## 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 cones per 8 students (for goals)
- 1 pinnie per 2 students
- 1 ball per 8 students


## SET

- Create a long, narrow ( $30 \times 15$ 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
- To score a goal, the ball must go between and no higher than the tall cones.
- Balls above cone-height are out-of-bounds and are awarded to the defense.
- Balls kicked out-of-bounds on sidelines are thrown in by the other team.
- Balls out-of-bounds on end lines are kicked back into play by the other team.
- After a score, non-scoring group restarts as offense at mid-field.
- Rotate positions (Forwards/Fullbacks) on signal (every 3-5 minutes).


## - Cues for Forwards

- 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 Teamwork
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 $5 x$.


## 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.

