Curriculum – First Kick   **Activity # - 15**

Game Title:	Sesame Street - 1	**Game Theme:**	Letters
Learning Outcome(s):	Balance, running, jumping and landing		

Organization:

1. 20 x 20 yard area, set as shown
2. 1 ball per player
3. Tall cones
4. Disc cones
5. Packs of letters

Story/Description:

1. The area is Sesame Street and the tall cones are the houses of all the characters that live on Sesame Street; Big Bird, Bert, Ernie, Cookie Monster, Count Von Count (Coffin), Elmo, Grover, Oscar the Grouch (trash can), Rosita, Telly Monster, Zoe and Abby Cadabby
2. The coach stands behind one of the houses and tells the children who lives there
3. He then shows the first letter of that character e.g. Big Bird lives here and his name starts with the letter 'B'
4. The players must go out into Sesame Street to find that letter

Coaching Points:

1. When you find the letter run back as fast as you can and give it to the coach
2. Change how the players are expected to move as they look for the letters – hop, jump, skip etc
3. Don't forget that you need a capital letter first when spelling a charater name

Developments:

1. The players must now dribble their ball as they look for the letter
2. Don't show the players the letter they must try and remember what that letter looks like
3. Progress to multiple letters so that you can spell out that characters name