

Name/Title: Magic Soccer Creatures Go For a Walk

Purpose of Event: To have the kids use imagery to help them control the ball while foot dribbling.

Prerequisites: Students should know the difference between foot dribbling and kicking. Trapping a ball. Moving safely in general space.

Suggested Grade Level: K-2

Materials Needed: One Gator Skin Ball for each student.

Description of Idea

The class reviews trapping and the difference between kicking and foot dribbling.

At the beginning of the lesson, students are told that they will pretend that the ball is a magic creature. They decide what kind of creature it will be and give it a name. Encourage the students to be quite imaginative, such as a flying bunny rabbit or a walking octopus.

The students are told it is their job to take the creatures for a walk when the music is on, and to stop or trap their creature when the music stops. They are told that they must be very gentle as the creatures are delicate, so they must keep them very close at all times. The magic creatures do not like to be touched with hands, only feet. Remind them that kicking the creatures might hurt the creatures. I also tell them the creatures do not like to touch the other creatures. I stop the music often. Each time the music stops I ask a few students to describe their creature. We stop often as they all want to tell me about their creature.

Submitted by **Linda Drummey** who teaches at Holy Cross in Rochester, NY. Thanks for contributing to PE Central! **Posted on PEC: 1/4/2017.**

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