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DIRECT



**WELCOME TO**  
**MONSTER**  
**KICKABOUT**  
**2023**

To download copies of this resource pack and everything else you need for your Monster Kickabout activities, please log in to your Sports Starts Here account and head to 'My Account', then 'Downloads'.



**Login Page**



**#MonsterKickabout #SportStartsHere**

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# **YOUR 4 WEEKS OF FOOTBALLING FUN STARTS NOW!**

Monster Kickabout is a nationwide Primary School football initiative from Sports Direct and Nike, created to encourage more kids to take up football, with free resources and equipment.

***Our goal is to help put the ALL back into football.  
We want ALL kids of ALL genders and ALL abilities to  
find their reason to LOVE the game.***

## **Monster Kickabout Equipment**

8 Footballs  
8 Red Monster Kickabout bibs  
8 Blue Monster Kickabout bibs  
Bib storage bag

## **Monster Kickabout Player Cards**

8 PE lesson ideas and games from each of our Monster Kickabout football stars.

## **Sports Directory Catalogue**

The best place to go for your school sports and PE equipment.

## **Nike Rebel Girl 'Kick It' books**

10 books dedicated to helping raise the most inspired and confident generation of girls.

## **Monster Kickabout Lesson Plans**

A booklet containing a range of classroom football-based activities, including History, Science, Art and Geography.



  
**ADAPTABILITY**  
—————

  
**PASSING**  
—————

  
**ACCURACY**  
—————

# MASON MOUNT

**MIDFIELDER**



# **RUSH AND SCRAMBLE**

## **HOW TO PLAY**

- Get into 2 x teams of no more than 8.
- Create a football pitch with two goals either end, using goalposts, cones or any other items.
- Begin to play a match of football but with a twist - anyone on the pitch can be the goalkeeper!
- To become a goalkeeper they must shout 'STICK' before they do to identify they are the goalie.
- To then become an outfield player they must then shout 'RUSH', to identify they are coming out of goal.
- Any player on the pitch can shout 'STICK' to identify they are now in goal and can now handle the ball in the box - it doesn't matter if there is already a goalkeeper.
- This can lead to epic scenes with 4 or 5 keepers in a goalmouth scramble - just remember to say STICK before handling the ball and RUSH to come out of the goal!

# **THREAD THE PASS**

## **HOW TO PLAY**

- In pairs, set up two cones or other items as a goal at a challenging distance.
- The aim is to pass the ball between them and after each pass, the pair must make the goal smaller.
- Players must see how small they can make the goal before they miss!
- If they hit the cones, they can try again but it must be with their weaker foot.
- Each player continuously takes turns.



BACK  
FOOT  
PUT  
BA  
FO



**SHOOTING**

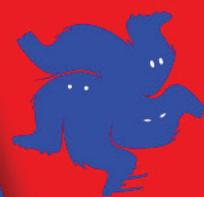


**CURLING**



**IMAGINATION**

**BETH MEAD**



**STRIKER**

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# WEMBLEY

## HOW TO PLAY

- Create a goal using goalposts, cones, jumpers or any other items.
- Get into groups of 5-7 - 1 x Goalkeeper and 4-6 x outfield players.
- Each player is playing for themselves, though pairs are allowed.
- Play starts with the goalkeeper kicking/throwing the ball up in the air and shouting 'two bounces' - meaning the ball must bounce twice before anyone touches it.
- Once the ball bounces each player/pair has to score a goal to go through to the next round.
- Anything goes. You can dribble or shoot wherever but you must not foul!
- Once the player/pair has scored, it's their job to retrieve the ball and throw it back onto the pitch to keep the game going.
- The game continues until the one person/pair who hasn't scored is left. That person/player from the pair then becomes the goalkeeper and they can introduce a new rule e.g. three bounces or a number of passes required before shooting.

# THE MEAD WHIP

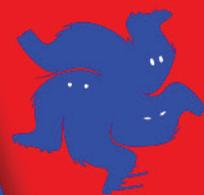
## HOW TO PLAY

- Players get into pairs and prove their deadly finishing by curling the ball around their partner to hit the target.
- A challenging distance away, players set up a water bottle or a cone to be the target.
- Players have their partner stand in between them and the target and see how many times they can knock down the target in 60 seconds!
- Each player gets 3 x 60-second turns.





**DEMI STOKES**



**DEFENDER**

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20 23

# HEAD CATCH

## HOW TO PLAY

- Get into groups of 7 or 8.
- Players stand in a circle with one player in the middle of the circle as a coach.
- The coach throws the ball to each player and says either HEAD or CATCH.
- When the coach says 'Head', the player must head the ball back. If they say 'Catch', the player must catch the ball and throw it back.
- If the player performs the right action play moves on to the next player in the circle.
- If they get it wrong they have to go down on one knee, then if they get it correct on their next go they stand up again - get it wrong and they have to go on two knees.
- Get it wrong three times in a row then they become the new coach and you can introduce a new rule.
- The coach can speed play up to try and catch players out!
- In the instance of a bad throw from the coach, it's simply retaken.

# DEMI'S FIRST TOUCH

## HOW TO PLAY

- Get into pairs and choose what player is A and B
- Player A rolls the ball to Player B and shouts either 'one' or 'two'
- 'If they shout 'one' Player B is allowed to take one touch before passing it back.
- If they shout 'two' then Player B has to touch the ball twice before passing it back.
- Play for 60 seconds, then swap places!
- Increase the difficulty by throwing the ball in the air instead of rolling.



BACK  
FOO

PUT

BA  
FOO



**CONTROL**



**PASSING**



**TEAMWORK**

**CONOR GALLAGHER**



**MIDFIELDER**

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# FOOTBALL **TENNIS**

## HOW TO PLAY

- Set up a mini tennis court as big as you like. Use a net, bench or floor line to create the 'net.'
- Create 2 even teams of no more than 8 for either side of the court.
- To start the game, one player must kick the ball over the 'net' to the other team.
- The other team returns the ball by kicking it back over the 'net.'
- The teams then kick the ball back and forth like a game of tennis.
- It doesn't matter how many players touch the ball or what body part they use to touch it before it is returned.
- The ball can bounce as many times as needed on your side of the court but don't let it lie flat.
- A team wins a point by the ball going out of the court or if the ball lies flat.
- Teams keep score - the first to 11 points win!

