Wildcats (7-8 Year Olds)

Manipulation

High on Coordination

- 1. 2 Ball Passing
- 2. Balloon Keepy-Uppy
- 3. Balloon Tennis
- 4. Beat the Goalie
- 5. Chip & Putt
- 6. Cross Bar Challenge
- 7. Cross the River
- 8. Dodge Ball
- 9. French Cricket
- 10. Give & Go Passing
- 11. Group Square Passing
- 12. Hand/Foot Tennis
- 13. Hit The Target
- 14. In the Hoop
- 15. Ocean Dribble
- 16. One Pin Bowling
- 17. Roll the Goal
- 18. Run of Doom
- 19. Target Tennis/Cricket
- 20. Team Reactor
- 21. Team Target Tennis / Cricket
- 22. Terminator Passing
- 23. Throw/Kick & Fetch
- 24. Wall Rebound

Wildcats Activ8 Club Activity Breaker		
Activity Name: 2 Ball Passing	Target: 9-11	FMS/FSS Main Category: Manipulation / Locomotion
		Intensity Level: Moderate to High
 In groups of 2, children work with 2 balls at the same time. Facing each other one child makes a chest/overhead pass while the other makes a bounce/roll pass. When coach shouts change, children reverse roles. 	Equipment:	ks, bats
 Variations: Add side-step push passes: lead sideways with one leg and push the ball forward with same side hand. Use tennis racquets, hockey sticks, cricket bats The same but on the move running around/up and down the pitch/court 		
 Keep an eye on: Kids using the right chain of movement for the different types of pass. Overuse of strong hand/foot 		
Cooperation/Communication Spatial awareness Quick thinking/Concentration	Coach's Comments:	

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 Bar Challenge	Target: 7-8 / 9-11	FMS/FSS Main Category: Manipulation / Coordination Intensity Level: Moderate
 Children have the Challenge of aiming at the target of the crossbar on a set of goals. To start let the children in pairs 10 metres apart 'punt' the ball to each other. Can you punt the ball into your partner's hands? Now set the challenge of kicking at a target of the crossbar on football goals. Set a competition – how many hits can you get from 5 shots? Variations: Begin with throwing the ball at the crossbar. Use different types of balls, e.g. start with larger balls making it easier to hit the crossbar, then use smaller balls as a challenge. 	Different sizes of ball basketballs, volleybal Football goals	s (footballs, rugby balls, ls)
Keep an eye on: • Kicking Technique • Throwing Technique		
Other Benefits: Concentrating and focus on a target / Mental Development. Team challenge, completing the activity in teams / Connection.	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 mgm
 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 a	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:	

Activ8 Wildcats Club Activity Breaker		
Activity Name: French Cricket	Target: 7-8 / 9-11	FMS/FSS Main Category: Manipulation / Coordination Intensity Level: Low to Moderate
 In small groups one child has a bat. The other children form a circle around the player, 5 metres away. The batter has to stop the ball hitting their legs, but CANNOT move their feet from the direction they start in. The children in the circle underarm the ball at the batter to try and hit their legs (under the knee). The batter can hit the ball away but once it goes to another player in the circle they can throw immediately. Once hit on the legs with the ball the batters change. 	Balls (various sizes) Cricket bat / hockey bat	stick/ tennis racket/ rounders
 Use a larger / smaller ball Use a tennis racket / hockey stick / rounders bat Have 2 batters in the middle of the circle Use 2 balls. 		
Keep an eye on: Balance Agility		
Other Benefits:	Coach's Comments:	

