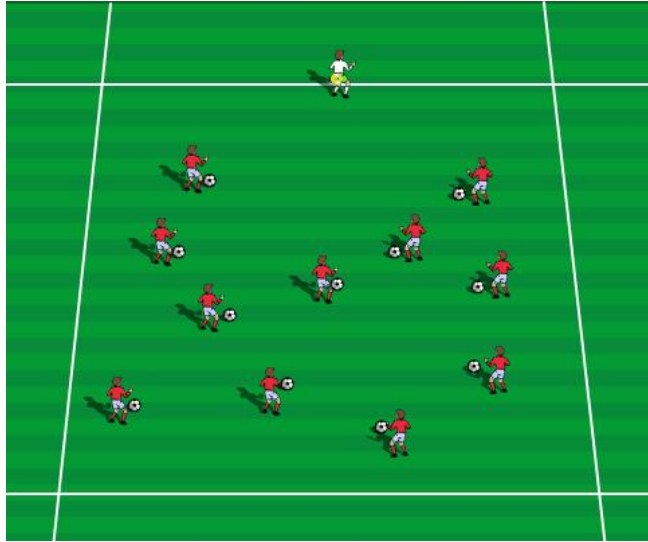




Curriculum – Mini Kick

Activity # - 132

Game Title:	The Incredibles	Game Theme:	Pixar Movie
Learning Outcome(s):	Develop physical literacy and ball control		



Organization:

1. 20 x 20 yard area set up as shown
2. 1 ball per player
3. 1 yellow pinnie

Story/Description:

1. Syndrome (coach) has a terrible plan to destroy the world (pinnie – tucked in back of their shorts)
2. Syndrome keeps this plan on him at all times
3. It is the mission of the Incredibles family (players) to try and take the plan from Syndrome
4. Syndrome tells the players they have x number of seconds to save the world
5. In this time the Incredibles can drive their flying car (ball) to Syndrome location to take the plan
6. When Syndrome turns around the Incredibles must freeze and stand like statues so as not to be seen, if spotted they have to return to the start (end line)

Coaching Points:

1. Keep your car (ball) close with little touches
2. Head up to see where Syndrome moves to
3. Big touches when you have lots of time to move

Developments:

1. P – Allow the player that captures the plan to become Syndrome
2. P – Players have to perform different movements rather than freeze (toe taps, foot to foot, dancing!)