# PERFECT **PASS**

## HOW TO PLAY

- In pairs, create a 'gate' 5 steps wide using cones, jumpers or any other items.
- Each player must attempt to pass the ball through the gate.
- Players are allowed to control the ball in as many touches as possible before they attempt the pass.
- Each player continually takes turns with their partner.
- To make it harder, increase the distance away from the gate.



BACK  
FOOT  
PUT  
BA  
FO



**TEAMWORK**

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**SHOOTING**

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**PASSING**

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**KEIRA WALSH**



**MIDFIELDER**

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# 60 SECONDS

## HOW TO PLAY

- Get into groups of 5 - 1 x Goalkeeper and 4 x outfield players.
- Play starts with the keeper kicking the ball in the air and they start counting. The outfield players have 60 seconds to score in any way they can!
- If the outfield players score then the clock resets and they have to score two goals in 60 seconds. If two goals are scored then it's 3 goals in 60 seconds and so on.
- If the required number of goals are not scored, then the last outfield player to touch the ball before the 60 seconds is up becomes the goalkeeper.
- Time stops if the goalkeeper kicks the ball out unfairly.
- 10 seconds are added to the countdown time if players score a header or volley.
- 10 seconds are removed from the countdown time if the keeper catches the ball.

# WALSH LONG-RANGE PASSING

## HOW TO PLAY

- Using a set of cones, bibs or other items, create a rectangle 8 steps wide and 10 steps long.
- Players get into pairs and stand opposite each other, passing the ball back and forth, aiming to keep the ball within the length of the rectangle.
- After 3 successful passes, players pick up the cones at the end of the rectangle and take 2 steps back to make the distance longer. The width stays the same!
- After another 3 passes, players move the cones back another 5 steps.
- Players keep going until they can no longer pass it back and forth successfully.
- Then players must count their steps on their final successful pass to see how many steps they accumulated with their partner.
- Then they try and beat this score!

BACK  
FOOT  
PUTT  
BACK  
FOOT



**CONTROL**



**FINISHING**



**ACCURACY**

**KHADIJA SHAW**



**FORWARD**

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# WALLSIE

## HOW TO PLAY

- Set up in groups of 5, allocating an order from 1-5.
- All players are only allowed one touch.
- Player 1 starts by kicking the ball against the wall. Player 2 then has to kick the ball against the wall, followed by player 3, 4 and 5, before the order restarts.
- Play continues until a player doesn't return the ball against the wall and then they gain a letter, starting with W.
- The game restarts and repeats until somebody spells W.A.L.L. They are then allowed to introduce a new rule.

# SHAW ACCURACY FINISH

## HOW TO PLAY

- Set up a water bottle or stand-up cone at a challenging distance and see how many times you can knock it down in 60 seconds.
- Hit the target as quickly as you can by using your best finishing technique!
- Each player gets 3 x 60-second turns.



  
**TEAMWORK**

  
**SHOOTING**

  
**CONTROL**

**KENZA DALI**

**MIDFIELDER**



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## END TO END (2v2)

### HOW TO PLAY

- Get into groups of 4, with two pairs in each group.
- Set up on small pitches with a goal at each end using goalposts, cones or other items.
- Players work in pairs to score past the opposition pair by passing it between them before getting a shot at goal.
- If a pair misses a pass, they must return the ball to the other pair.
- After a team scores three goals, the opposition team can introduce a new rule.

## KEEPING UP WITH KENZA

### HOW TO PLAY

- **BEGINNER:** Players test themselves to see how many times they can touch the ball and keep it in the air with as few bounces as possible. They can use any part of their body - apart from their hands. They just can't let the ball hit the ground.
- **INTERMEDIATE:** To take it to the next stage, the players must now attempt to see how many times they can touch the ball without it touching the ground.
- **ADVANCED:** Players challenge themselves by following the keepy-up order of foot, knee, shoulder and then head. Players take turns with their partner to see who can get the best score.



# GEORGIA STANWAY

**MIDFIELDER**

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# SPUD

## HOW TO PLAY

- Players get into groups of no more than 8.
- Players stand in a circle with one player being designated 'it' for the first round.
- The 'it' player throws the ball high in the air and shouts another player's name.
- Everyone runs away except the called player, who must try to catch the ball as quickly as possible.
- Once they have caught the ball, they yell "SPUD" and everyone has to freeze.
- The player with the ball then has to roll the ball at another player. If it makes contact with that person, they get an "S" and becomes the next 'it'
- The first player to get the full set of letters (S-P-U-D) restarts the game as the player in the middle.

# STANWAY DRIBBLE

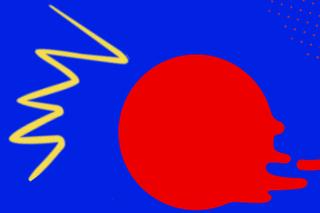
## HOW TO PLAY

- In pairs, set up an obstacle course made up of anything that can be found - cones, bean bags, chairs, benches...
- Players must see how many times they can dribble around it in 60 seconds!
- The aim is to see how many laps you can do.
- Each player gets 3 x 60-second turns.
- Increase the difficulty by reducing the time, extending the course or adding rules such as players can only use their weak foot.

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# LESSON PLANS



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[#MONSTERKICKABOUT](https://twitter.com/MONSTERKICKABOUT)

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 **LESSON #3 - GEOGRAPHY SUPERFAN PROFILE**

 **LESSON #4 - SCIENCE SCIENCE IN FOOTBALL**

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## HOW TO DOWNLOAD RESOURCES

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 **1. Scan QR code to visit  
[www.sportstartshere.com](http://www.sportstartshere.com)**

 **2. Log in using your email  
and password.**

 **3. Navigate to My Account  
and visit the downloads page  
to find Monster Kickabout  
resources.**



# BADGE DESIGN

## WHAT YOU'LL NEED

 Download the “Football Badge” presentation from your Sports Starts Here account. This will provide inspiration for the designs.



**DOWNLOAD**

 Visit your Sports Starts Here account to download the “Football Badge Design” template and print one per pupil.



 Colouring pens and pencils.



**SCAN TO  
DOWNLOAD**



# HOW IT WORKS

- Using the 'Football Badge' presentation, show students the different football badges, from national teams to local football clubs.
- Encourage pupils to discuss which badges they like and why.
- Using the 'Football Badge Design' template, ask pupils to design and colour their own Football Club badge.

