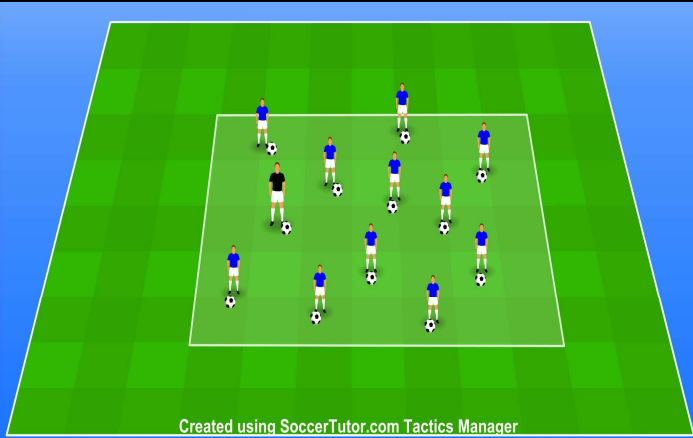




EMPHASIS/THEME	AGE GROUP	SESSION DURATION
A Day at the Zoo	Active Start	45 minutes

TIME	ACTIVITY	ACTIVITY GOAL
10 - 12 Minutes	Animal Tag	Soccer Coordination with the Ball
10 - 12 Minutes	Animal Exhibits	Soccer Coordination with the Ball
10 - 12 Minutes	Egg Hunt	Soccer Skills in a Development Setting
10 - 12 Minutes	Game Play	

ANIMAL TAG



Created using SoccerTutor.com Tactics Manager

ANIMAL EXHIBITS



Created using SoccerTutor.com Tactics Manager

Every player has a ball inside a square that is 15 yards x 15 yards, with cones/pylons spread out randomly across the area.

The players will dribble around the square while the coach gives animal commands for the players to perform. The goal is for the players to move like the animals would in the wilderness.

- Frogs** = hop like a frog with the ball between your feet.
- Elephant** = move slowly like an elephant with your arm making the elephant trunk.
- Snakes** = slither around the playing area like a snake by moving in a zigzag
- A Bird** (players pick the type of bird) = standing on one foot, flap your wings and fly pretend like you are flying
- Lion** = one foot on the ball and roar like a lion

If there is time left after moving like animals, you can play animal tag where the coach is looking to tag the players. If he tags the player, they must act like an animal to become untagged.

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

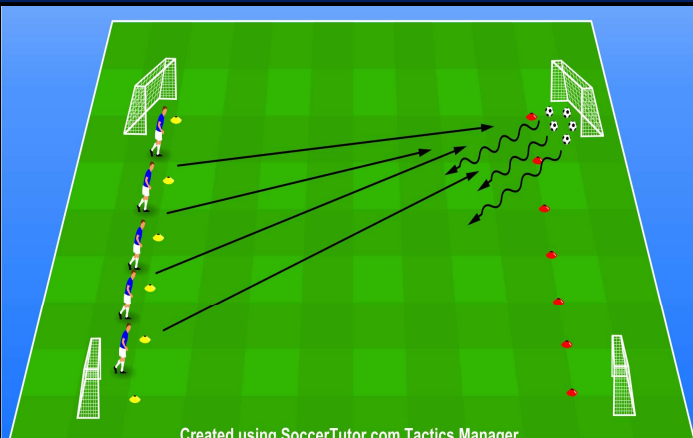
To introduce the players to the activity, tell them they are at the Zoo and they are going to explore the different animal exhibits by bringing their cameras (dribbling their soccer balls) from exhibit to exhibit.

As the players dribble around with their soccer balls, ask them what animals they want to visit at the Zoo. **For example, a player may shout "MONKEYS", and all of the players will dribble to the corner and look at the Monkeys.** Have the players hold their "cameras" up above their head and take pictures. Ask them what the Monkeys are doing at the zoo.

Once they get back to the map at the Zoo (the middle of the grid), ask the players what animal exhibit they want to visit next.

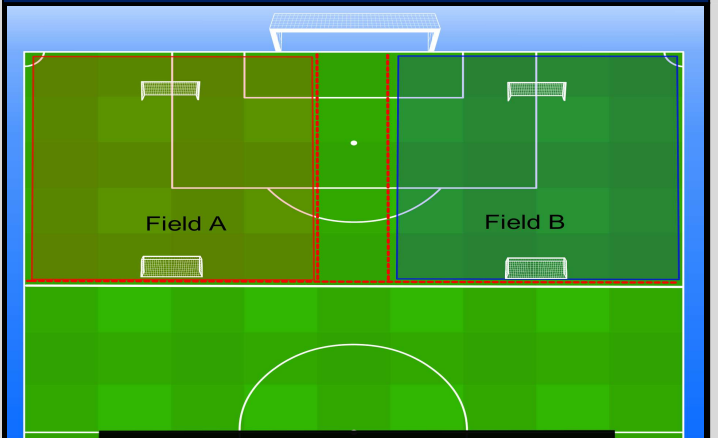
The key here is that the players decide where we are going in the zoo have fun with it. Repeat the process until the car is completely built.

EGG HUNT



Created using SoccerTutor.com Tactics Manager

GAME PLAY



Set up 4 pop up nets in the corners of a 20 yard x 20 yard grid (as pictured). The players will start on the line sideline opposite the pop up net where all the soccer balls are located in.

In this game, players are looking to collect their animal egg and bring it back to their safety nest as quick as possible. Once they have completed this, they are going to double check the nest where their balls started in to make sure all the eggs are safe.

While waiting at the original nest where their eggs were first placed, they notice an angry animal is trying to steal their eggs from the nest they just placed their balls in. Now they must save their egg by bringing it to a different nest, one of the other two remaining.

After the balls are placed in a new nest, the little animals (the players) will always go back and check the nest they just came from to ensure nothing is left behind.

Continue this process for the duration of the time at the Station.

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.