9.45	 Game: 8v4 Keepy Off Divide the students into 3 even groups and allocate 3 different colours for the each team Then make subgroups of 12 with 4 students from each colour making up the group In an area like the 50 metre arc on a football oval spread the students out over the area The idea of the game is one colour starts as the defenders as they have to try and get the ball off the other two colours, as its basically an 8v4 scenario The ball is to be kicked only, no handballs and there are no marks so play on all the time A couple of important rules include the student has 3 seconds to get rid of the ball once being tagged by a defender, once the ball hits the ground it's a turn over, and a reset occurs once new defenders are in the middle. Once the football has been turned over or dropped on the floor the team that turned the ball over becomes the defenders and the other two colours then become the 8 people working together This should just keep rotating around with different teams coming defenders and then attackers The drill goes for around 2 mins, 30 sec break and then another 2 mins 	 Kicking -Kicking during the drill must be very precise and can be any distance because there is no marks -A drop punt should be the preferred kicking technique used during this game, but a snap kick or check side may be used to manoeuvre the ball around a defender. Using the opposite foot could be quite important as well during this game -Long distance kicks can be used but increase the chance of a turn over because it allows the defenders to cove more ground and is more likely for your team mate to drop the ball Anot the ball 	-Teacher should be standing on the outside of the grid and moving down the sides to watch the play -Also can be the umpire of the game and make calls on 3 seconds to get rid of the football, and call the resets once another team becomes the defenders
9.55	Closing Organisation: Students come and meet at the central startin winning team to return all equipment (cones		ms in front of the teacher. Allocate the