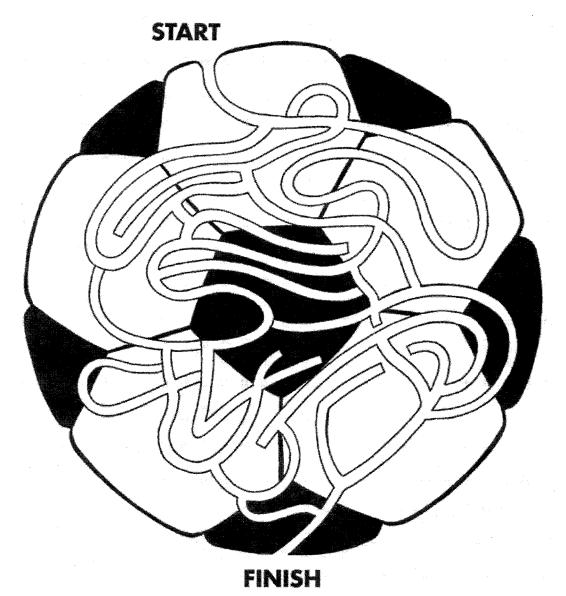
1. Have a Ball/Go for Goal!

Find you way through this maze and score a goal!



When you are trying to score a goal, you have to run in lots of curves to get by the other team. Try the maze to see which curvy path you would have to take to score a goal. Remember, you must not go through a line, no matter how small it is. Use your finger or a pencil first so that you can backtrack or erase if your path is blocked. When you find a way, mark it with a colored pencil.

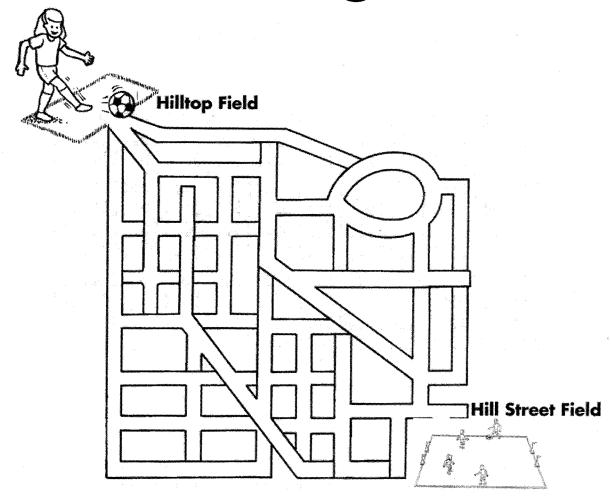
Try to find at least two different ways to the finish.

© World of Soccer

1-866-SOCCER-8

WWW.WORLDOFSOCCER.COM

2. A-Mazing Grace

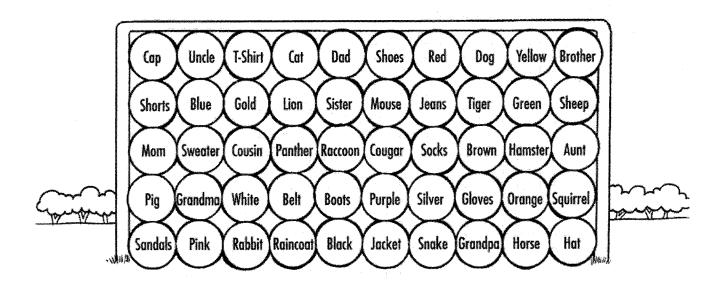


Grace went to the wrong field. She went to Hilltop Field, not Hill Street Field. She knows that Hill Street is just across town and she can get there in time for the game if she hurries. However, there are many dead-end streets on the way and she has only two possible routes. Help Grace get to her game on time by finding the way(s). Mark each way in a different color (red or blue). Circle the way you think is shortest.

RE	D BLU	U E
Use a ruler to check your answers	Red	cm/ir
	Blue	cm/in

3. Fill the Net

Teams need lots of soccer balls for practice. The balls are usually carried in a bag.



Some coaches tell their teams to go out and "fill the net." They mean that the team should try to score plenty of goals. In this picture, instead of filling the net we've filled the goal from post to post. Each ball has its own special word so look carefully as you answer the question below and on the next page.

How many balls are there in all?

You can find out by counting, by multiplying or by adding rows.

There are _____ rows,____ soccer balls in each row = ____ in all.

4. Net Graphics

The balls fit into 4 different groups or categories.

You can color-code the balls for easier sorting.

Name the categories and fill in the chart below.

CATEGORY NAMES

LIST OF BALLS

NAME	1.	2.	3.	4.
1.				
2.				
3.				
4.				
5.				
6.				
7.				
8.				
9.				
10.				
11.				
12.				·
13.			-	
14.				
15.				

