

# PIRATES TREASURE

## STAGES COVERED BY ACTIVITY

Stages 1 & 2- 3-8 year old players

## THEMES & COMPETENCIES

### Theme:

- + Dribbling and turns.
- + Attacking as an individual.
- + Defending as an individual.

### Competencies:

- + Dribbling basics.
- + Turning basics.
- + Feints and dribble.
- + Beating an opponent.
- + Escaping an opponent.

## WHY USE IT

This game incorporates dribbling moves to beat a defender, turning, and body coordination.

## SET UP

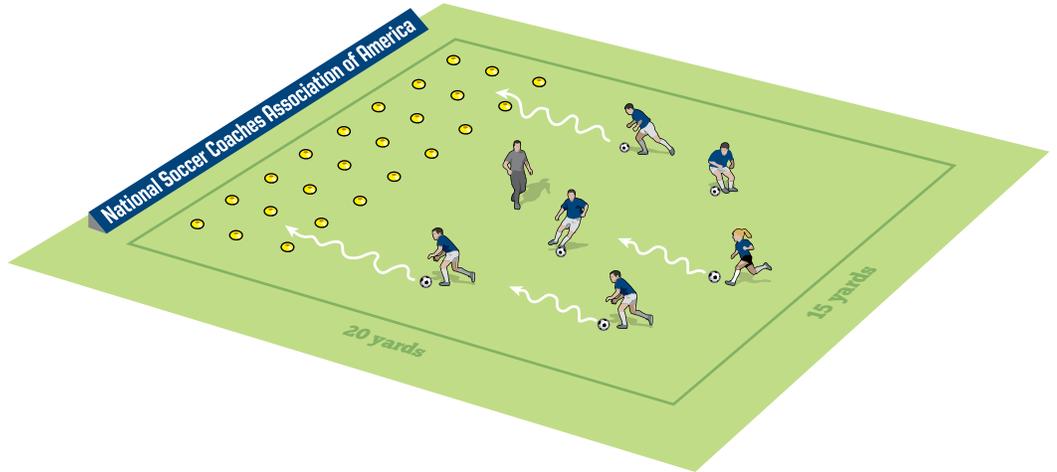
15x20 playing area marked with cones in the corners. 24 cones (gold) are positioned at the end of the grid (island). Each player with a ball will start on the opposite side of the grid. The coach is in the middle of the grid.

## HOW TO PLAY

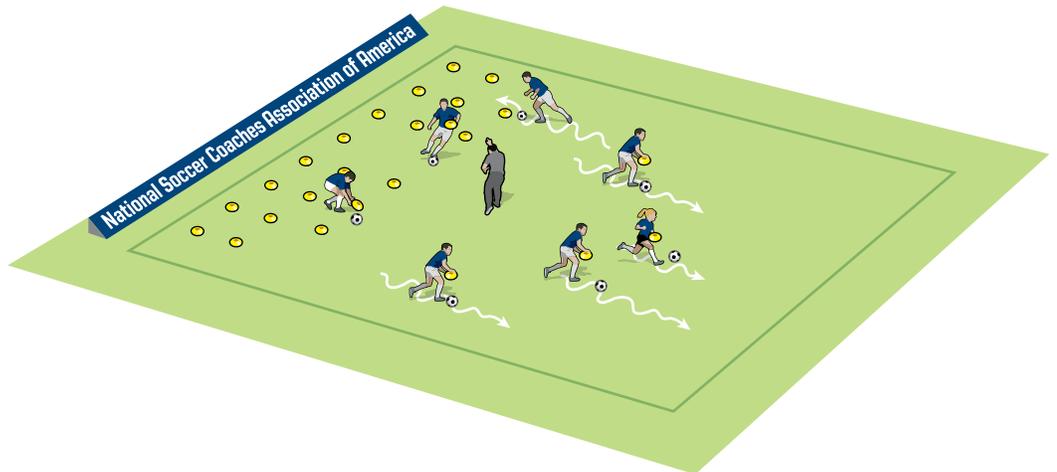
Players must dribble past the coach in the middle who acts as passive defender. When the players get to the treasure area, they must pick up one piece of gold and dribble back to the end line. Once all the gold is picked up the players can then dribble down with it and bury it back on the island.

## COACHING NOTES

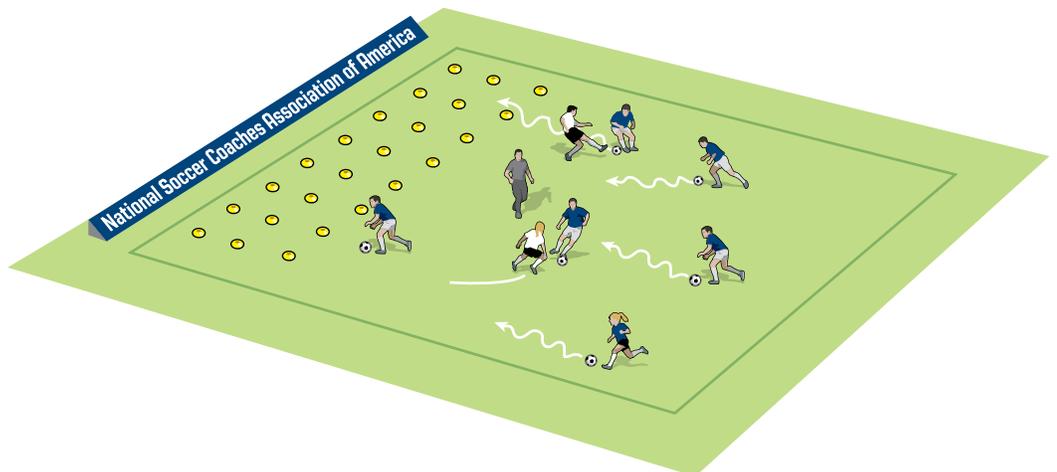
- + Main coaching objectives – players should look to time their moves to beat the coach; players should recognize the cues to take long touches to attack space vs short touches to set up a move.
- + Coaching tips – if there is not enough space have players dribble in two waves instead of one.
- + Adaptations – add more defenders who can win the ball



- + Players must perform a move while dribbling to get to the treasure.
- + The coach acts a passive defender as the players try to dribble to the island.



- + The coach can now defend.
- + Players should recognize when they have space to take bigger touches.



- + Have 1-2 players act as defenders.
- + Once a dribbler loses her ball she joins the defenders.

