Wildcats (5-6 Year Olds)

Manipulation

High on Coordination

- 1. Balloon Keepy Uppy
- 2. Balloon Tennis
- 3. Beat the Goalie
- 4. Chip and Putt
- 5. Cross the River
- 6. Dodge Ball
- 7. Stationary Passing Groups Dribble Out Turn & Pass
- 8. Fill the Spot
- 9. Ice Cream!
- 10. Kick & Catch
- 11. Ocean Dribble
- 12. One Pin Bowling
- 13. Piggy in the Middle
- 14. Protect the Egg
- 15. Roll to Goal
- 16. Round the World
- 17. Run of Doom
- 18. Stationary Passing in 2's
- 19. Stationary Passing Groups
- 20. Stationary Passing Wall
- 21. T Ball
- 22. Throw/Kick & Fetch
- 23. Top Ten
- 24. Wall Rebound

Activ8 Wildcats Club Activity Breaker		
Activity Name: Balloon Keepy-Uppy	Target: 5-6 / 7-8 / 9-11	FMS/FSS Main Category: Manipulation/Coordination
		Intensity Level: Low to Moderate
Children individually, one balloon per child Children perform keepy-uppies with foot/hand/head/knee/heel//shoulder/racket/bat	Equipment: ■ Balloon ■ Rackets/Bats	
 Variations: As above but from bear/crab/flamingo Work in 2s/3s with 2 balloons 		
 Width of base Height of COG Feet/Hand readiness Use of weak hand/foot 		
Other Benefits:	Coach's Comments:	

Activ8 Wildcats Club Activity Breaker		
Activity Name: Balloon Tennis	Target: 5-6 / 7-8 / 9-11	FMS/FSS Main Category: Manipulation/Coordination Intensity Level: Low to Moderate
 In 2s, one balloon per pair Using a line or some cones play tennis (first to 3/5/7 points) 	Equipment: Balloon Rackets/Bats	
Variations: Allow more than one touch per child (2 or 3) Use feet instead of hands Allow hands and feet Go 2v1 or 2v2 Go hands vs feet Play from kneeling/bear/crab Use rackets/bats		
Keep an eye on: Width of base Height of CoG Backswing/Follow through Feet/Hand readiness Use of weak hand/foot		
Other Benefits:	Coach's Comments:	

Activity Name: Beat the Goalie		Target: 5-6 / 7-8 / 9-11	FMS/FSS Main Category: Manipulation/Coordination
			Intensity Level: Moderate
 Children in 2s or groups of 2 Each pair (or four) set up a goal or two goals at opposite ends if enough cones (so children are both strikers and goalies at the same time). Children attempt to score goals by throwing/kicking a ball into the goal. 	Equip		nnis, football, rugby, etc.) ts
 Variations: 1v1/2v2 Different balls/throws Goalie gets one point for deflection and 2 points for a catch Have striker close eyes and goalie stand at either post. On GO! Striker opens eyes and tries to score in the open area or wrong foot goalie 			
Keep an eye on: Width of base Height of COG Kinematic chain for throws/kicks Goalie's readiness (low, on balls of feet, hands out)			
Other Benefits:	Coach	's Comments:	

Activ8 Wildcats Club Activity Breaker			
Activity Name: Chip&Putt		Target: 5-6 / 7-8 / 9-11	FMS/FSS Main Category: Manipulation/Coordination Intensity Level: Low
2			LOW
 Use a football or softball to practise putting the ball through a goal or pitching it into a coned area Change size of goal/width of area as they progress of for different abilities within the group 	Equipr • •	ment: Balls (football, softball) Cones	
Variations: Play with different distances/widths Use different size balls			
 Keep an eye on: What part of foot is making contact with the ball and where on the ball Body/Head position when kicking Kids struggling to get the right weight on the ball (allow them the chance to work on their own against the wall) 			
• Independent working	Coach	's Comments:	