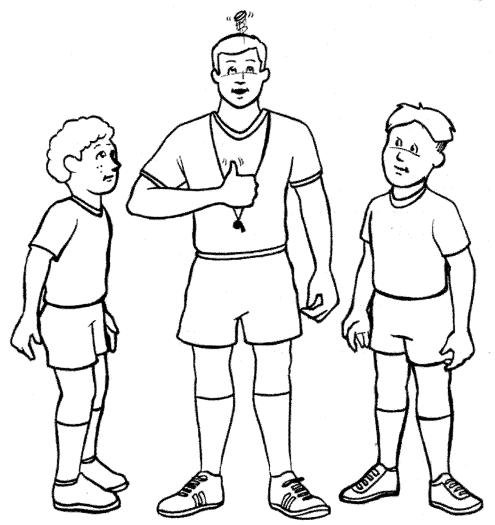
List your cat	tegories from largest	to smallest.		
1	2	3	4	
Which categ	ory do you fit into?_			

5. Soccer's Spin Doctor, the Referee

At the beginning of each soccer game, the team captains meet with the referee and shake hands. The referee then chooses one captain (usually the home team) to make the call on a coin toss (spin). The referee spins the coin and the winner must make one of two choices.

Choose end and give the other team kick off

Choose to kick off and give the other team the choice of ends (goals)



© World of Soccer

1-866-SOCCER-8

WWW.WORLDOFSOCCER.COM

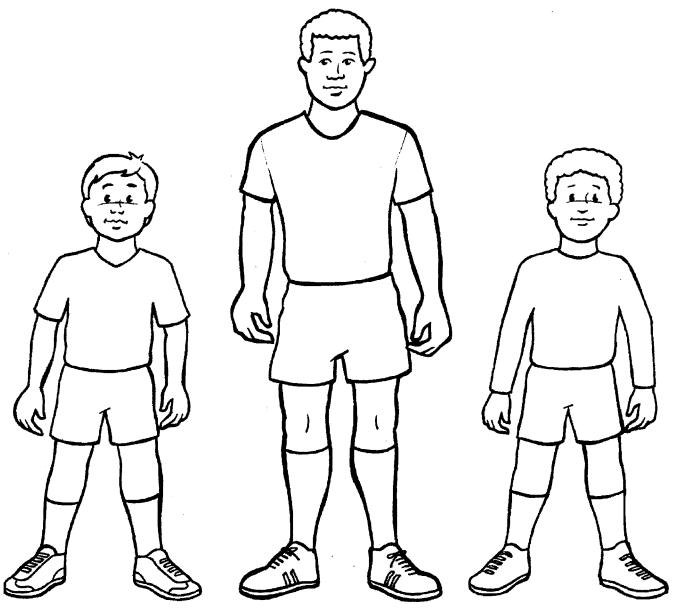
WWW.BYTESIZECOACHING.COM

6. Uniform Design

Look at the drawing below.

Design uniforms for all three – two captains and the referee. The shirts, shorts and socks of the opposing teams should be different colors. Referees are colorful too, but must not clash with either team. Too much color will make them look like clowns and they won't get respect of the players.

Experiment with the drawing of the previous page to practice your colors and design.



© World of Soccer

1-866-SOCCER-8

WWW.WORLDOFSOCCER.COM

WWW.BYTESIZECOACHING.COM

7. Word Search I

Search for the 15 words listed beside the box.

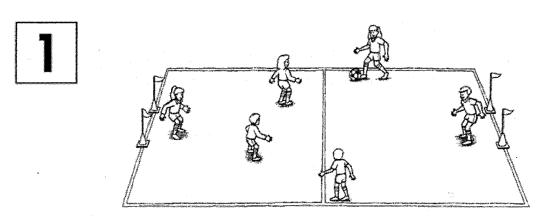
The words can be found going horizontally, diagonally or vertically.

When you find a word circle the word in the puzzle and tick it off the list. This way you can keep track of what you have found.

Just two words are diagonal – **DIAMOND AND TRIANGLE**

SOCCER	В	7	7	VA/	Α.	T	T	A		V	7	_
REFEREE	P		Z	W	A	ı		A	С	K	Z	0
CAPTAIN		M	R	D	D	X	Н	V	R	Q	D	N
DIAMOND	J	R	T		Q	j	S	0	C	C	E	R
TRIANGLE		n	-	_	_	_	_	-	_	_	_	17
TEAM	K	D	E	A	A	A	A	P	S	S	F	V
SPIN	K	P	A	\$	S	N	Z	M	C	P	E	S
COIN	1	L	M	J	0	G	G	C	0	ı	N	C
KICK		_	D	-	_	•	N.		_	N.	_	
DEFEND	C	A	P	T	A		N	L	R	N	D	Н
ATTACK	K	Y	R	E	F	E	R	E	E	X	D	R
UNIFORM	U	E	0	U	N	ı	F	0	R	M	G	M
PLAYER		_		_		-				_		
PASS	N	R	P	l	Y	F	С	В	W	Q	U	T
SCORE										·		

