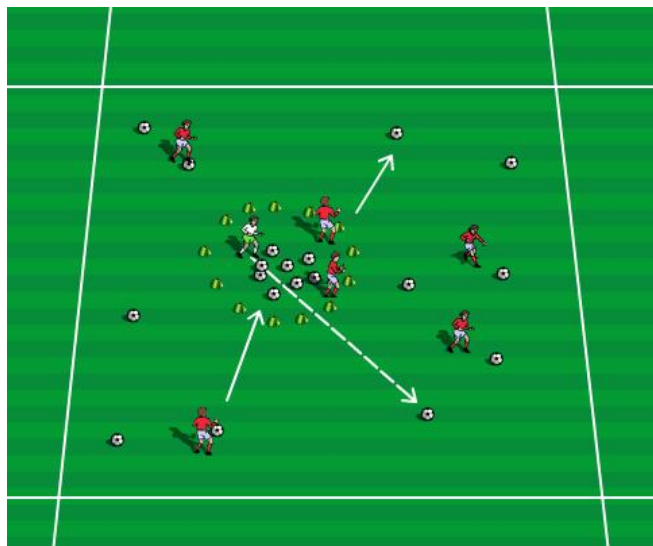




**Curriculum – First Kick**

**Activity # - 4**

<b>Game Title:</b>	Frog Catcher	<b>Game Theme:</b>	Movements
<b>Learning Outcome(s):</b>	Problem solving and improvement of motor skills		



**Organization:**

1. 20 x 20 yard area with a circle of cones in the center, set up as shown
2. Lots of soccer balls

**Story/Description:**

1. All the frogs (balls) are attempting to escape from the pond (central area) out into the wild (main area)
2. Frog catchers (players) have to chase all the frogs and bring them back to the pond before they get dried out by the sun!
3. The frogs are clever and are able to jump high (coach - bounces the ball) and move really fast (coach - rolls the ball)

**Coaching Points:**

1. Run fast to catch the frogs
2. Catch the frog before it stops jumping
3. Make sure you keep your eye on the frog so it doesn't get away

**Developments:**

1. Frogs get faster and jump higher
2. Players must move like frogs now to get them back (hopping and jumping)
3. Players must sound like frogs!
4. Player must bring the ball back only using their feet