



EMPHASIS/THEME	AGE GROUP	SESSION DURATION
Paw Patrol	Active Start	45 minutes

TIME	ACTIVITY	ACTIVITY GOAL
10 - 12 Minutes	Rescue Pup Training	Soccer Coordination with the Ball
10 - 12 Minutes	Game Play	
10 - 12 Minutes	Paw Patrol to the Rescue	Skill Development in a Competitive Setting
10 - 12 Minutes	Game Play	

RESCUE PUP TRAINING



Every player has a ball inside a square that is 15 yards x 15 yards

To set the scene, the players are the rescue pups and must perform a number of tasks for Ryder to train their skills

The players will dribble around the square while the coaches give commands for all of the players to perform.

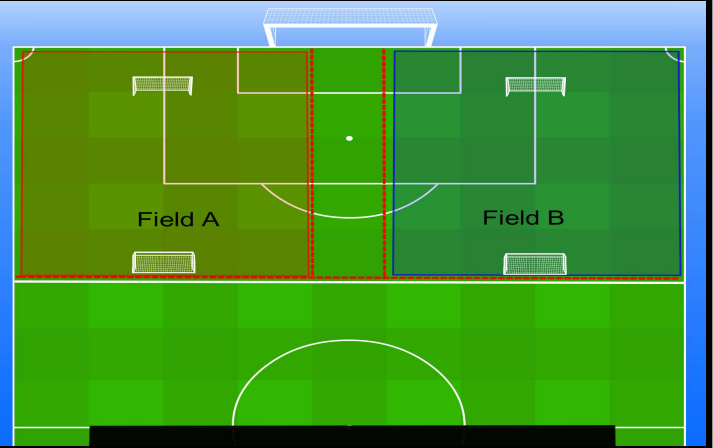
Chase = Dribble fast with the ball at your feet

Skye = Fly (pick up the ball and run with it)

Marshall = Fall on the ball to protect it

Paw Patrol = Stop, Foot on the ball and should "NO JOB IS TO BIG, NO PUP IS TOO SMALL"

GAME PLAY



Players will be divided up into 4 teams and split between 2 game fields.

There will be no designated keeper. If a player is standing by the net encourage them to push up the field so that they are not standing directly in the net.

When the ball goes out, stop the ball on the line and have players dribble the ball back into play.

When a goal is scored, have the scoring team retreat back to their net to receive high fives from the coach. As the players are retreating back to their net, the team that got scored on can start the game up again, without waiting for the other team to get set up.

By having the team retreat back to their net, it will allow the team that got scored on to have the opportunity to dribble the ball out of their own end and advance up the field.

RESCUE PUPS SAVE THE DAY



Created using SoccerTutor.com Tactics Manager

This activity is played similar to British Bulldog but with levels.

Level 1 = The players with their Halloween Basket go back and forth as they discover different areas

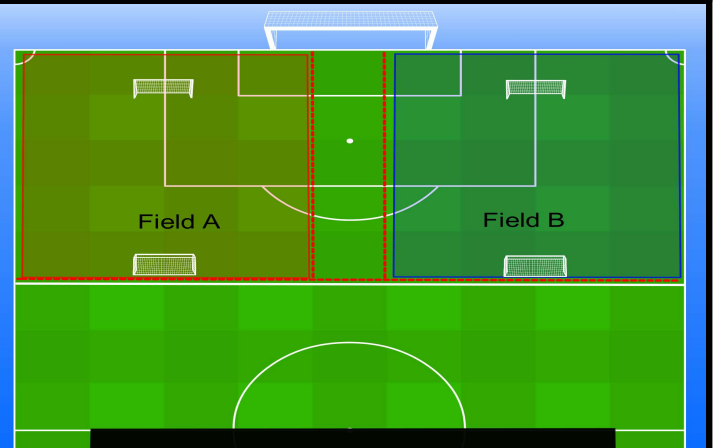
Level 2 = The players and their Halloween Basket go back and forth. The coach is a Monster who stands in the middle of the area and tries to catch the trick or treaters. If the players get caught, they owe 3 star jumps before they can join the other players on the end.

Level 3 = Same as Level 2, except if the Monster gets close to the Trick or Treaters, they can yell "Boo" real loud like a ghost to scare the Monster away from catching them.

Level 4 = Like British Bulldog, if the Trick or Treaters get caught by the Monster, they become a monster and look to catch all of the other Trick or Treaters.

Every time the players make it to the end line, we congratulate them with high fives.

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