## DESIGN YOUR FOOTBALL BADGE

Create your football badge for Monster Kickabout 2023



**DRAW BADGE HERE**

CLUB COLOURS



# FOOTBALL BINGO

## WHAT YOU'LL NEED

- ② **Download the 'Historical Football Figures' presentation from your Sport Starts Here account.**



**DOWNLOAD**

- ② **A4 paper and pencils.**

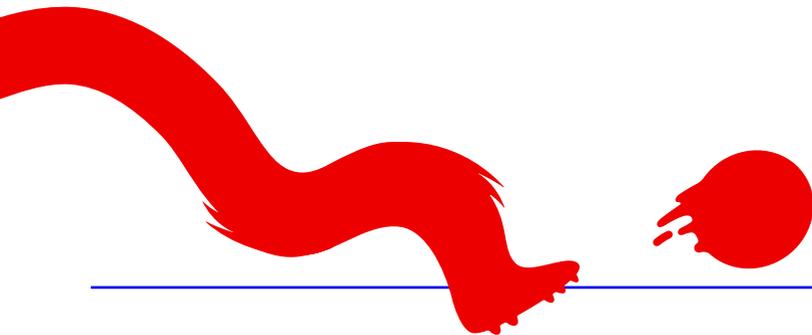


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# HOW IT WORKS

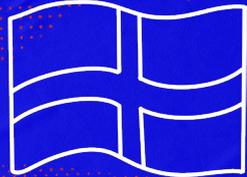
-  Split the class into even teams - no more than 6 per team.
-  Show pupils the 'Historical Football Figures' presentation. Each team must take notes, recording as many names and facts as they can.
-  Once the presentation is finished, the Football Bingo begins!
-  In a random order, read out one fact about each historical football figure. The teams must work together to remember who each fact belongs to.
-  When they think they know, they shout the name of the historical football figure out.
-  If they guess correctly, they gain a point. If they guess wrong, they miss a turn.
-  When a team has guessed 5 names correctly, they shout "Bingo!"
-  Extension Activity: After all the guesses have been made, pupils read out their favourite fact and their favourite historical football figure.



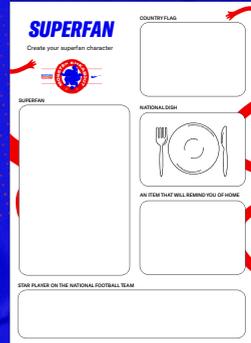
# SUPERFAN PROFILE

## WHAT YOU'LL NEED

 **List of countries that played at this year's Women's World Cup (can be found on the page after next).**



 **Visit your MKA account to download the 'Superfan Profile' template and print one per pupil.**



**SUPERFAN**  
Create your superfan character

COUNTRY FLAG

QUESTION

NATIONAL DISH

STAR PLAYER ON THE NATIONAL FOOTBALL TEAM

 **Colouring pens and pencils.**

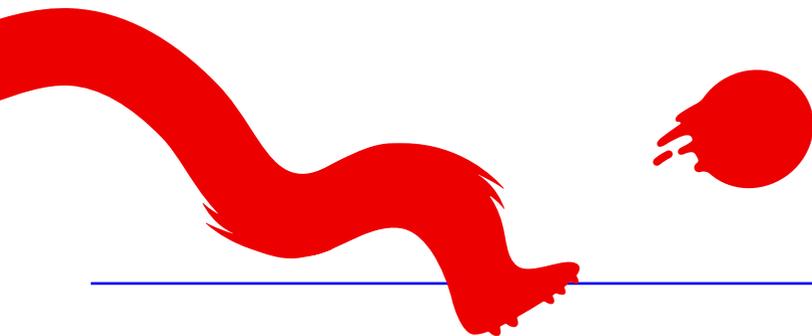


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# HOW IT WORKS

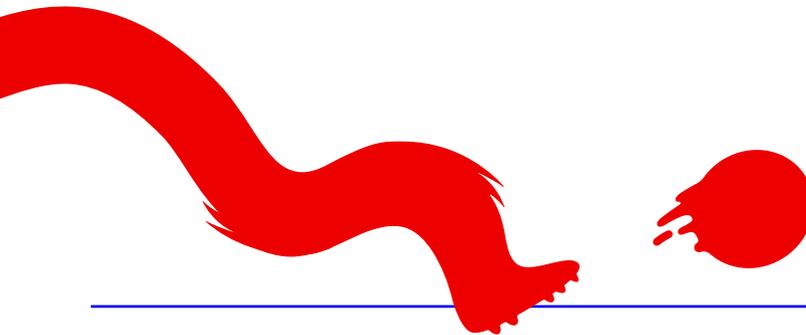
-  Using the lucky dip method or a random generator, select a country for each pupil (list of countries on following page).
-  Give pupils their 'Superfan Profile' template and pens and pencils to create their Superfan profile.
-  Using a computer or device, ask each pupil to research their country to find out the following information:
  - *What the Superfan would wear (a football kit or clothes linked to that country).*
  - *The flags they would wave.*
  - *The food they would eat (traditional national dishes).*
  - *An item that would remind them of home.*
  - *A star player that is a national hero or plays for the national team.*
-  This research will help the pupils create their Superfan profile.
-  Ask pupils to present their Superfan profiles to the class - explaining why they think their country is the best!



# **WOMEN'S WORLD CUP COUNTRIES**

-  Australia (co-host)
-  China
-  Japan
-  Philippines
-  South Korea
-  Vietnam
-  Morocco
-  Nigeria
-  South Africa
-  Zambia
-  Canada
-  Costa Rica
-  Haiti
-  Jamaica
-  Panama
-  USA

-  New Zealand (co-host)
-  Argentina
-  Brazil
-  Colombia
-  Denmark
-  England
-  France
-  Germany
-  Italy
-  Netherlands
-  Norway
-  Portugal
-  Republic of Ireland
-  Spain
-  Sweden
-  Switzerland



