

## PASSING PRACTICE

<b>Level</b>	1 (Age group 6 – 7)
<b>Resources Required</b>	Paper and pencil 6 cones, cups, stones or boxes to mark football goal posts 1 ball
<b>Alternate Options for the Resources</b>	3 Goals are set up: <ul style="list-style-type: none"> <li>- One of the goal is designated the Hundred's goal,</li> <li>- One goal is designated the Ten's goal and</li> <li>- One goal post is designated the One's goal</li> </ul>
<b>Strand Covered</b>	Number and Operations
<b>Targeted Skills</b>	Place value and reading numbers
<b>Inspired by</b>	Third Space Learning
<b>Time Required</b>	5 minutes to prepare 15 minutes to play
<b>Previous Learning Required</b>	Numbers from 1-500
<b>Support Required</b>	Medium support

### Rules of the Game:

<b>Goal</b>	The team that scores the accurate goals and writes the number accurately based on the place value shared wins the points. The team with the most points after 5 rounds of playing is the winner
<b>Rules</b>	<p>The players on each team must have an equal chance at scoring the goal (the players rotate within the team).</p> <p>The teams play in turn for 5 rounds.</p> <p>The players can quietly discuss the plan of attack and how many goals need to be scored at each place value in order to gain the most points.</p> <p>If a player misses a goal, they cannot retry, the next player in line goes next</p> <p>The teams can score anywhere from 0 to 11 points per round</p> <ul style="list-style-type: none"> <li>- For accurate goals the team gets 9 points <ul style="list-style-type: none"> <li>- Each of the Hundred's, Ten's and One's Goals get them 3 points</li> <li>- i.e. for the number 545 if only the number of goals in the Hundreds place (5) is correct they get 3 points - if the goals in the Hundred's place (5) and that in the Ten's place (4) is correct they get 6 points; If the goals in the Hundred's place (5) that in the Ten's place (4) and the One's place (5) is correct they get the full 6 points</li> </ul> </li> </ul>

	<ul style="list-style-type: none"> <li>- The team loses 1 point per kick that missed the goal i.e. if 2 of the kicks did not hit the goal, they lose 2 points</li> <li>- The team and can get additional 2 points by writing the number accurately in the H-T-O columns</li> </ul>
<b>Steps</b>	<p>Step 1: Divide the players into 2 teams</p> <p>Step 2: Give the first team 1 ball and instruct them to form a line in front of the 3 “goal posts”</p> <p>Step 3: One player from the second team calls out a number between 1 - 500 (in turns) for example “346” and each of the first team’s members take turns scoring one goal each to achieve the target number as a group. (3 goals in the hundreds goal, 4 goals in the tens goal and 6 goals in the ones goal)</p> <p>Step 4: If more goals are needed than the number of players, the first player in line scores again and the line re-starts.</p> <p>Step 5: The team writes down the number they just kicked goals in three columns of Hundreds, Tens and Ones</p> <p>Step 6: Add up the points for the first team and record it</p> <p>Step 7: The first team calls out a new number the process repeats for the second team. The game ends after 5 rounds per team. The team with the most points wins.</p>
<b>Variations of the Game</b>	<p>Players in the second team can also be goalkeepers and prevent the goals from scoring. Each team can be given a maximum of 25 kicks (accomodating for the largest number 499 that requires 22 kicks + 3 extra kicks). If the goalkeeper from the second team is able to prevent a goal from happening then the first team loses one kick.</p>
<b>Enrichment</b>	<p>To make the game more complicated, players in the team are not allowed to discuss the strategy of the kicks prior to starting</p>
<b>Simplification</b>	<p>Instead of ones, tens and hundreds, the game can be played with only ones and tens</p> <p>The rule around missed kicks can be eliminated</p>