

ACTIVATOR ACTIVITY

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Marking focus

SCOUT

WEEK 9

Equipment

- 2 footballs
- Bibs
- A stack of cones
- 1 helper per group



How to play

1. Players from opposing teams aim to kick the ball, aiming to land in the other team's square, or make it awkward to mark.
2. If a player marks the football, it is a point to their team, however if a player drops the ball, it is a point to the team who kicked last.
3. After a few rounds, change the rules by placing two players in the opposite team's square.
4. Players now kick the ball to their teammates in the opposite square.
5. If a kick is marked, the kicker moves to the opposite square.
6. Goal is to move the entire team from one square, to the other, first.

Set up

- Set up two squares, a few metres apart.
- Divide the Superkickers into two teams, both residing in different squares.
- One team wears bibs, and this team starts with the footballs.

Change it up

- Spread the playing area out for longer kicks.
- Add in additional footballs.
- Make smaller teams and activity areas.