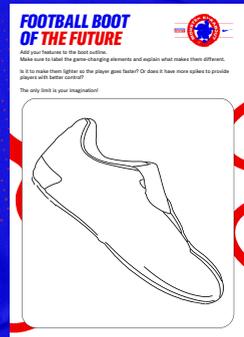
# SCIENCE IN FOOTBALL

## WHAT YOU'LL NEED

 **Download four football clips from your Sports Starts Here account.**



 **Visit your Sport Starts Here account to download the 'Football Boot Design' sheet and print one per pupil.**



 **Colouring pens and pencils.**



**SCAN TO  
DOWNLOAD**



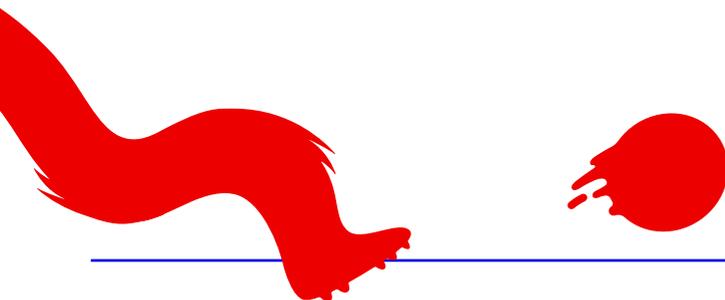
# HOW IT WORKS

Lead a class discussion on the different ways science is present in football, asking pupils for their thoughts. Depending on the age of the class, topics could include:

-  **Forces** - Gravity, friction, etc.
-  **Velocity** - How the size, shape and weight of a football can affect the speed.
-  **Speed** - How the speed of a player gives them an advantage.
-  **Physiology** – How your body reacts when you train or play football.
-  **Psychology** - The effect playing or watching football has on our brain.
-  **Any other science topics related to football.**

**Explain that the activities will focus on three topics:**

- 1. Technology** - The effect that technology has in football.
- 2. Data Science** - How we use numbers in football.
- 3. Design** - How football boots can improve performance.



# HOW IT WORKS

## Activity 1: Technology - How Technology Works In Football

-  Split your class in half. One side will support the blue team and the other will support the red team. Prepare each team to watch one of the downloaded videos clips.
-  Red team will watch Clip 1 - Footage of a potential foul.
-  Blue team will watch Clip 2 - Footage of the same potential foul, followed by VAR footage showing replays from different angles.
-  Both teams will decide if it's a foul or not.
-  Blue team will watch Clip 3 - Footage of a potential goal.
-  Red team will watch Clip 4 - Footage of the same potential goal, followed by Goal-Line Technology footage showing replays from different angles.
-  Both teams will decide if it's a goal or not.
-  To finish, lead a discussion on VAR and \*Goal-line Technology\*, and how it has helped football.

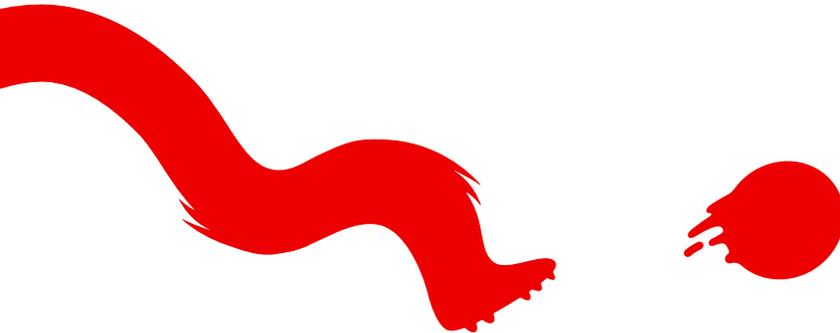


# HOW IT WORKS

## Activity 2: Numbers - Performance Analysis

Staying in their teams, show the pupils 3 minutes of a match between a red and a blue team. Ask them to keep a tally of the following for their team:

-  How many passes did they make?
-  How many shots did they take?
-  How many times did they give the ball to the other team?

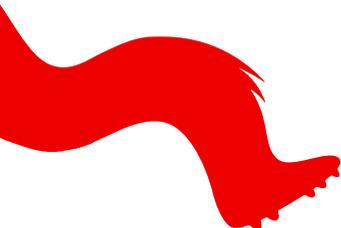


# HOW IT WORKS

## Activity 3: Design the Boots of the Future

Pupils showcase their understanding of science to design a boot which offers a competitive advantage for anyone who wears it, using the 'Football Boot Design' sheet to bring their designs to life. They need to think about:

-  What would they add to the boot which hasn't been seen before?
-  How would this help improve a player's performance?
-  What's the science that supports their theory and design?
-  Ask pupils to design their boot and label the game-changing elements, explaining what makes them different.
-  The only limitation is their imagination!
-  Pupils can present their designs to the class, explaining what makes their boots the best!



## GLOSSARY

*These are the words that you may encounter on your Monster Kickabout journey - especially in the history lesson resources.*

**Ballon d'Or** - An annual football award for the best male player over the previous year.

**Ballon d'Or Féminin** - An annual football award for the best female player over the previous year.

**Pundit** - A commentator will narrate the match and analyse game play.

**Caps** - Player appearances for their national team.

**Pro-license** - Highest professional football coaching achievement.

**Debut** - A person's first appearance or performance in a role.

**VAR** - Video Assistant Referee – Someone who helps the on-field referee with their decisions by watching video footage.

**Goal Scoring Technology** - A technical means of instantly determining whether the whole of the ball has crossed the goal line.

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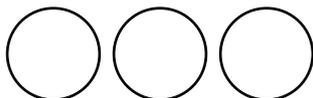
# **DESIGN YOUR FOOTBALL BADGE**



Create your football badge for  
Monster Kickabout 2023.

***DRAW BADGE HERE***

***CLUB COLOURS***

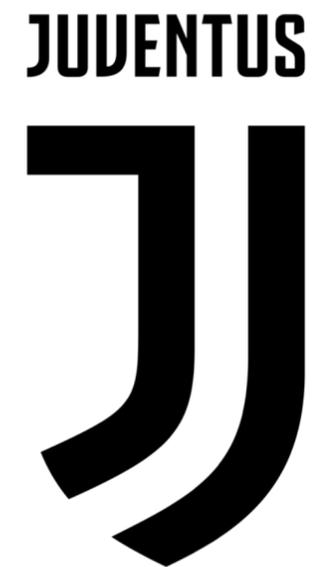


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# MONSTER KICKABOUT FOOTBALL BADGE INSPIRATION







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# MONSTER KICKABOUT HISTORICAL FOOTBALL FIGURE



# KEY WORDS



Here are some keywords you'll need to know to understand how amazing these players are.

