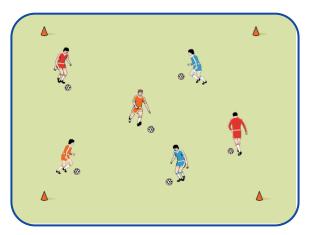


# Everybody's It



## Implications for the Game

#### Technical

- Dribbling
- Changing direction
- Changing speed
- Using all foot surfaces
- Close control

## **Activity Organization:**

Within a confined area, players stand in random formation, each with a ball.

Each player dribbles within area attempting to tag anyone while maintaining control of the ball. Each time a player tags someone, he/she receives a point.

### Physical

- Balance
- Expanding peripheral vision
- Agility

### Tactical

- Shielding
- Getting away from players
- Looking to attack players
- Quick decision making

#### Social/Psychological

- Positive interaction within entire group
- Developing an attack and defensive posture

#### **Related Activities**

- Cross Over
- Like Magnets

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