

LESSON PLAN



Developed with Erin Washkuhn, 2011 NASPE Elementary Teacher of the Year, Midwest District

Soccer pin frenzy

Volume 8 | Gr. K-12 Time: 50 mins.



Materials list

- 8 bowling pins (PE08670) (set of 10 red, soft foam pins)
- Nasco Soft Tek Soccer Balls, Size 4, Set of 6
 (PE08701)
- Youth Scrimmage Vests [PE05770(B-C)] (blue and yellow)

Objectives

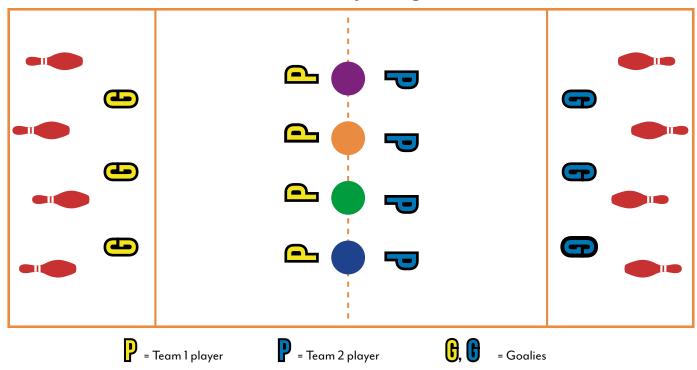
Students will...

- · Improve soccer skills in a game-like activity
- · Learn the importance of sportsmanship and teamwork

Object of the game

To score goals by knocking down bowling pins using proper soccer skills such as passing, shooting, and goalkeeping.

Game setup diagram



Ground rules

- · Only goalies can use their hands.
- · Passing must be done by using the instep of the
- · A goalie exits the game after a bowling pin is knocked down.
- · No standing in front of a bowling pin; goalies must move around and cannot stand in one place.
- · No punting the ball into play.
- · Teamwork is a must!

Variations

- · Change number of soccer balls.
- · Change number of bowling pins.
- · Change number of goalies.

How to play

- 1. Divide the class into 2 teams. Each team chooses 3 players to be goalies.
- 2. Set up goal boxes at opposite ends of the gym with 4 bowling pins spread out in each goal. Only goalies are allowed in the goal boxes.
- 3. Place 4 soccer balls in the center of the gym.
- 4. Each team starts on their own side, with a player at each ball for the face-off.
- 5. On the signal to begin, each team passes the ball down the gym, trying to score a goal by knocking down a bowling pin in the goal box.
- 6. As a goal is scored, the team that had the goal scored on them loses a goalie (e.g., 3 goalies/4 bowling pins, 2 goalies/3 bowling pins, and 1 goalie/2 bowling pins). No goalie when one pin is left.
- 7. Play continues until a team is able to knock down all the bowling pins for the opposing team.

The first team to knock the other team's pins down wins. Game starts over with new goalies and the balls on the center line.



You must move around at all times to protect the pins. Standing stationary in front of a pin is not allowed.