



EMPHASIS/THEME

**Halloween
Haunt**

AGE GROUP

Active Start

SESSION DURATION

45 minutes

TIME

10 - 12 Minutes
10 - 12 Minutes
10 - 12 Minutes
10 - 12 Minutes

ACTIVITY

Trick or Treat
Candy Grab
Haunted House
Game Station

ACTIVITY GOAL

Soccer Coordination with the Ball
Skill Development in a Competitive Setting
Soccer Skills in a Development Setting

TRICK OR TREAT



Created using SoccerTutor.com Tactics Manager

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

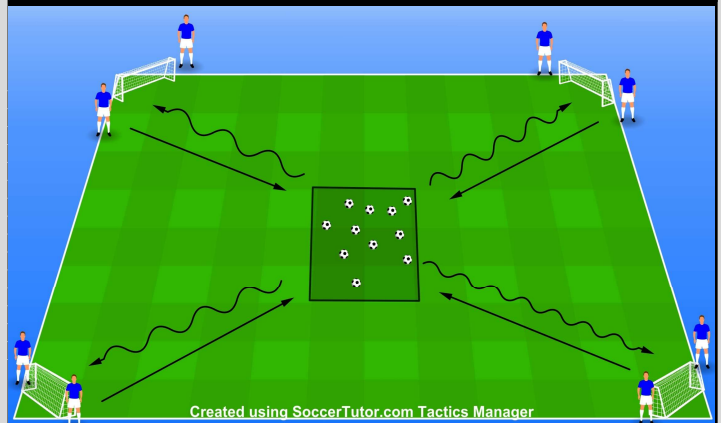
To introduce the players to the activity, tell them they are about to go Trick or Treating. To start, the players will need to pretend to put on their costumes. This is a great opportunity to interact with the players and ask them what they are going to dress up as for Halloween.

As the players dribble around with their soccer balls, ask them what kind of candy they want. Then, select a corner to dribble to where the players can go to collect that candy. Once the players arrive at that corner, they will look to shout "Trick or Treat" as loud as they can. After they shout that, pretend to give the players lots of candy.

After the candy is all handed out, the players will dribble back to the middle of the grid and empty their candy bag before going out and finding a new house to visit.

Repeat the process until the players have collected all the candy on the street.

CANDY GRAB



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 of their neighbourhood.

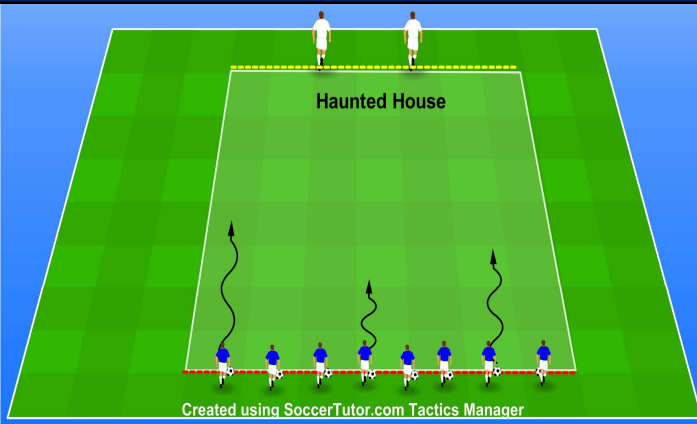
Level 2 = The players and their Halloween Basket go back and forth. The coach is a Monster who stands in the middle of the area and tries to catch the trick or treaters. If the players get caught, they owe 3 star jumps before they can join the other players on the end.

Level 3 = Same as Level 2, except if the Monster gets close to the Trick or Treater, 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 Treater gets caught by the Monster, they become a monster and look to catch all of the other Trick or Treater.

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

HAUNTED HOUSE



Created using SoccerTutor.com Tactics Manager

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

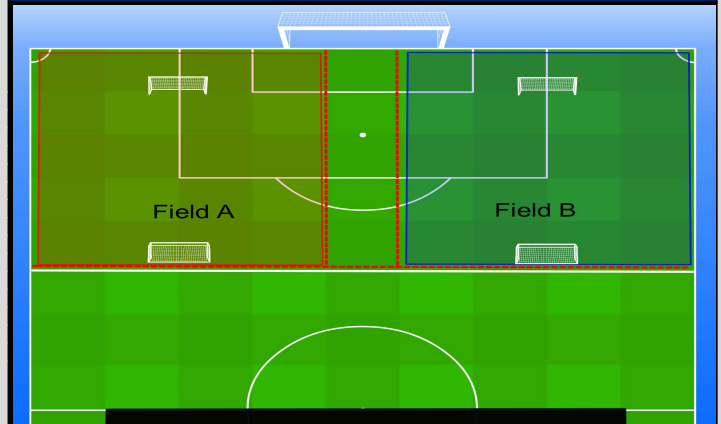
This activity is played similar to "What Time is it Mr. Wolf". Perform this activity with a ball. The goal is to get as close to the Wolf without waking him up.

Each player gets one turn to ask the Wolf what time it is. The number that is selected will be the number of steps the players are supposed to take. Encourage players to take lots of little touches on the ball, every step equals a touch on the ball.

When the players get close enough to the Wolf (the coach), the coach can turn around and try to capture as many players as possible. Once the player is caught, they turn into Baby Wolves and try to catch the other players in the next round.

After every level that the players are successful in reaching the end without getting caught, make sure to give lots of high fives.

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.