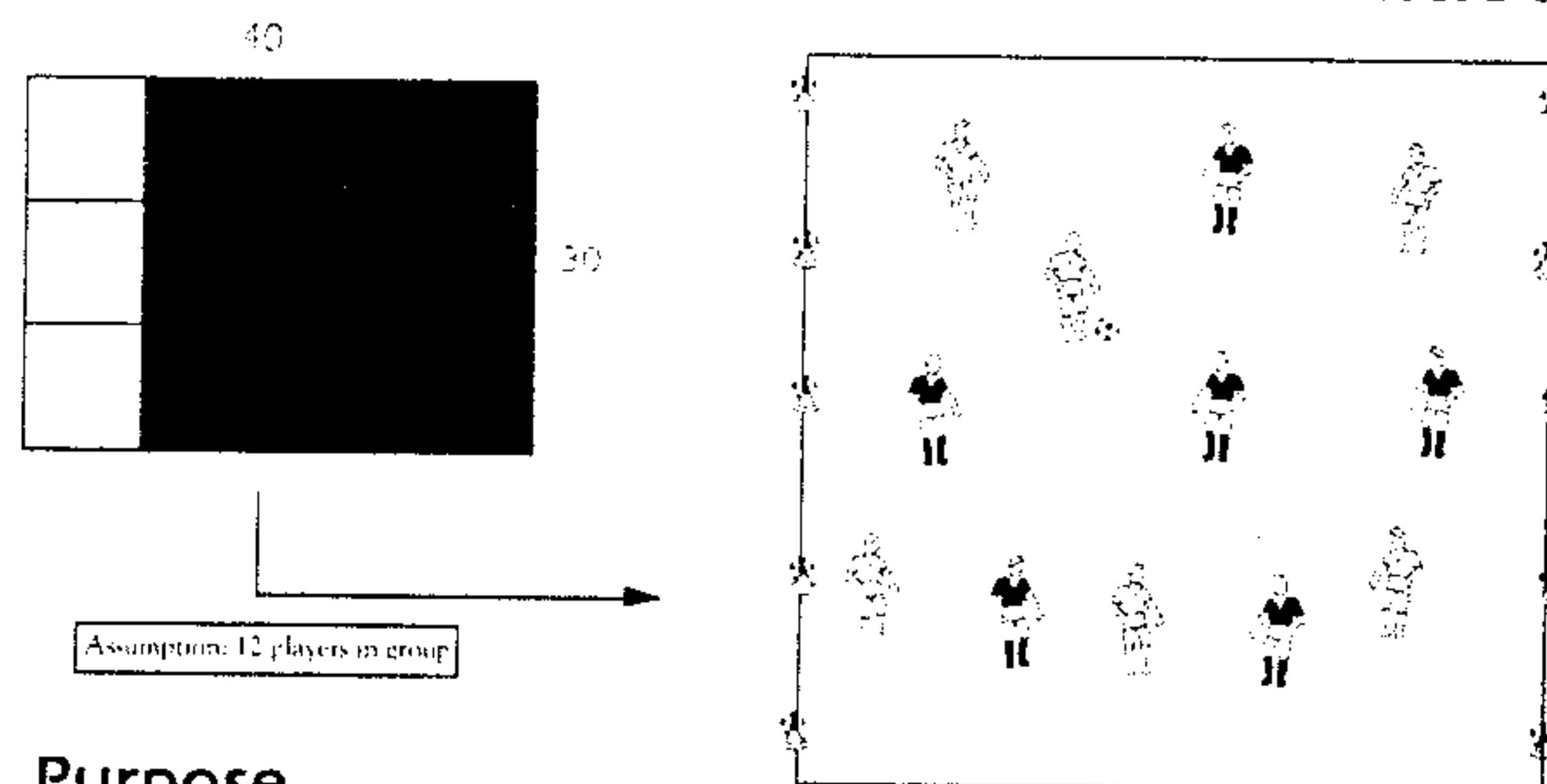
Story

Rocket Power is a story about a bunch of friends who are addicted to action and sports. Otto Rocket, his sister Reggie, and their pals Twister and Sam excel at just about every sport you can imagine. While there are sports for every season, their favorite is soccer. Otto and Reggie's dad Raymundo is always around to remind everyone that friendships are always more important than winning events. Extreme sports, extreme fun, and extreme friends—that's Rocket Power.

Game - 23

MINI WEE.CIRCLE OF FRIENDS - Open Play

The Sorcerer's Stone



Purpose

To develop shooting technique in a small sided game.

Organization

Set out a 30 x 30 yard area. Play 6 versus 6. Place five discs with soccer balls on them on each end line.

Game Objective

The object of the game is to score a goal by knocking down one of the balls off a disc on your team's attacking end line. If the ball goes out of bounds, re-start the game by rolling the ball back into the field of play in an under hand fashion.

Story

A magical game of Quidditch played on brooms at Gryffindor House with two teams consisting of the following players:

Harry's Team - Harry Potter (black untidy hair, round glasses), Ron Weasley (tall, thin, red hair), Ginny Weasley, Hermione Granger (brown hair, brown eyes), Rubeus Hagrid (half giant) and Albus Dumbledore (considered the greatest wizard of his age).

Draco Malfoy's Team - Draco Malfoy (white-blond hair, pale face), Lord Voldemort (the dark lord, pronounced Vol-duh-more), Draco's bodyguards Crabbe and Goyle and the Eagle Owl.

Game - 25