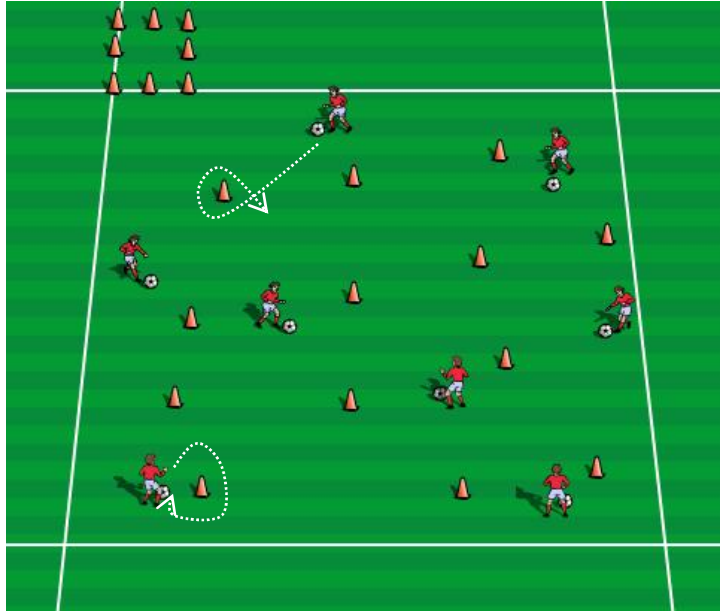




Curriculum – Mini Kick

Activity # - 122

Game Title:	Pirates of the Caribbean	Game Theme:	Disney Movie
Learning Outcome(s):	Develop physical literacy and ball control		



Organization:

1. 20 x 20 yard area set up as shown
2. 8 players set up as shown
3. 8 balls

Story/Description:

1. Each pirate (player) has a ship (ball)
2. Their task is to sail around as many different islands (cones) as they can in order to get gold coins
3. Pirates have 30 seconds to get as many coins as they can
4. If a ship gets stuck on an island (ball hitting a cone), they must call for the captain (coach) to come and fix their ship
5. If another pirate ship comes close, they can fire the cannons on them (kick the other player's ball away)

Coaching Points:

1. Keep your ship close to you
2. Watch out for other ships and islands
3. Sail as fast as you can

Developments:

1. P – If captain yells “Scrub the deck” all pirates must use the sole of their foot to scrub the deck (ball)
2. P – If the captain (coach) yells “hoist the sail” all pirates must throw their sail (ball) in the air and catch it
3. P – Sharks (coach) also live in the ocean and can attack at any time. All pirates must get back to the dock if there is a shark attack
4. P – The islands have now turned into treasure and the pirates have to sail out to get it. The pirates like to wear the treasure as bangles, earrings and crowns