Wildcats Activ8 Club Activity Breaker		
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Activity Name: Give & Go Passing	Target: 5-6 / 7-8 / 9-11	FMS/FSS Main Category: Manipulation / Coordination
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		Intensity Level:
		Moderate to High
Description:	Equipment:	
This activity can be built up from children		Footballs/Soft Balls
working in lines facing each other to more	• Cones	•
complex set-ups. The key element is that once a		
child passes he/she has to move to a new		
position. Passing could be done with hands/feet		
and in different ways (roll, under/over, toe poke,		
sole, drop kick, etc.)		
Basic Lines: in groups of 4-6 children form two		
lines facing each other (2/3 children in each line).		
One ball. Child passes across and runs to join the		
back of the opposite line and so on. Variations:		
Key variations will revolve around		
the type of pass or what happens		
once a child has passed the ball (i.e.		
ask them to complete an obstacle		
course or to hop, or perhaps to zig-		
zag and work on dodging skills)		
 Different set-ups: using 		
triangles/squares children pass and		
follow their pass but before doing so		
they run to the middle of the		
triangle/square and work on a		
change of pace/direction		
Same but there is someone in the		
middle of the square/triangle so the		
balls go through the middle before		
reaching the next line. This could also be done with everyone going		
through the middle after their pass		
so the person in the middle changes		
after every pass (see Star Passing AB)		
Keep an eye on:		
Correct position of hands to avoid		
injuries. Fingers should point up		
ready to receive ball and providing		
clear target		
 Children not understanding rotation 		
 Children passing to children who are 		
not ready (ball in the face!)		
Other Benefits:	Coach's Comments:	
• Connection with others		
Concentration and Timing / Mental Development		
Development		
Upper body strength Agility (shange of page (direction))		
 Agility (change of pace/direction) 		

Activ8 Wildcats Club Activity Breaker		
Activity Name: Group Square Passing	Target: 7-8 / 9-11	FMS/FSS Main Category: Manipulation / Coordination Intensity Level:
		Moderate
 Set up a 3x3 or 5x5 (dep of age) square using cones. Each child stands in a corner and using a ball passes and catches moving the ball round the four corners. Change the direction of the pass. Take one player away from the corners and move into the centre of the square. It now becomes 3 v 1, you can only pass down the sides of the square, not across the square. Passers have to move to the good corner (the one away from the defender) 	Equipment: Balls Cones Hockey Sticks	
 Variations: Use kicking skills. Use Hockey sticks and a hockey push pass. Use a rugby / Gaelic pass. Make the square larger / smaller depending on the size of the group. 		
 Keep an eye on: Body position when receiving the ball in relation to the next pass. Movement and timing to receive the ball in 3 v 1. Choosing the right pass based on where the defender is (bad vs good corner) 		
Other Benefits:	Coach's Comments:	

Activity Name: Hand / Foot Tennis	Target: 7-8 / 9-11	FMS/FSS Main Category: Manipulation / Coordination
		Intensity Level: Moderate
 In pairs players with a ball play a rally with each other letting the ball bounce once. Play pass and 'catch' first. Use your hand to pass the ball – either with cones or a sports hall line acting as a net, play a game against your partner. Use a football to 'kick and catch' to improve kicking skills with a net as a midpoint. 	Equipment:	
 /ariations: For smaller children use scarves to catch Use larger balls Introduce 2 bounce to make the game flow and last longer 2 v 2 Group competition Volley the ball across instead of the catch – depending on the ability of the group. 		
 Foot movement in relation to the ball. Awareness of space on the court Decisions making in the game situation. 		
Other Benefits: • Spatial Awareness • Confidence • Communication in 2 v 2	Coach's Comments:	

Activ8 Wildcats Club Activity Breaker		
Activity Name: Hit the Target	Target: 7-8 / 9-11	FMS/FSS Main Category: Manipulation / Coordination Intensity Level: Moderate
 Target game with the aim of the children focussing on shooting at a target. Work in pairs – one person with a hula hoop, partner standing 5 metres away has to throw the ball / beanbag through the hoop. Partner now moves the hoop up and down to different levels, challenging the thrower. Increase the distance apart from the target to 10 metres. 	Equipment:	
 Variations: Kick the ball at a target goal. Cone off the corners of the goal, can you get the ball into the coned area. Using cricket stumps can you throw the ball, firstly to hit the both sets of stumps sitting side by side, and then take one set of stumps away to make a smaller target? 5 turns each, who can get the most hits? 		
 Keep an eye on: Body position in relation to the target. Make the game achievable for the children, larger targets first. Throwing / kicking technique. 		
Other Benefits:	Coach's Comments:	