9. Triangles and Diamonds

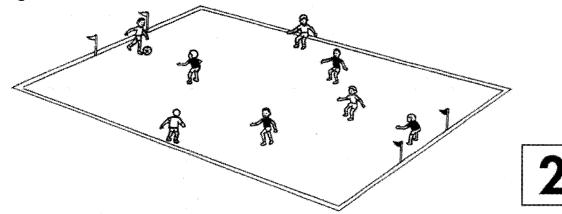


3 vs. 3 is a great game for players of any age. Team play in soccer is based on the triangle.

In drawing 1, use your ruler to connect the players on the same team. There is a team in short sleeves and a team in long sleeves.

Which team has the ball? _____ This team is attacking. The other team is defending.

As you can see you make a big triangle when you are attacking, smaller triangles when you are defending.



In 4 vs. 4 games, you make another shape too. In drawing 2, use your ruler to connect all the players on the white team.

Now you have made a new shape which is two triangles together.

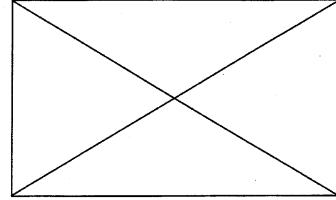
What is the name of this shape?_____ (Hint: Look at the page title.)

11. Tricky Shapes

Drawing 1

How many triangles can you find?

• Remember: 2 small triangles can form a bigger triangle.

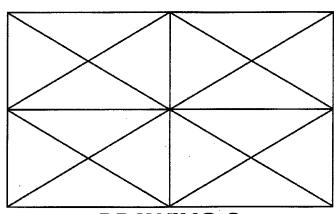


DRAWING 1

Drawing 2

How many diamonds can you find?

• Remember: smaller diamonds can form part of a larger diamond.

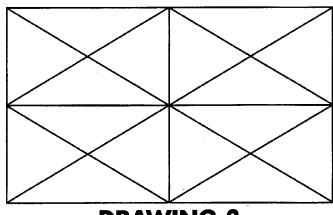


DRAWING 2

Drawing 3

How many rectangles can you find?

^{*} Remember: 2 or more rectangles can form part of a larger rectangle.



DRAWING 3

WHEN YOU ARE FINISHED COUNTING, COLOR THE DRAWINGS TO MAKE GREAT DESIGNS!

12. Creating Shapes

Have you ever played with tangrams?

A tan gram is a Chinese puzzle. It is a square divided into 7 shapes which can be put together in lots of ways to make different figurese.g. a book, a house, a bird.

You can also create strange figures with your soccer shapes – circle, rectangle, triangle, diamond.

Using 4 of these shapes, create an imaginary, fantastic animal and a crazy house.

You can use each shape more than once in each drawing.

Draw in pencil first and color carefully when you are finished.

Give your creations a special name.

ANI	MAL		HO	N 2E
] [
				,
] . [
			•	
] [
NAME:		!	NAME:	·

.....

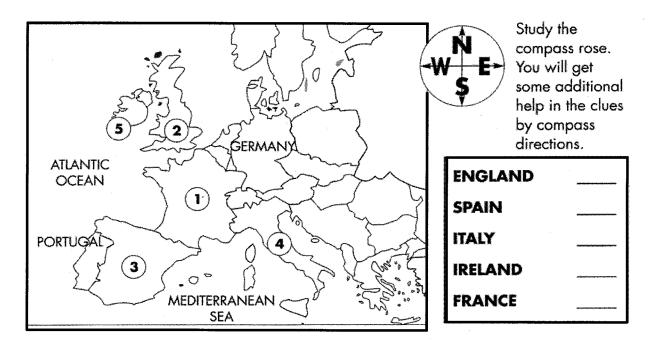
14. European Journey

Soccer as we know it began in Europe, although it is thought to have started thousands of years ago in China.

Soccer was brought to America (North and South) when colonists came to these continents from Europe many years ago.

We are going to return to Europe to find some famous countries.

Name the countries numbered on the map from the Bank of Countries.



CLUES:

England and Ireland are islands (i.e. surrounded by water). They are west of the European mainland. Ireland is farther west than England.

Spain and Italy are on peninsulas (i.e. surrounded by water on three sides).

Italy is shaped like a boot! It is south of Germany.

