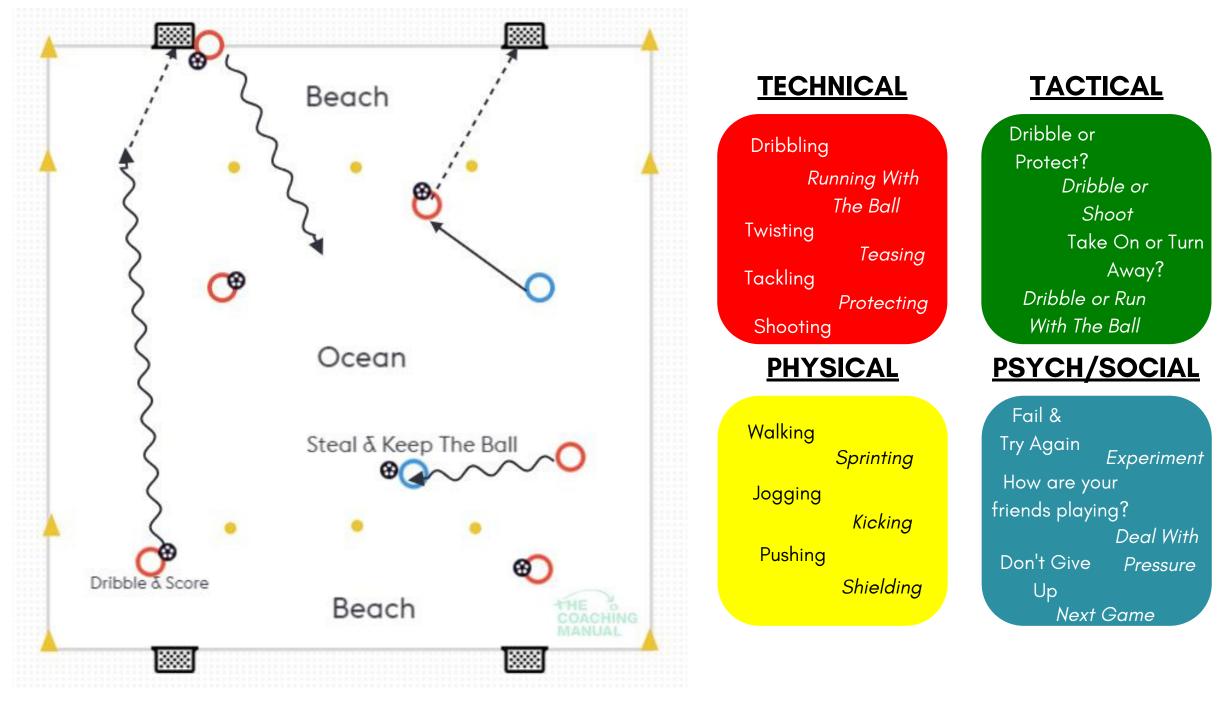
## **SHARKS & SURFERS**



## How To Play: (3-4 minute games)

- 1 or 2 children are "on" As sharks. The rest are surfers with their surf board (ball)
- Aim for Surfers
  - Score as many goals as they can
- Aim for Sharks
- Steal & keep the ball, 3s = 1 goal
  Who is the best goal scorer?
- Who is the best Shark(defender)?

## **Progressions**

(Play 2/3x per version before progressing again.)

- Three lives: surfers lose their lives, become shark
- Going outis a 10-second penalty before coming back in
  - How can you stay in? Look, Turn, Go

o How Carryou stay in: Look, Turn, Go		
Coaching Points		
<u>In Possession (Me)</u>	<u>In Possession (Team Mate</u> )	Out Of Possession
<ul> <li>Courageous         <ul> <li>Can you beat your player?</li> <li>Dribble/Run With The Ball</li> </ul> </li> <li>Can I Keep The Ball?         <ul> <li>Dribble/Protect</li> </ul> </li> <li>Can I find a teammate         <ul> <li>create paths with them</li> <li>pass to feet or space</li> </ul> </li> <li>Can I create a chance to score         <ul> <li>twist, turn, tease &amp; "create a yard" for a shot on goal</li> </ul> </li> </ul>	<ul> <li>Get Away From Danger</li> <li>Get Away From Team Mate</li> <li>Create A Clear Path</li> <li>Communicate <ul> <li>time or man on?</li> <li>Ball to feet or in space?</li> </ul> </li> <li>Support the play <ul> <li>movement behind the ball</li> <li>move ahead of the ball</li> <li>stretch the play wider</li> </ul> </li> </ul>	<ul> <li>Get The Ball back</li> <li>Get/Stay Behind The Ball</li> <li>Can you win and keep the ball?</li> <li>If you can keep the ball, can you score?</li> <li>With teammates, keep the ball by finding one</li> </ul>
<u>Super Power:</u> Freeze Pinnie	Coaching Spectrum: << <super constraint="" or="" power="">&gt;&gt;</super>	<u>Constraint:</u> Score From The Ocean Only