**Ballon d'Or** - An annual football award for the best player over the previous year.

**Ballon d'Or Féminin** - An annual football award for the best player over the previous year. (Women's)

**Pundit** - A commentator who will describe the actions while analysing game play.

**Caps** - Player appearances for their national team.

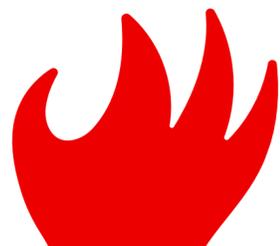
**Inducted** - Introduced into that environment.

**Pro-Licence** - Highest professional game coaching achievement.

**Debut** - A person's first appearance or performance in a role.

**VAR (Video Assistant Referee)** - Someone who helps the referee on pitch with decisions by watching the video footage.

**Goal Scoring Technology** - A system of cameras and/or sensors and computers that automatically sends a signal to the referee's watch.



# ***MEN PLAYERS***

# PELÉ

## Country

Brazil

## Player Position

Forward

## Number of Caps

92

## Fun Facts

1. Pelé led Brazil to their first World Cup win and was the youngest player to win the World Cup at 17 years old.
2. Pelé is the only player in the history of the game to win three World Cups.

COPA90



# BOBBY MOORE

## Country

England

## Player Position

Defender

## Number of Caps

108

## Fun Facts

1. Bobby Moore has an OBE
2. Bobby was made the youngest captain of the England team in 1964, at aged 23 and went on to win the World Cup trophy in 1966.

COPA90



# DIEGO MARADONA

## Country

Argentina

## Player Position

Attacking Midfielder, Second Striker

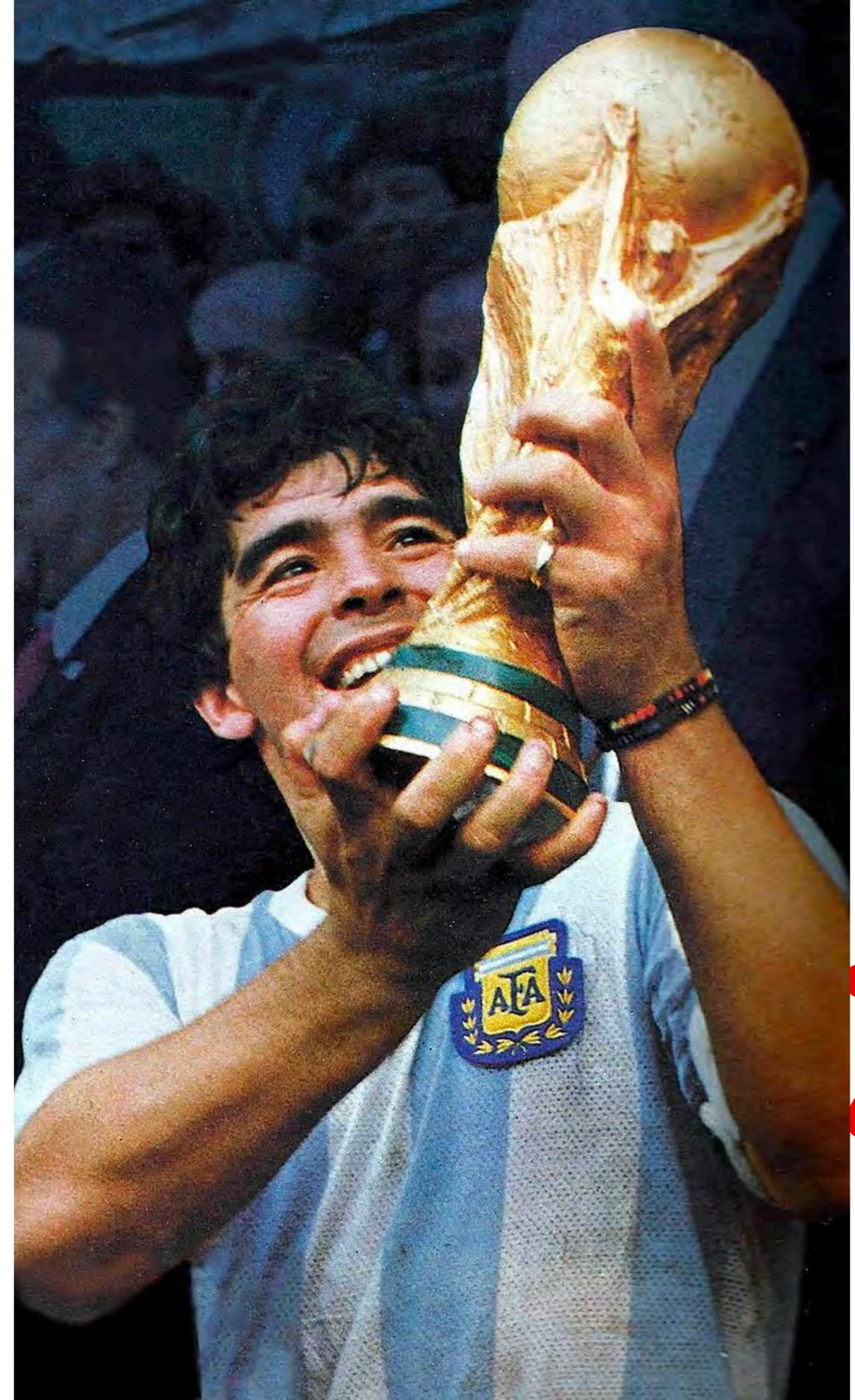
## Number of Caps

91

## Fun Facts

1. At aged 15, Maradona made his first professional debut in 1976 for Argentinos Juniors.
2. Maradona scored 34 goals for Argentina.

COPA90



# ZINEDINE ZIDANE

## Country

France

## Player Position

Attacking Midfielder

## Number of Caps

108

## Fun Facts

1. Zinedine started playing football when he was 5 years old.
2. After he retired from football he became a manager at Real Madrid, winning 11 trophies.

COPA90



# JOHAN CRUYFF

## Country

Netherlands

## Player Position

Forward, Attacking Midfielder

## Number of Caps

108

## Fun Facts

1. Johan's professional career began when he was 17 years old.
2. Johan has won the Ballon d'Or 3 times, in 1971, 1973 and 1974.

