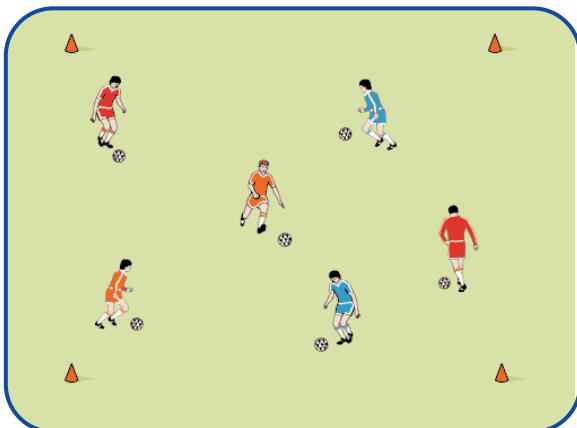


Everybody's It



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.

Implications for the Game

Technical

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

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

- Hospital Tag
- Cross Over
- Gates