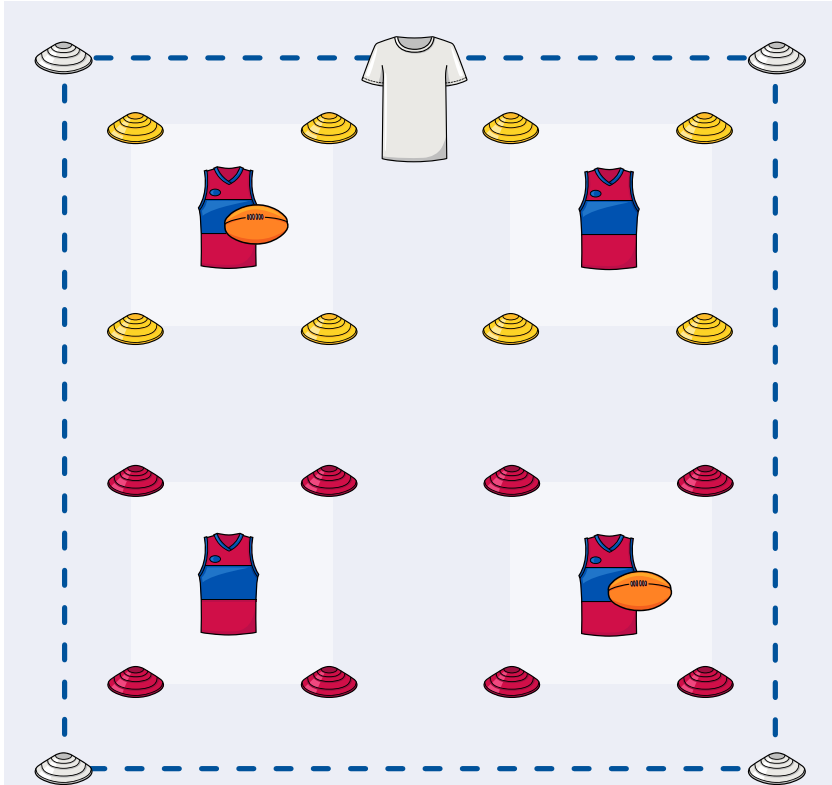


SAVE THE CASTLE



LVL
2 3



HOW TO PLAY

- 1 Auskickers take turns to handball or kick their football into their partner's castle nearby. If their ball lands in the castle, they get one point. If the football is caught or lands in the moat (the space in between the castle), they don't receive points.
- 2 After a couple of minutes, combine pairs to make even bigger castles with more players inside. For example, go from 1 v 1 Auskicker, to 2 v 2, or 3 v 3 even up to 4 v 4.
- 3 With 2-on-2 or 4-on-4 games, Auskickers who mark the ball must handball it over to a teammate who then kicks or handballs it back to the other castle.

EQUIPMENT

1 football and 8 cones per pair of Auskickers.
1 adult for the group



SET-UP

Divide the Auskickers into pairs.

For each pair, use eight cones to mark out two small "castles" a couple of metres apart and have each Auskicker stand in the middle of their castle.

The space between the castles is the "moat".

CHANGE IT UP

- Award points for when the football is caught well by the Auskicker.
- Put pressure on the Auskicker kicking through using a defender.