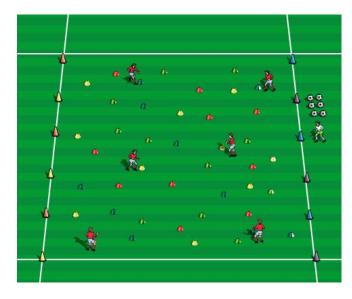


Curriculum – First Kick

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:

- 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