COPA90



# LIONEL MESSI

**Country**  
Argentina

**Player Position**  
Forward

**Number of Caps**  
108

## Fun Facts

1. Lionel has won 7 Ballon d'Or awards.
2. Lionel is the only player with two World Cup Golden Balls, an award for the outstanding player at the tournament.

COPA90



# ERIC CANTONA

## Country

France

## Player Position

Forward

## Number of Caps

45

## Fun Facts

1. Eric won the 1988 U21 European Championships with a hat-trick in a quarter final against England.
2. Eric wore the iconic No. 7 shirt for Manchester United and was known for turning up his collar - his trademark look.

COPA90



# GEORGE WEAH

## Country

Liberia

## Player Position

Striker

## Number of Caps

75

## Fun Facts

1. George was the first African player to win the Ballon d'Or in 1995.
2. George became the first former African professional football player to become the President of Liberia.

COPA90



# FRANZ BECKENBAUER

**Country**  
Germany

**Player Position**  
Defender

**Number of Caps**  
103

## Fun Facts

1. Nicknamed 'Der Kaiser' because of his elegant style, dominate and leadership on the field.
2. Franz captained and managed Germany's World Cup - winning teams in 1974 and 1990.

COPA90



# RONALDO NAZÁRIO

## Country

Brazil

## Player Position

Striker

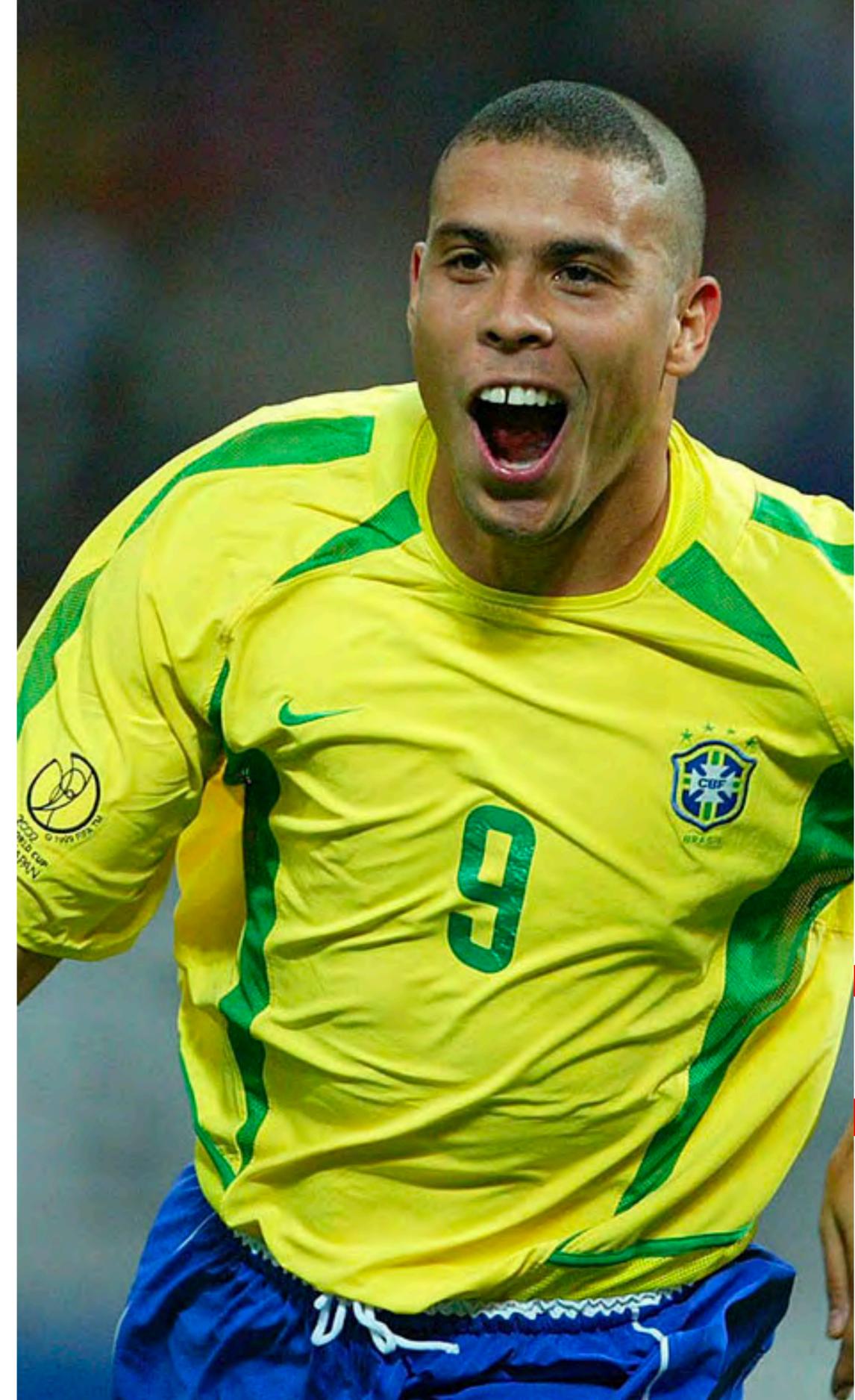
## Number of Caps

98

## Fun Facts

1. At age 17, Ronaldo was the youngest member of the Brazilian squad that won the 1994 FIFA World Cup.
2. At 21, Ronaldo received the 1997 Ballon d'Or and remains the youngest player to win the award.

COPA90



**SPORTS  
DIRECT**



# MONSTER KICKABOUT HISTORICAL FOOTBALL FIGURE



# KEY WORDS



Here are some keywords you'll need to know to understand how amazing these players are.

**Ballon d'Or** - An annual football award for the best player over the previous year.

**Ballon d'Or Féminin** - An annual football award for the best player over the previous year. (Women's)

**Pundit** - A commentator who will describe the actions while analysing game play.

**Caps** - Player appearances for their national team.

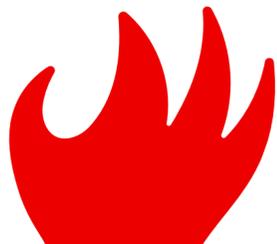
**Inducted** - Introduced into that environment.

**Pro-Licence** - Highest professional game coaching achievement.

**Debut** - A person's first appearance or performance in a role.

**VAR (Video Assistant Referee)** - Someone who helps the referee on pitch with decisions by watching the video footage.

**Goal Scoring Technology** - A system of cameras and/or sensors and computers that automatically sends a signal to the referee's watch.



