

# **Mini-Soccer**

## **Learning Objectives**

- Students will appropriately apply soccer skills with proper technique.
- Students will apply basic offensive offensive strategies to create open space.
- Students will demonstrate sportsmanship and follow rules.

### **Learning Targets**

- I can combine dribbling, passing, trapping, and shooting in a game situation.
- I can use basic offensive strategies to create open space.
- I can follow rules and play safely and fairly with my group.

## **Teaching Cues**

- Forwards, move to open space and use the give and go.
- Look up the field, and take shots.
- Fullbacks, cover the forward, block passing lanes, and pressure the ball.

# PREP

- 4 spot markers or cones per 8 students (for boundaries)
- 4 tall <u>cones</u> per 8 students (for goals)
- 1 pinnie per 2 students
- 1 <u>ball</u> per 8 students

# SET

- Create a long, narrow (30 x 15 paces) grid per group of 8.
- Place 2 tall cones 3-4 paces apart on each end line to form goals.
- Form groups of 4; 2 groups and 1 ball per field.
- One group wears pinnies and begins on offense.

# TEACH

#### 1. Lesson Objective

• The object of *Mini-Soccer* is to combine the soccer skills of dribbling, passing, defending, and shooting to play a mini-game.

#### 2. Instructions

- Each group has 2 Forwards (Offense), and 2 Fullbacks (Defense). No Goalie.
- Play begins with pinnies on offense at midfield.
- Rules
  - $\circ$  To score a goal, the ball must go between and no higher than the tall cones.
  - $\circ$  Balls above cone-height are out-of-bounds and are awarded to the defense.
  - $\circ$  Balls kicked out-of-bounds on sidelines are thrown in by the other team.
  - $\circ$  Balls out-of-bounds on end lines are kicked back into play by the other team.
  - $\circ$  After a score, non-scoring group restarts as offense at mid-field.
  - $\circ$  Rotate positions (Forwards/Fullbacks) on signal (every 3-5 minutes).
- Cues for Forwards
  - $\circ$  Move to open space.
  - Use the give and go.
  - Look up the field.
- Cues for Fullbacks
  - Discuss defensive strategy with your groupmates.
  - Either mark the Forward (player-to-player), or play a zone on the defensive half of the field.
- Block passing lanes.

#### 3. Challenges

- How quickly can you get the ball back in play after going out-of-bounds?
- Can you pass to all your groupmates before scoring?



# **Mini-Soccer**

## **Key Standards Addressed**

### Standard 1.8.14

Demonstrates sending and receiving in combination with locomotor skills.

**Standard 1.8.15** Demonstrates a dribbling skill.

**Standard 2.8.2** Demonstrates knowledge of offensive tactics to create space with movement.

**Standard 2.8.3** Demonstrates knowledge of reducing open space with movement and denial.

**Standard 2.8.7** Demonstrates problem solving skills in a variety of games/activities.

**Standard 3.8.6** Demonstrates the ability to follow

game rules in a variety of physical activity situations.

Standard 4.8.5

Examines individual and group challenges through movement.

(The complete set of standards for this lesson can be found in the Curriculum Resources section on SPARKfamily.org)

## **SEL Competencies**

**Self-Awareness** Peer interaction, self-efficacy

Self-Management Self-regulation

Social Awareness Respect for others

Relationship Skills

Responsible Decision-Making Analyzing situations

## **Reflection Questions**

- Which soccer skills do you think are most important during game play? Why?
- How can you recognize open space during a soccer game?
- How does your ability to recognize open space affect your success?

# **SPARK It Up!**

#### 1. 5-Pass

• Before scoring a goal, your group must pass the ball at least 5x.

### 2. Add a Goalie

- This time play with a goalie.
- (Make goals 5 paces wide.)

# **Teaching Suggestions**

- Teach students to attempt to settle disagreements before going to the teacher (e.g., use rock, paper, scissors).
- Pinnies Rule: Group wearing pinnies begins on offense and always goes in the same direction.
- Watch for lopsided contests. Pair groups with similar ability.

## Integration

Use your local park – your cardiovascular system will thank you. Here's what you need: 1 ball, 4 goal markers (hats and sweatshirts work well), and 6 to 12 friends. Set up a field with 2 goals, keep the rules basic, and get your game on. Use Rock, Paper, Scissors to solve disputes. Screaming fans are optional.

## **Teacher Reflection**