Activ8 Wildcats Club Activity Breaker			
Activity Name: In the Hoop		Target: 7-8 / 9-11	FMS/FSS Main Category: Manipulation / Coordination
			Intensity Level: Moderate
 Put children in pairs with a ball and hoop each. Begin with a player holding the hoop up a target and having throws at the hoop. 5 goes each who can get the most? Place the hoop on the floor, players stand 5 metres away and shot to get the ball to land in the hoop. Demonstrate Basketball and Netball shooting technique. 	Equipr	nent: Footballs / Basketballs Basketball / Netball Po	
 Variations: Introduce a lowered Basketball / Netball net for shooting. Change the size of the ball. Set up a small sided team game with a 'hoop' target for a goal. 			
 Keep an eye on: Shooting technique Focus on the target Body position 			
Other Benefits:	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:	

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: 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: Target Tennis / Cricket		Target: 7-8 / 9-11	FMS/FSS Main Category: Manipulation / Coordination Intensity Level: Moderate
 Target game concentrating on a tennis shot (forehand / backhand / volley) or cricket shot (pull or forward drive). In small groups set up a target 10 metres away – children are shown the shot, they then have the opportunity to play the shot into a target. 5 goes each – how many can you score? 	Equipn	nent: Cricket Bat / Tennis Ra Tennis balls Cones	cket
 Variations: Try different shots. Make the target bigger / smaller. Play a team game – one team acts as fielders between the target cones, to score a point for your team you must get the ball past the fielders with the selected shot. The team with the most points wins. 			
Keep an eye on:			
Other Benefits:	Coach'	s Comments:	

Activ8 Wildcats Club Activity Breaker			
Activity Name: Team Reactor		Target: 7-8 / 9-11	FMS/FSS Main Category: Manipulation / Coordination Intensity Level: Moderate
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 Team game using reaction balls. Split group into 2 teams. 	Equipn •	nent: Reaction balls	
Teams line up in two lines beside each other. Coach stands in front of the first 2 children at the front of the line. The coach has an agility ball in each hand, both balls drop and bounce at the same time, first player to get the ball cleanly in their hands wins a point for their team.			
 Variations: Widen the space between the teams. Throw the balls up in the air, to get more reaction when they bounce. Round Robin team competition. If enough reaction balls, it can de done 1v1 or 2v2 with children dropping the ball and being in charge 			
 Keep an eye on: Starting position Reaction times Agility Coordination 			
Other Benefits: • Reactions • Confidence	Coach'	s Comments:	

Activ8 Wildcats Club Activity Breaker			
•			
Activity Name: Team Target Tennis / Cricket		Target: 7-8 / 9-11	FMS/FSS Main Category: Manipulation / Coordination
			Intensity Level: Moderate
Description:	Equipn	nent:	
 Split the group into two teams – one batters, one fielders. 	•	Kwik Cricket Set / Tenn Tennis Balls	nis Rackets
 The Coach acts as a 'Bowler', batting side sit behind the stumps and come to bat one at a time. 			
Fielders spread out in the field.			
 When the batters hit the ball they must run around a cone at the side and get back in front of the stumps before the bowler bowls. 			
 The game is 'Continuous' once the fielders get the ball they throw to the bowler and he bowls. Team with the most runs wins. The batter is out if they are bowled or caught. 			
Variations:			
 Larger ball. Caught out by one bounce off the ground. 			
 Play two innings and add the team scores together. 			
Use a tennis racket.Nominate a tennis shot for the batter.			
Keep an eye on:			
 Batting / hitting stance and technique Catching & Throwing technique 			
Other Benefits:	Coach'	s Comments:	
 Teamwork Maths – make a person the team scorekeeper 			

Activity Name: Terminator Passing			Target: 7-8 / 9-11	FMS/FSS Main Category: Manipulation / Coordination
			·	Intensity Level:
Dagari	malian.	Fa		Moderate to High
•	In groups of 4 to 6. 1 player stands in front of the other players who are lined up with 2 balls. The player receives the first ball from the line and can only pass back to a player in the line without a ball, the second ball is then passed, as before you can only pass back to someone without a ball. How many passes can you make in 1 minute?	Equip		gby Balls / Handballs Sticks
/ariat • •	ions: Introduce more balls. Use different balls e.g. footballs, volleyballs, basketballs, tennis balls. Passer has to run to a cone 2 metres behind them and come back before receiving the next pass. Use Hockey or Hurling pass.			
Keep a	Passing and catching technique. Passing and catching technique under pressure of time. Body position.			
Other • •	Benefits: Eye / Hand Coordination. Confidence to catch and pass. Communication. Timing of the pass in relation to the next ball.	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: 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:	