# ***WOMEN PLAYERS***

# FARA WILLIAMS

## Country

England

## Player Position

Forward

## Number of Caps

172

## Fun Facts

1. Fara began playing football at the age of 7.
2. Fara never had a dream to become a footballer, she just really enjoyed playing the sport.

COPA90



# MARTA

## Country

Brazil

## Player Position

Forward

## Number of Caps

174

## Fun Facts

1. Marta became the first footballer to score 5 straight goals in the Olympics.
2. Marta started perfecting her skills as a young child by kicking abandoned deflated footballs.

COPA90



# LILY PARR

## Country

England

## Player Position

Left Winger

## Fun Facts

1. One of the groundbreaking players of the famous Dick Kerr Ladies during early 20th century.
2. Lily helped bring a crowd of 53,000 spectators to a Boxing Day match in 1920.
3. Lily scored around 1,000 goals in her 30 year football career.

COPA90



# ALEX SCOTT

## Country

England

## Player Position

Winger

## Number of Caps

140

## Fun Facts

1. In 2019, Alex was inducted to the English Football Hall of Fame
2. After Alex retired from football she become a pundit for BBC Sport.

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# ADA HEGERBERG

## Country

Norway

## Player Position

Striker

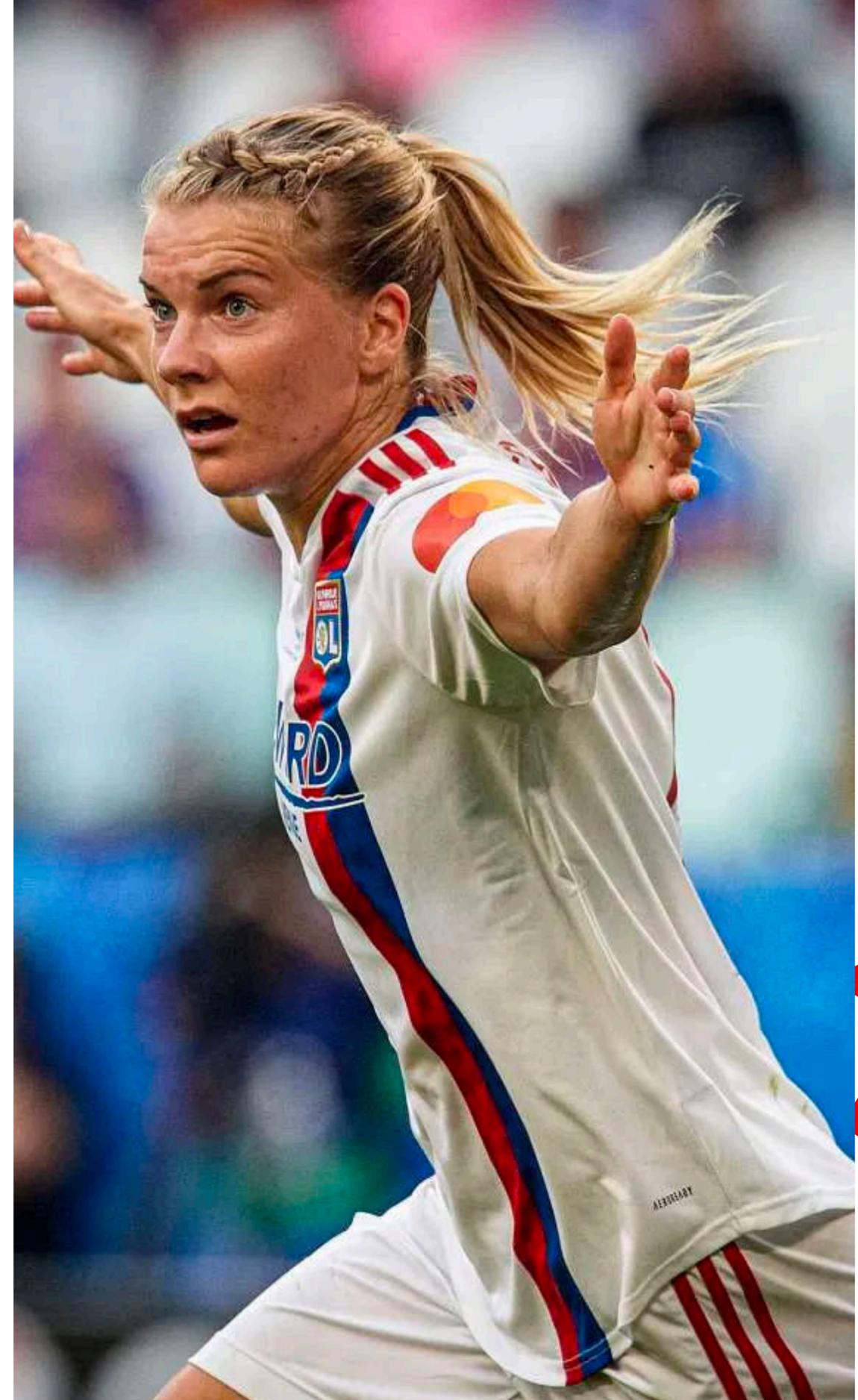
## Number of Caps

76

## Fun Facts

1. History maker, Ada Hegerberg became the first winner of the Ballon d'Or Féminin in 2018.
2. Ada made here first professional debut in 2010, when she was 15 years old.

COPA90



# HOPE POWELL

## Country

England

## Player Position

Midfielder / Manager

## Number of Caps

66

## Wins

## Fun Facts

1. Hope became the first woman to hold a UEFA Pro License, the highest qualification available to any manager.
2. Hope managed the England Lionesses for 15 years from 1998 -2013

COPA90



# MIA HAMM

## Country

USA

## Player Position

Forward

## Number of Caps

276

## Fun Facts

1. Mia has played with the U.S Women's national team for 17 years.
2. Two-time FIFA Women's World Cup champion in 1991 and 1999.