Activ8 Wildcats Club Activity Breaker			
Activity Name: Cross the River		arget: -6 / 7-8 / 9-11	FMS/FSS Main Category: Manipulation / Coordination Intensity Level: Moderate
Description: The playing surface for this game should be split in three thirds. A small group (e.g. 2 or 3) of children should be in each section. The middle third is the river where the players are referred to as the 'crocodiles'. The aim of the games is for the players in the sections of the court either side of the 'river' to pass the ball across the 'river' without the 'crocodiles' getting it.	• C	nt: alls ones or Markers oops or throw down	spots – for variation
 Variations: Allow players to cross river with the ball over 'islands' (hoops or thrown down spots) without being tagged (eaten) by a 'crocodiles'. An extra point could be awarded for scoring in this manner. Increase or reduce width of the 'river' to increase or decrease difficulty for either team. 			
 Keep an eye on: Movement from receivers to help sender (use of space - height/depth and width). Point of release in throw. Interception. 			
Connection to teammates. Creativity within choice of transfer or movement (especially in variation). Tactical development. Mental development.	Coach's C	Comments:	

Activity Name: Dodge Ball		Target: 5-6 / 7-8 / 9-11	FMS/FSS Main Category: Manipulation/Coordination Agility Intensity Level: Moderate to High
Description:	Equip	ment:	moderate to riigh
 Split group into teams of 2-3-4 players (have more than one game going if need be) Create a grid of 8x4 (badminton courts are great for this) with a half way line separating two sides. Balls start on the half-way line The teams line up at both ends and on the whistle go for the balls and the game starts. When a player gets hit he/she is out (or if we don't want to keep people out, does a forfeit and is back on) 	•	Soft Balls (different Cones	sizes)
 Spanish Dodge Ball: one big rectangle. One team is throwing (half of the team at each end) and the other one is inside the rectangle dodging. Bridge of DodgeDoom: build a narrow(ish) corridor with cones. One of the teams has to get players from one end to the other (running, dribbling, etc.) while the throwing team tries to hit them from both banks Weak hand throws Kicking instead of throwing 			
Keep an eye on: Throwing technique Quality of movement/Readiness Catching Throwing Fakes			
Other Benefits:	Coach	's Comments:	

Activity Name: Stationary Passing Groups		Target: 5-6 / 7-8 / 9-11	FMS/FSS Main Category: Manipulation/Coordination
			Intensity Level: Moderate to High
Description:	Fauin	ment:	Woderate to High
Children line up in groups of 2, 3 or 4. The first child has the ball and dribbles it up to a line or cones, turns around and performs different passes with different types of ball to the next child (some types may not be suitable to some kinds of pass). The passer returns to the line and joins the back: Chest pass Bounce pass Overhead pass Push pass Baseball pass Tip pass (finger tips without catching the ball, as in volleyball) Football passes: inside/outside of foot; chip; Rugby pass Variations: Vary distance to be dribbled. Include a jump stop and a pivot. Have children dribble back to half way point and them make the pass. Compete to a number of passes (if ball dropped, back to 0!) Create a course with cones Keep an eye on: Quality of dribble (finger tips if basketball/ close to foot/stick if football, hockey, etc.) Width of base Height of COG Hand/Elbow/Wrist Action (follow through) Kinematic chain from toes to finger tips	Equip		nnis, football, rugby, etc.) ts
Hands ready to receive the passCall for pass/ Call name			
Other Benefits:	Coach	's Comments:	

Activity Name: Fill the Spot		Target: 5-6 / 7-8 / 9-11	FMS/FSS Main Category: Manipulation/Coordination
			Intensity Level: Moderate to High
 Children in groups of 3/4/5 Coach sets up a grid/circle for each group containing 1 or 2 extra spots Children perform different passes with different types of ball to the next child (some types may not be suitable to some kinds of pass). The passer moves to one of the available spots: Chest pass Bounce pass Overhead pass Push pass Baseball pass Tip pass (finger tips without catching the ball, as in volleyball) Football passes: inside/outside of foot; chip; Rugby pass Vary distance between spots Vary shape of grid Compete to a number of passes (if ball dropped, back to 0!) Introduce a second ball! 	Equip		nnis, football, rugby, etc.)
 Width of base Height of CoG Hand/Elbow position Hand/Elbow/Wrist Action (follow through) Kinematic chain from toes to finger tips Hands ready to receive the pass Call for pass/ Call name Timing of pass and move action Other Benefits: Connection Team work Concentration Spatial awareness (movement into space and anticipation of movement) 	Coach	's Comments:	

