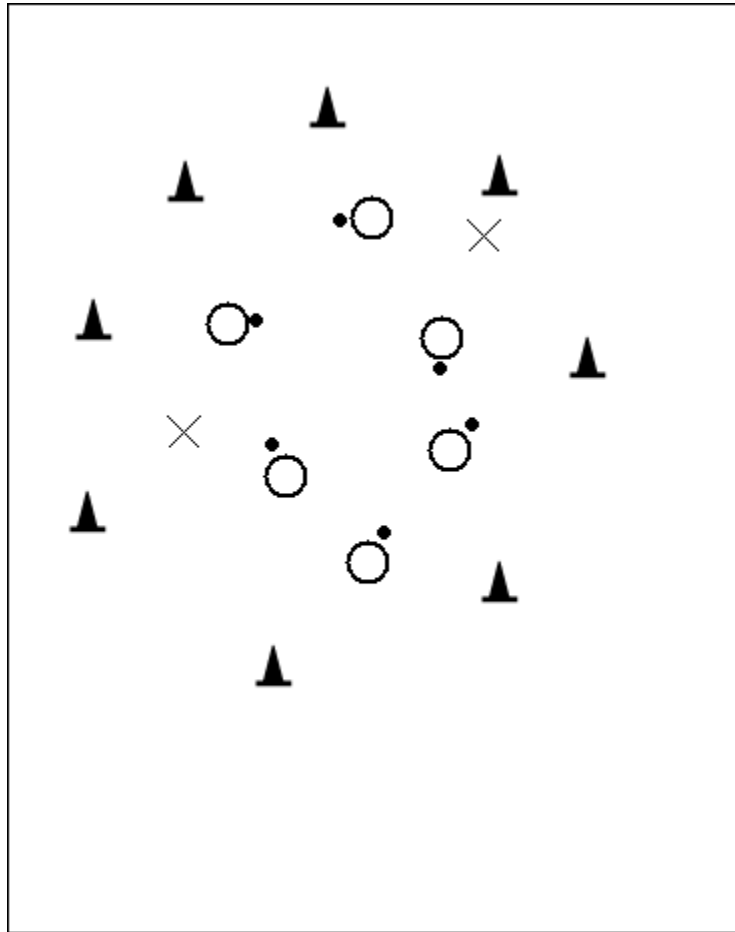


## KILLER WHALE



**KILLER WHALE-** Dribbling and shielding

**Setup-** create a large circle with cones. Have players inside the circle dribbling with a soccer ball. Identify two defensive players as the "Killer Whales" (maybe the whales here can be winners of previous activity).

**The object of the game** is for one or two "killer whales" to kick as many soccer balls outside of the circle as he can. Each ball that goes out is worth a point.

The players with a soccer ball (O's) try to shield the ball from the killer whale (X's). If a player's ball gets kicked out, that player retrieves the ball and continue dribbling in circle.

The "killer whales" can usually can go for 30 to 60 seconds and keep track of their score. Make sure everyone has a chance to be killer whale. After the time is up, the whale that kicked out the most balls wins.

Use stop watch.

You can use one or two killer whales