



4 Corners Invasion Games

Equipment

 Pinnies

 Cones

 Ball



Tactical Focus

Maintain Possession

Regain Possession

Create Space

Defend Space

Attack the Goal

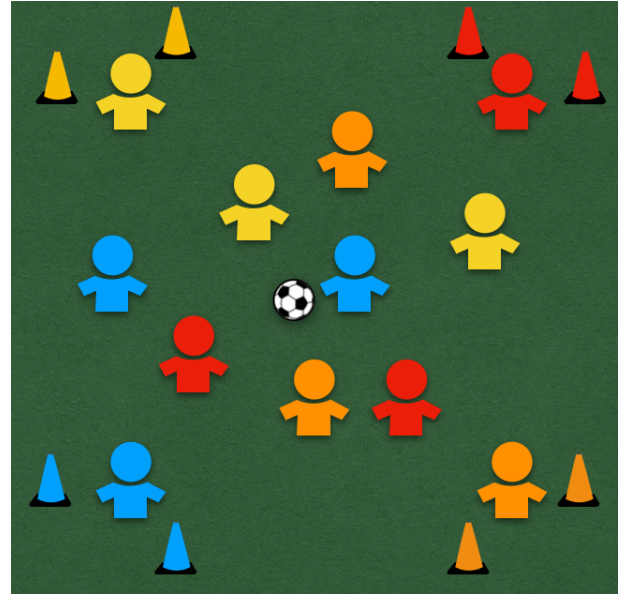
Defend the Goal

Set Plays



Description

- Divide the players into four groups.
- Use cones as goals for each team.
- No goalies allowed.
- If a team hits or knocks over a cone then that team scores a goal.
- The team whose cone is knocked over must put the cone back up and then begin again with the ball.
- Teams work to score goals on as many different goals (pylons) as possible.
- Teams cannot score on the same goal twice in a row



Modifications (Change It!)



Change it Up

Add more balls to the game.
Decrease the size of the goals.
Increase the playing area size.



Change It!

Create alliances between teams to work together.
Change the skill (allow players to pick up and throw the ball).



Change it Down

Increase the size of the goals.
Add a protected area around goals where not players are allowed to go.
Allow goalkeepers.



Assessment



Emerging

Players are unable to make decisions about when to attack and when to defend.



Developing

Players sometimes make appropriate decisions on when to attack and when to defend.



Competent

Players make appropriate decisions on when to attack and when to defend.



Proficient

Players always make appropriate decisions about when to attack and when to defend.



Questions

How did you decide which goal to shoot at?

What strategies did you use when your team was attacking/defending?

What was challenging about this game?

How did the game change when additional balls were added?