

**Curriculum Objectives****Venue****Equipment****Reference**

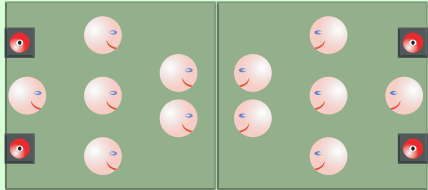
- This lesson is a revision of skills taught in the previous lessons through the playing of small-sided games with the whole class.
- Yard or field.
- Bibs or braids, footballs, cones.
- Primary School Curriculum (1999) Physical Education, page 43.
- Buntús Cards: Kicking – On your Own; Kicking – With a Partner; Kicking – Rogue Ball; Striking a ball – Go for Goal; Travelling with a ball – Using your feet; Travelling with a ball – Spin relays.
- Teacher Guidelines, pages 51.

Move up a level

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ORGANISATION



Place the children in teams of six.

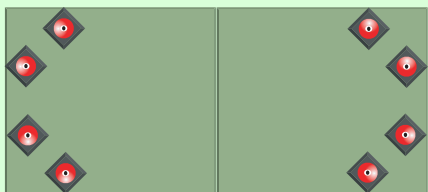
Use bibs/braids to identify each team.

Set up two pitches to run two games simultaneously.

If you wish to rotate the teams regularly, the games should be of five minutes duration approximately. The waiting team, if there is one, should practise shooting, kicking and dribbling skills in a grid area while waiting their turn to play.

The teacher should be in a position to have a view of all the children.

Mark out three pitches if possible – each pitch has four goals, one metre wide (see diagram), placed at the four corners of the pitch.



ACTIVITY

Warm up and Stretching: Visit your warm up bank.

The following are ideas to provide variety in invasion games to develop and practise skills learned.

Games should be: Ground kicking only, using heading skills

OR

Ground kicking, kicking from the hand and using fist-passing skills.

1 6 v 6 kicking games

To start the Game:

- the ball is kicked off/thrown in from the centre of the field;
- the players may remain in their own half of the field or take up attacking and defensive positions at the beginning of play.

Discuss with the children before the lesson the conditions and the rules to put in place.

The teacher should ensure the following points are covered.

Playing the game

- One person stands in goal and may save the ball using hands or feet.
- A goal is scored every time the ball is kicked through the opponent's goal.
- When the ball passes behind the line a sideline throw/kick is taken.
- When a ball passes behind the goal, the goalkeeper kicks it out from the goal area.
- Every time a goal is scored, a kick out is taken.

Rules

- No tackling. The emphasis is on interception.
- A free kick is awarded if a player kicks or pushes an opponent.

2 Four goal game

To start the Game: As above

Rules

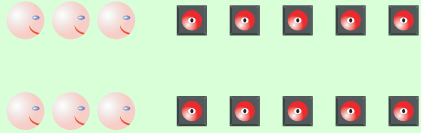
- The teams play with no goalkeeper but with two goals to defend and two goals to attack.
- No player may stand within three metres of any goal.
- Depending on the space available this can be played as described above.

Allow the children to decide what the penalty will be if a player attempts to act as a goalie.

TEACHING POINTS

- Encourage short accurate passing.
- Encourage **give and go**.
- Having passed the ball, move forward into an open space, perhaps for a return pass.

ORGANISATION



Place four cones ten metres apart for Activity 1. The teams line up as shown.

Make one goal approximately three metres wide.

ACTIVITY

Suggested grid activities for the waiting team.

3 Dribbling

(a) **Dribble Relay:**

In turn, each player dribbles in and out of the cones and back. On returning that player goes to the back of the line and sits. Winner – best of three races.

(b) **Beat the clock**

How many runs can a team complete in two minutes? Each member of the team must take part.

4 Penalty shots

Penalty shots; best of six attempts is the winner.

5 Keep the ball – a passing game

Games should be: Ground kicking only **OR** ground kicking and kicking from the hand **OR** using fist-passing skills only.

Objective of the game

When in possession of the ball each team tries to make five passes in a row.

When not in possession a team is trying to intercept the ball

If successful in making five passes a team gains one point.

First to score five points are the winners

To keep the process simple start the game by giving the ball to one team.

Hand the ball to the other team:

- if the ball is intercepted.
- if the ball is out of bounds i.e. ball outside the grid area.
- after one point won.
- if there is a **foul** e.g. someone is pulled or pushed, etc.

6 Cool down

Visit your cool down bank.

TEACHING POINTS

- Encourage accurate passing – the children should look up before passing.
- Encourage controlled passing. The ball should not go outside the grid area.

DEVELOPMENT

All of the above can be repeated in Fourth Class encouraging greater skill and/or increasing the levels of difficulty of the activities.