



**Curriculum – First Kick**

**Activity # - 10**

<b>Game Title:</b>	Wonder Pets	<b>Game Theme:</b>	Animals
<b>Learning Outcome(s):</b>	Improve motor skills		



**Organization:**

1. 20 x 20 yard area with a 5 x 5 yard area in the corner, set up as shown
2. 1 ball per player
3. Animal picture cards

**Story/Description:**

1. Lenny the Gunni Pig, Tuck the Turtle and Ming Ming the Duckling are the Wonderpets (players)!
2. Together they help save animals in trouble
3. A number of different animals have gotten lost and it is up to the Wonderpets to save them
4. The only clue the Wonderpets have to find the lost animal is a color
5. One Wonderpet has to come and look at the clue from the clue box (coach) and tell everyone what color they should be looking under
6. Before the Wonderpets go out on the rescue, they always sing... "Lenny, Tuck and Ming Ming too.....We're the Wonderpets and we'll help you!!!"
7. Wonderpets must travel in their Flyboat (ball) around the area searching for the missing animals
8. Once the animals have been found, the Wonderpets must bring them home safely (smaller area)

**Coaching Points:**

1. Keep your flyboat close to you or it could fly away
2. Search quickly to help the missing animals

**Developments:**

1. The Wonderpets must now search for two pets
2. You can only use your feet to look under the cones