

Information	Images
<p>Set up: Mark out a “cone forest” inside a 15mx15m field. 8-10 players.</p> <p>Sequence: Elves (players) moving around the forest. Whenever two elves meet in the forest, they jump over the cone (take turn). Can elves jump over the cones before the wizard (parent or coach) catch them!</p> <p>This activity could be done with the ball.</p> <p>Repeat: 5 to 8 times</p>	
<p>Organization: Using cones, mark out a 30 mx20 m. field. 8-10 players, each has a ball.</p> <p>Sequence: Each player (Officer) move the ball around, and trying to arrest the Robber (parent or coach) by shooting the ball at them.</p> <p>Repeat: 5 to 8 times</p>	
<p>Organization: Using cones, mark out a 15 mx15 m field with a 5 m wide "river" down the middle. Mark out a 2 mx2 m "ball castle" on each side of the field. Have equal balls in each castle.</p> <p>Procedure: Each team stands in its own half, with children evenly divided on both side of the river. Players on the same side as their ball castle get balls from there and running with the ball close to the river, and thn pass the ball across the river to their teammates, who quickly running with the ball to put them in the opposite castle. - Team with fewer balls in their castle wins. (1 minute)</p>	
<p>1v1 to a ball:</p> <p>Players play 1v1 to a ball. Player B players a pass through player As legs. Once the ball is played the game is live and players compete to hit the target ball with the game ball. Players compete for 2 minutes. Once a goal is scored players switch and restart the game.</p> <p>Repeat: 5 to 8 times</p>	