

WHAT'S THE TIME MR WOLF?

WHY USE IT

This children's themed story involves Mr. Wolf waiting for little Pigs to leave their houses in search of food. They won't be able to get their dinner unless they can get past the Wolf without being caught.

SET UP

The set-up is a 30x20 yards area. Players with a ball start the activity from one end of the area. The coach or a player stands at the other end without a ball.

HOW TO PLAY

The Little Pigs stand at one end and at the other end is Mr. Wolf. The Little Pigs start the game by shouting in unison "WHAT'S THE TIME MR WOLF?" Mr. Wolf answers by shouting a time, such as "5 O'CLOCK". Mr. Wolf spins around to face the other direction away from the Little Pigs and counts loudly, "1, 2, 3, 4, 5". Simultaneously, the Little Pigs move forward taking 5 small touches of the ball. When the wolf has finished counting, he/she spins around quickly. If caught moving, the Little Pig must go back to the line. Players attempt to move forward without being seen by the wolf. The game is won by the pigs if one can move all the way forward to touch the wolf before he/she turns around. However, if the Wolf calls "DINNER TIME" the Little Pigs must dribble back to the starting line quickly as Mr. Wolf gives chase.

COACHING NOTES

- + Coaching objectives – The objective is to help players appreciate some fundamentals of dribbling and ball mastery. Soft touches with the laces, using the sole to slow and stop the ball and utilizing inside/outside of the foot to change direction are all areas of focus.
- + Coaching tips – Coaches working with players in the first stage of development must consider the cognitive development of 3-5 year old players in the training session. Modifying instructions by using themes and characters from children's stories helps the players enjoy the activity and learn soccer related rules.

HOW TO MODIFY THE ACTIVITY

- + Less challenging: Play the game to begin without the ball and use training vests in the back of the shorts as tails. The coach can also reduce the length of the area to increase the chance of reaching the Wolf.
- + More challenging: Add more wolves (defenders).

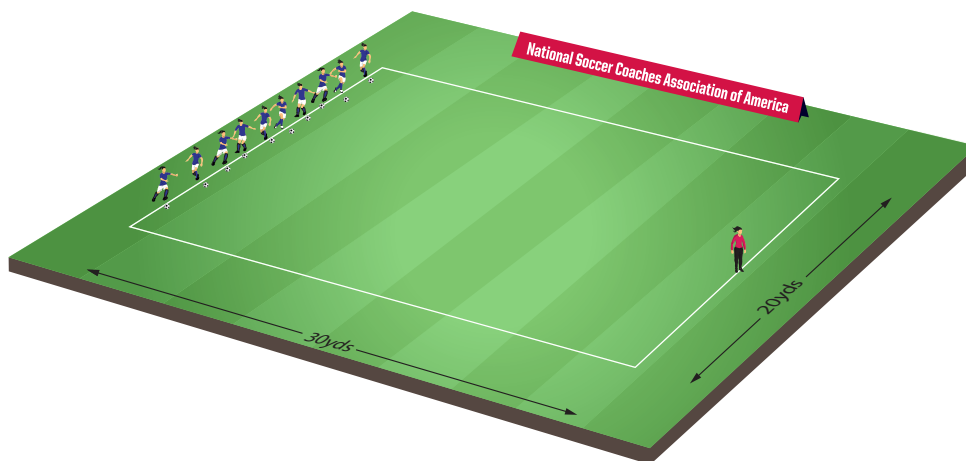
STAGES COVERED BY ACTIVITY

Stage 1 - 3-5 year old players.

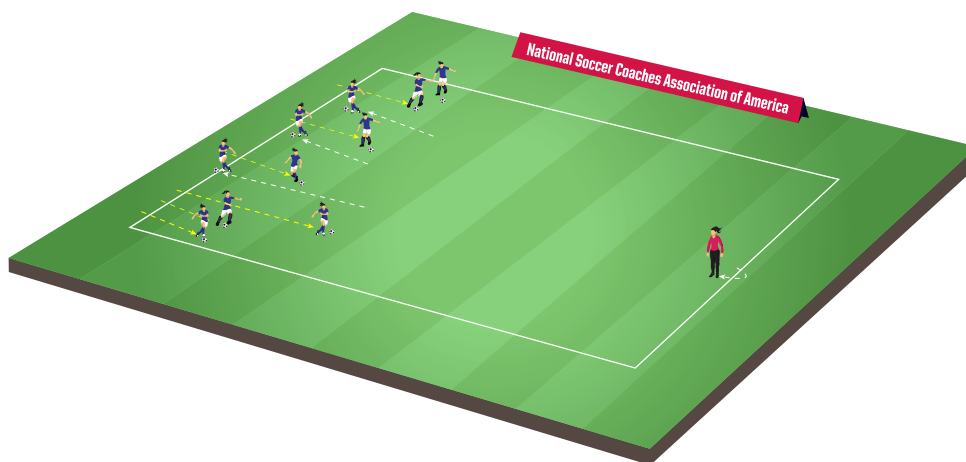
THEMES & COMPETENCIES

Top 3 themes: Ball mastery, turning and dribbling.

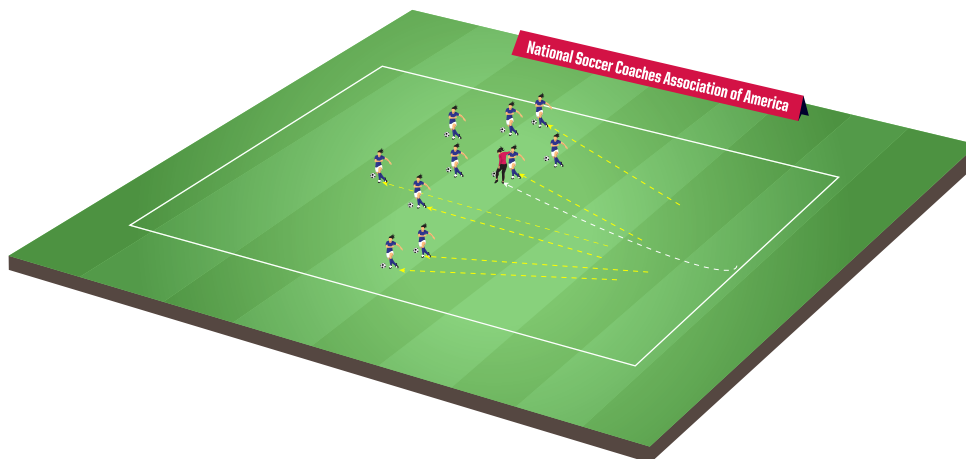
Top 3 competencies: Dribbling with the laces, changing direction and dribbling with stops and starts.



- + The players (pigs) line up at one end with a ball each.
- + The big bad wolf faces the pigs from the other end.
- + The players shout in unison "WHAT'S THE TIME MR WOLF?"



- + Mr. Wolf answers by shouting a time, such as "5 O'CLOCK".
- + Mr. Wolf spins around to face the other direction. Mr. Wolf counts loudly, "1, 2, 3, 4, 5".
- + Simultaneously, the Little Pigs move forward taking 5 small touches of the ball.



- + When the wolf has finished counting, he/she spins around quickly.
- + If caught moving, the Little Pig must go back to the line.
- + The game is won by the pigs if one can move all the way forward to touch the wolf before he/she turns.