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# SARINA WIEGMAN

## Country

Netherlands

## Player Position

Central Midfielder, Defender, Manager

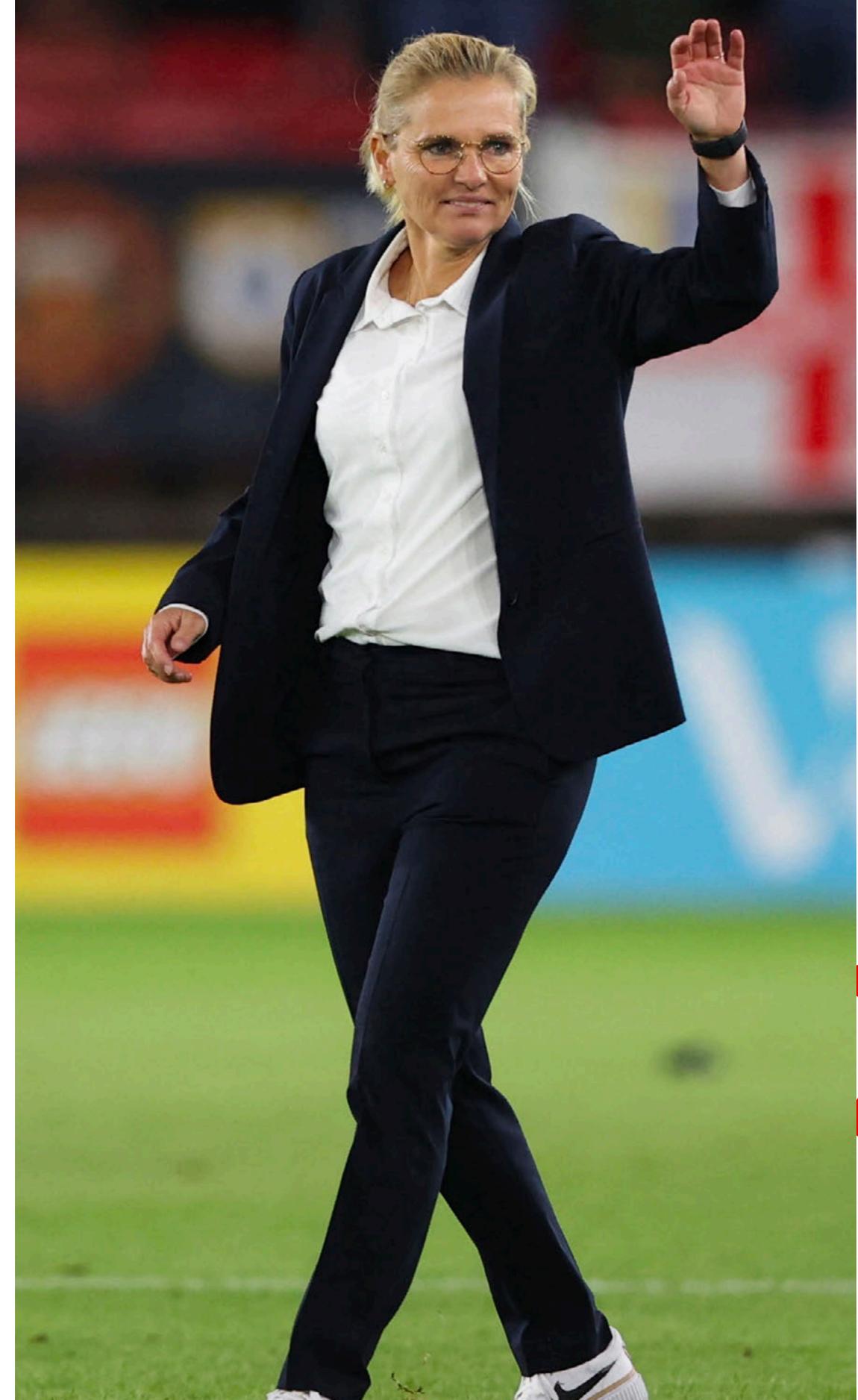
## Number of Caps

99

## Fun Facts

1. As a manager, Sarina later went on to win the women's Euro 2020 title with England.
2. As a manager, she led the Netherlands and England women's national teams to win the major European tournaments.

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# BIBIANA STEINHAUS

**Country**  
Germany

**Role in Game**  
Referee

## Fun Facts

1. Bibiana was the first female referee in the Bundesliga (Men's German League).
2. Bibiana used to be a policewomen.
3. Before becoming a referee, Bibiana played for SV Bad Lauterberg.



# MEGAN RAPINOE

## Country

USA

## Player Position

Midfielder, Winger

## Number of Caps

202

## Fun Facts

1. Megan led the USA women's team to World Cup victory twice.
2. Megan has a twin called Rachel who also plays professional football.

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# SUPERFAN

Create your superfan character



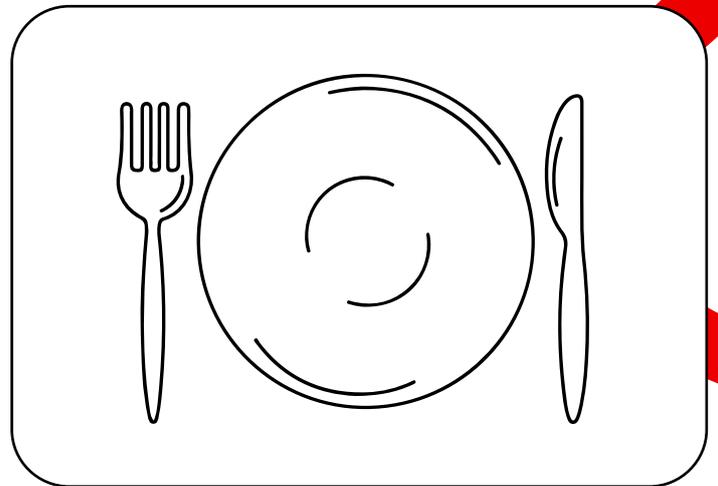
COUNTRY FLAG

A large, empty rounded rectangle with a black border, intended for drawing a country flag.

SUPERFAN

A large, empty rounded rectangle with a black border, intended for drawing a superfan character.

NATIONAL DISH



AN ITEM THAT WILL REMIND YOU OF HOME

A large, empty rounded rectangle with a black border, intended for drawing an item that reminds you of home.

STAR PLAYER ON THE NATIONAL FOOTBALL TEAM

A large, empty rounded rectangle with a black border, intended for writing the name of a star player on the national football team.

# FOOTBALL BOOT OF THE FUTURE



Add your features to the boot outline.

Make sure to label the game-changing elements and explain what makes them different.

Is it to make them lighter so the player goes faster? Or does it have more spikes to provide players with better control?

The only limit is your imagination!