Activ8 Wildcats Club Activity Breaker			
Activity Name: Ice Cream!		Target: 5-6 / 7-8 / 9-11	FMS/FSS Main Category: Manipulation/Coordination Agility Intensity Level: Low to Moderate
Description: In pairs, one child throws/kicks/hits and the partner tries to catch the ball into the upturned cone	Equipr •	nent: Balls (different sizes/typ High Cones	es)
 Variations: Have the thrower complete a brief obstacle course before the throw (dribble, jump, etc.) Have the cone holder compromise their balance (on one leg, etc.) 			
 Keep an eye on: Throwing/Chipping for accuracy Readiness of receiver 			
Other Benefits:	Coach	's Comments:	

Activ8 Wildcats Club Activity Breaker			
Activity Name: Kick&Catch		Target: 5-6 / 7-8 / 9-11	FMS/FSS Main Category: Manipulation/Coordination
			Intensity Level: Low
Description: Individually, in 2s or against the wall, practise soft kicks into hands (own or partners) from hands or of the floor	Equipr •	nent: Balls (football, softball)	
Variations: • Play with different distances • Use different size balls			
 Keep an eye on: What part of foot is making contact with the ball and where on the ball Body/Head position when kicking How much weight is being put into the ball 			
Other Benefits: • Cooperation	Coach	's Comments:	

Activ8 Wildcats Club Activity Breaker			
Activity Name: Ocean Dribble		Target: 5-6 / 7-8 / 9-11	FMS/FSS Main Category: Manipulation/Coordination
			Intensity Level: Low to Moderate
 Each child has a ball (use different kinds) Coach sets goals/gates in an area of 10x10 (or bigger/smaller depending on numbers) 	Equipr •	ment: Balls (football, tennis, r Cones	ugby, basketball, etc.)
 Children have to dribble/bounce/carry the ball through the gates On Change! children exchange balls and continue 			
 Allowed to knock each other's ball out of the way. Go for one minute to see who goes through more gates/goals In 2s, have to pass the ball to each other to go from gate to gate Have 2 different colour gates, one go through regular, the other go through sideways 			
 Keep an eye on: Head/Eye position Ability to control ball (finger tips/short kicks, etc.) 			
Other Benefits:	Coach	's Comments:	

Activ8 Wildcats Club Activity Breaker			
Activity Name: One Pin Bowling		Target: 5-6 / 7-8 / 9-11	FMS/FSS Main Category: Manipulation/Coordination Agility
			Intensity Level: Low to Moderate
 In pairs, children stand 10 metres apart with one high cone between them and one ball They get a point for each time the hit the cone (throwing or kicking) 	Equipr •	nent: Balls (different sizes	/types)
 Variations: Different throws: overarm, underarm, bounce, hip throw, rugby pass Different kicks: instep/chip/punt/ Shorter/Longer distance 			
Keep an eye on:● Quality of the throw/kick			
Other Benefits:	Coach	's Comments:	

Activity Name: Piggy in the Middle	Target: 5-6 / 7-8 / 9-11	FMS/FSS Main Category: Manipulation/Coordination
		Intensity Level: Moderate to High
Description:	Equipment:	-
 Children in groups of 3-4 Children set up 2v1 or 3v1 (triangle). The aim is to pass the ball until the one in the middle gets a touch (or intercepts it). Whoever made the intercepted pass goes in the middle. 		ennis, football, rugby, etc.) ets
Variations:		
 Restrict/Allow movement on the passers Restrict/Allow movement of the defender With older children, introduce movement (i.e. the passers are trying to go from A to B without the piggy intercepting it) 		
Keep an eye on:		
 Width of base Height of CoG Hand/Elbow position Hand/Elbow/Wrist Action (follow through) Kinematic chain from toes to finger tips Hands ready to receive the pass Call for pass/ Call name If D's Hands High/Pass Low and vice versa Fake a pass to make a pass Timing of pass and move action (older kids) 		
Other Benefits:	Coach's Comments:	

Activ8 Wildcats Club Activity Breaker			
Activity Name: Protect the Egg		Target: 5-6 / 7-8 / 9-11	FMS/FSS Main Category: Manipulation/Coordination
			Intensity Level: Low to Moderate
 Each child with a racket tries to walk balancing a ball on the racket face Progress to doing as many consecutive small hits in the air as possible. Once they are able to do 6 hits on the spot they can try to do it while walking. 	Equipr •	ment: Tennis Balls (soft if Rackets	possible)
 Variations: Try different walks Individually against a wall In 2s, one racket each, one shadows the other who carries the ball and on Change! the ball has to be passed over. In 2s, one hit each trying to keep ball in the air (or allowing one bounce) 			
Keep an eye on:			
Other Benefits: • Connection/Cooperation	Coach	's Comments:	

