Activity Title: Oldest Day 3 Grid 3

Activity Name: Keep away

Activity Setup: Divide the players into two groups of 6-7 players if able.

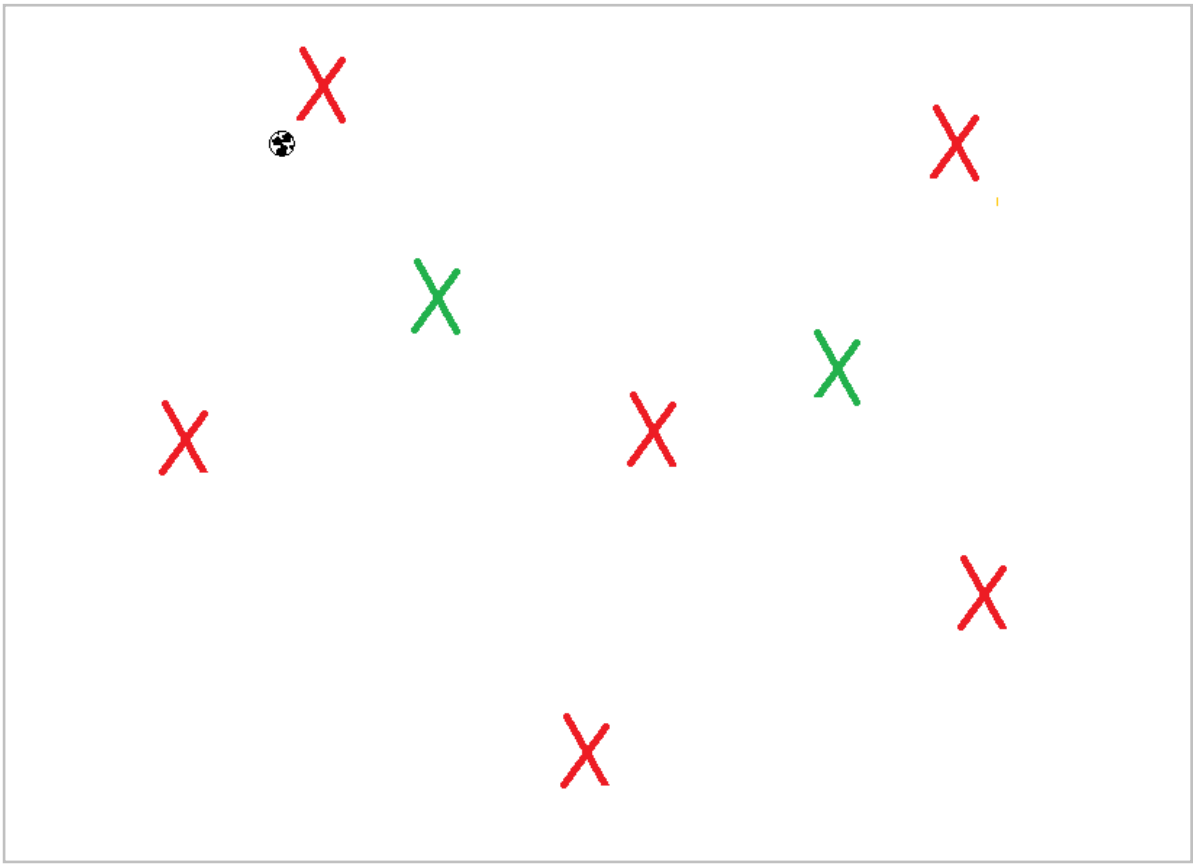
When a group enters the grid, two players will be given a penny. A ball will be given to a player without a penny.

Activity Description: Players without a penny will attempt to keep the ball away from the players with a penny by passing and dribbling the ball around the grid. If a player with a penny gets the ball, they drop their penny and are now trying to keep the ball away from the pennies. The player who made the mistake goes and picks up the penny and is now going after the ball.

Emphasis:

Pass and move

Dribble to avoid and find a lane to pass



Cue Words:

Eyes up.

Both players find the pass