



Curriculum – First Kick

Activity # - 16

Game Title:	Sesame Street - 2	Game Theme:	Numbers
Learning Outcome(s):	Recognition of numbers		



Organization:

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

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 Crouch (trash can), Rosita, Telly Monster, Zoe and Abby Cadabby
2. The coach stand behind one of the houses and tells the children who lives there
3. He then shows and tells them the number of the house e.g. Grover lives in house number '2'
4. The players must go out into Sesame Street to find that number

Coaching Points:

1. When you find the number 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 letter – hop, jump, skip etc
3. Little touches when the ball is added

Developments:

1. The players must now dribble their ball as they look for the number
2. Don't show the players the number they must try and remember what that letter looks like
3. Progress to players having to remember the house number for each character e.g. Can you remember what house Grover lives at? Can you go and find that house number?