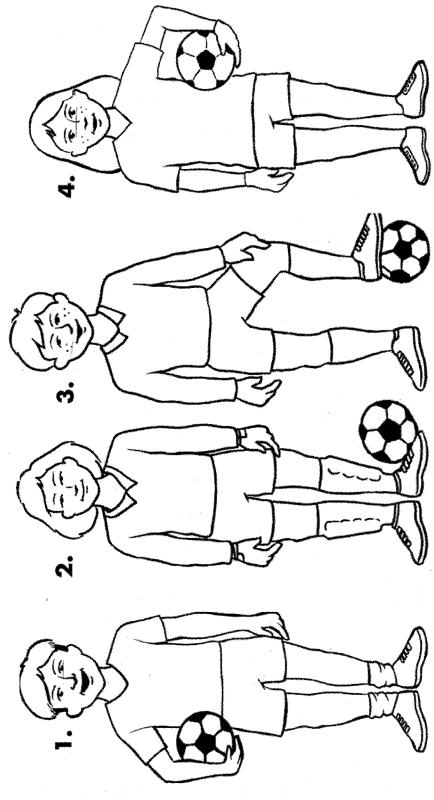
Spain shares it's peninsula with Portugal. It is south of France.

France has two coast lines. One is on the Mediterranean Sea. The other is on the

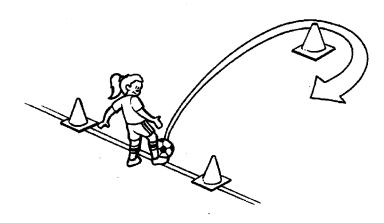
Atlantic Ocean. France is southwest of Germany.

16. Ready to Play?

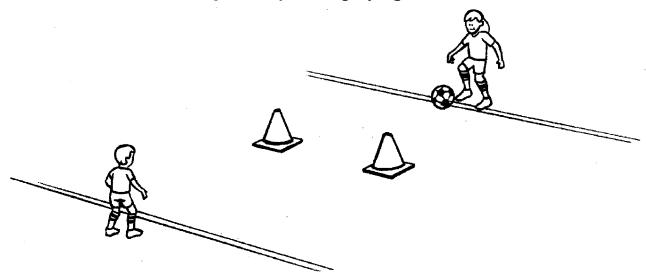
Only one of four players is ready to play in goal.



18. Two Fun Games



Start from the middle of the goal, dribble out and turn around the cone. As soon as you have turned, shoot for the goal. If you are playing with a friend, take turns.



Set markers two big steps apart. These represent the goal posts. Mark two lines 10 big steps apart (five on either side of the goal). Shooting must take place at or beyond the line. See how many you and your friend can score out of 10 tries and then try to beat your record.

© World of Soccer

1-866-SOCCER-8

WWW.WORLDOFSOCCER.COM

20. Unscrambling II

Now it's your turn to do some scrambling and unscrambling with a friend.

Take 5 of the cities from your map activity earlier or come up with 5 new ones. Scramble the letters and don't use any capital letters as that would make it too easy for your friend. Your friend can make the first letter a capital when he/she unscrambles.

Exchange books with your friend and unscramble.

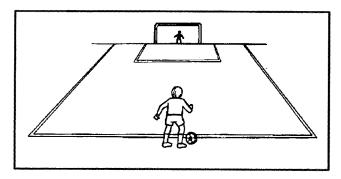
If you're stuck, write 5 cities on the side of this page so that you can see the words you might be looking for.

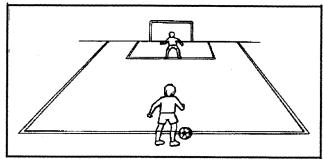
* Remember: Your friend has also chosen 5 and you don't know which 5 they are.

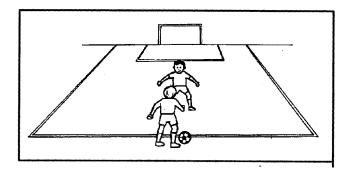
Good luck!

SCRAMBLED		UNSCRAMBLED			
•	•				
	<u> </u>				
•	•				
•	<u> </u>				
•	•				

22. Narrowing the Angle







There is a problem, however. The further a keeper comes off the goalline, the more chance of a special type of pass or shot.

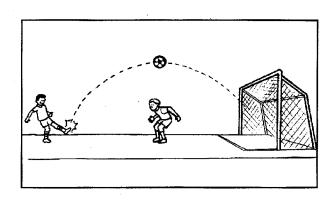
What is called? (Hint: It rhymes with lip but is four letters). You might need to use the glossary.

GROWING GOALKEEPER

SHRINKING GOAL -

Goalkeepers need to make a decision about coming out of goal. When to come out? How far to come out? What direction to come out? That's what makes goalkeeping so exciting and challenging.

When an opponent is shooting from the top of the penalty box, the nearer the goalkeeper gets to the ball the bigger the goalkeeper appears — and the smaller the goal seems to get. This is called "narrowing the angle."



shot.