Activ8 Wildcats Club Activity Breaker		
Activity Name: Roll to Goal	Target: 5-6 / 7-8 / 9-11	FMS/FSS Main Category: Manipulation/Coordination
		Intensity Level: Low to Moderate
 Split group into teams of 4-6 players Teams line up 8-10 metres apart facing each other defending a goal 4-5 metres wide. Teams take turn to roll the ball at each other's goal trying to get the ball in. First team to 5 goals wins 	Equipment:	etball/netball/tennis)
 Variations: Play with different balls (reaction ball/tennis/football) Have the defending team on their knees/one leg More than one ball Weak hand throws 		
 Keep an eye on: Rolling technique (backswing/follow through) Readiness of defenders Throwing Fakes 		
Other Benefits:	Coach's Comments:	

Activ8 Wildcats Club Activity Breaker		
Activity Name: Round the World Ball	Target: 5-6 / 7-8 / 9-11	FMS/FSS Main Category: Manipulation/Coordination Agility
		Intensity Level: Low to Moderate
Description:	Equipment:	
 One ball per child (or one between two) The children mirror the coach circling the ball around different body parts in different sequences and with varying levels of complexity 	Balls (different sizes/	(types)
 Variations: Incorporate movement Have children in pairs. While one of them circles the ball, the other one puts up fingers to count (forcing partner to work the ball while keeping eyes up) 		
Koon on eye on.		
 Excessive leaning forward Feet/CoG position Hand position on the ball 		
Other Benefits:	Coach's Comments:	
 Self-responsibility 		

Activ8 Wildcats Club Activity Breaker		
Activity Name: Run of Doom	Target: 9-11	FMS/FSS Main Category: Manipulation / Coordination Intensity Level: High
 Divide the group into teams, one team attacking and one team defending. Defenders line up in two lines with a lane way in the middle. The defenders should have foam footballs/ rugby balls/ javelins. Attackers must run through the lane way avoiding all the defenders throwing their balls. If the attacker makes it through to the end of the 'Gauntlet' they then have to complete a Basketball shot for points. If the attacker is hit, they must re-join their group at the end of the line. Set a time limit for the game before swapping 	• Variety of foam fo • Cones to mark the • Basketball Net/ Go	e lane way
the teams over. Variations: • The coach could vary the size of the lane way, if the attackers are finding it difficult to get to the Basketball shot at the end each time, then increase the distance and vice versa. • The Basketball shot can be changed for a penalty kick/ hockey pass to suit the group and situation.		
 Keep an eye on: Change of direction of attackers avoiding the footballs being thrown by the defenders. Defenders throwing skills Make sure that it is fair and enjoyable for the group changing the lane way or outcome as needed. Potential collisions of defenders retrieving objects in the 'lane way' while attackers running through. 		
Other Benefits: Teamwork / Connection. Communication skills to achieve end goal. Slight element of pressure with the end outcome i.e. the Basketball shot.	Coach's Comments:	

Activ8 Wildcats Club Activity Breaker		
Activity Name: Stationary Passing in 2s	Target: 5-6 / 7-8	FMS/FSS Main Category: Manipulation/Coordination Intensity Level: Low
 In 2s Children stand facing each other and perform different passes with different types of ball (some types may not be suitable to some kinds of pass): Chest pass Bounce pass Overhead pass Push pass Baseball pass Tip pass (finger tips without catching the ball, as in volleyball) Football passes: inside/outside of foot; chip; Rugby pass 	• Balls (basketball, tennis	s, football, rugby, etc.)
Variations: • As above with one ball each (chest vs bounce + change!; overhead vs chest; any combination) • Vary distance • Accuracy vs Distance • Compete to a number of passes (if ball dropped, back to 0!) • With older children, do it on the move (forward/backwards or sideways)		
 Keep an eye on: Width of base Height of CoG Hand/Elbow position Hand/Elbow/Wrist Action (follow through) Kinematic chain from toes to finger tips Hands Ready to receive the pass Boredom setting in 		
Other Benefits: • Connection	Coach's Comments:	

