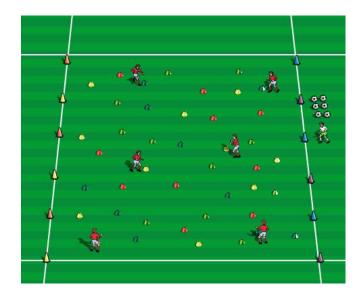


Curriculum - First Kick Activity # - 16

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:

- 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?