Activ8 Wildcats Club Activity Breaker		
Activity Name: Stationary Passing Groups	5-6 / 7-8 / 9-11 Manipu	SS Main Category: ulation/Coordination ty Level:
 Children form a triangle/square/circle (depending on numbers) and perform different passes with different types of ball (some types may not be suitable to some kinds of pass): Chest pass 	• Balls (basketball, tennis, football	, rugby, etc.)
 Bounce pass Overhead pass Push pass Baseball pass Tip pass (finger tips without catching 		
the ball, as in volleyball) o Football passes: inside/outside of foot; chip; o Rugby pass		
Variations: Vary distance Accuracy vs Distance Compete to a number of passes (if ball dropped, back to 0!) If odd numbers, miss one player out		
 Keep an eye on: Width of base Height of CoG Hand/Elbow position Hand/Elbow/Wrist Action (follow through) Kinematic chain from toes to finger tips Hands ready to receive the pass Call for pass/ Call name 		
Other Benefits:	Coach's Comments:	

Activ8 Wildcats Club Activity Breaker		
Activity Name: Stationary Passing Wall	Target: 5-6 / 7-8 / 9-11	FMS/FSS Main Category: Manipulation/Coordination
		Intensity Level: Low to Moderate
Description:	ment: basketball, tennis, foo	

Activ8 Wildcats Club Activity Breaker		
Activity Name: T-Ball	Target: 5-6 / 7-8 / 9-11	FMS/FSS Main Category: Manipulation/Coordination Intensity Level:
 Description: Use a kwik cricket or rounders bat Split children into 2 teams (one batting/the other fielding) Set up score-line with some cones Batting team bats from a batting tee trying to get the ball beyond the cones (a run) while the fielders try to stop it. Each batter gets three goes. Count how many runs a team gets. Then swap over. 	Equipment: Tennis Ball (soft if p Batting Tee (if not a flat cone) Bats	possible) available the tip of an elevated
 Variations: If numbers are high, run more than one game at a time. If more than 3-4 players per team, children will be waiting for a long time. Have a coach bowl to the more capable kids 		
 Keep an eye on: Appropriate grip Head position Feet position Eyes on the ball Backswing/Follow through 		
Other Benefits:	Coach's Comments:	

Activ8 Wildcats Club Activity Breaker			
Activity Name: Throw/Kick and Fetch		Target: 5-6 / 7-8 / 9-11	FMS/FSS Main Category: Manipulation/Coordination Agility Intensity Level: Moderate to High
Description:	Equipm	ent:	
 In pairs, one child throws/kicks/hits and the partner retrieves the ball as quick as possible It can be done as a competition by having distance markers on the floor with point allocations 	•	Balls (different sizes/t Cones Bats/Rackets/Hockey	
 Variations: Fetch your own throw/kick/hit and try and get as many points as possible with your partner 			
 Keep an eye on: Throwing/Kicking/Hitting technique Quality of movement/Readiness 			
Other Benefits:	Coach's	Comments:	

Activ8 Wildcats Club Activity Breaker		
Activity Name: Top Ten	Target: 5-6 / 7-8 / 9-11	FMS/FSS Main Category: Manipulation/Coordination
		Intensity Level: Low
 In pairs children take turns throwing the ball up into the air and letting it bounce as many times as they want before they catch it. The number of catches is the score. First to 10 catches wins. If the child doesn't catch the ball, it's a 'no score' 	• Balls (football/bas	sketball/netball/tennis)
 Variations: Play with different balls With older kids, allow the non-thrower to disrupt the catch by trying to get in the way 		
Keep an eye on: Height of CoG Feet positioning Cradling the ball		
Other Benefits: • Limited opposition	Coach's Comments:	

Activ8 Wildcats Club Activity Breaker			
Activity Name: Wall Rebound		Target: 5-6 / 7-8 / 9-11	FMS/FSS Main Category: Manipulation/Coordination Agility Intensity Level: Low
Individually or in pairs, children throw/kick/hit a ball against the wall trying to catch the rebound in the air or after the least number of bounces	Equipr •	nent: Balls (different size: Rackets/Bats/Sticks	s/types)
Variations: • Set a goal opposite the wall. One child throws, the other one is in goal. Try to beat the goalie with the rebound.			
Keep an eye on: • Quality of the throw/kick • Readiness of keeper			
Other Benefits:	Coach	s Comments:	