



SPORTS  
DIRECT



NATIONAL SCHOOL  
SPORTS WEEK 2024

# WELCOME

## TO MONSTER KICKABOUT AND NATIONAL SCHOOL SPORTS WEEK

We're back with a one-off Euro 2024 special event, to support Youth Sport Trust's National School Sports Week, with football themed activities for you and thousands of other schools across the U.K. to take part in.

In this resource pack you will find...

- Games and Activities to help you host active lessons with links to demonstration videos.
- Classroom activities to bring football back into the classroom.
- A wall chart to help your students follow the Euro 2024 tournament.
- An Active Planner card and participation certificate for students.
  - Extra activities for students to take home or enjoy in class.
    - A 'Sports Star Friday' poster.
    - And most importantly, lots of fun!



Scan for  
Digital Files or  
resources



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SPORTS WEEK 2024

# Mo's Mission

## MO SAYS...

*"Every young person should grow-up happy, healthy and with the opportunity to achieve their full potential. Ensuring they are physically active for 60-minutes a day is an important part of making this happen."*

*"Too few children in the UK are exercising regularly and it's having a detrimental impact on their health and wellbeing. In my new role as National School Sport Champion, it is my mission to get as many young people moving on a daily basis as possible."*

*The power of sport helped me find my passion as a young person, so I'm firmly encouraging kids across the UK to get involved in '60 minutes a day - of PE, Sport and Play.'*

**PLEDGE 60 MINUTES A DAY OF  
PE, SPORT AND PLAY HERE!**



## JOIN MO'S MISSION: LET'S GET MOVING TOGETHER!

Four-time Olympic Champion Sir Mo Farah CBE, National School Sport Champion for the Youth Sport Trust charity, has launched **Mo's Mission** to empower more children in the UK to be physically active. He wants all children and young people to get **60 minutes a day of PE, sport and play.**

Keep active after National School Sports Week:  
Join us and make your pledge today!

You can make your pledge by filling out our form and downloading your 60 minutes a day active tracker to keep track of your daily activity and encourage others to do the same!

Tag us in your progress, **@YouthSportTrust** on social media using **#MosMission**



## GAMES AND ACTIVITIES

To celebrate National School Sports Week and the upcoming European Championships, we have taken Europe's favourite sports and 'mashed' them up with Football to create six exciting new games for students to try during National School Sports Week.

Developed 'by young people, for young people' these games are designed for all abilities, ages, and stages, and include progressions, regressions, seated alternatives and additional leadership opportunities. Making sure your sessions are inclusive and safe is critical to success, and we advise using the S.T.E.P model when setting up your activities:

**SPACE** - Where is the activity happening?

**TASK** - Help the students understand the activity.

**EQUIPMENT** - What will be used?

**PEOPLE** - Who will be involved?

## DIFFERENTIATION AND INCLUSIVITY

Each activity has been designed to work flexibly across all age groups and abilities, and have the following variations to be used at your discretion:

### DIFFERENTIATION

**Extend** activities are to help to progress the games and create a bit more challenge for those who need it.

**Encourage** activities are to help to regress the games and make it a little easier for those who are finding it challenging.

### INCLUSIVITY

**Seated** activities provide an adaptation to the game, facilitating seated alternatives.

**Leadership** opportunities provide the chance for leaders to shine in a captain or coaching role.

## SET UP

Mark out 3 pitches each measuring an approximate of 30 x 20 yards (To help measure, 1 yard = 1 big step). The pitches can be adjusted as needed, based on the setup on each activity card.

The equipment needed for each activity is listed on each activity card.

## ACTIVITY SESSION 1

Session Format

Carousel of Activities (3 in total)

1. Activity 1: Football Cricket
2. Activity 2: Football Tennis
3. Activity 3: Football Handball

## ACTIVITY SESSION 2

Session Format

Carousel of Activities (3 in total)

1. Activity 4: Football Mini Golf
2. Activity 5: Football Athletics
3. Activity 6: Football Rugby

## ACTIVE PLANNER

Encourage your students to spend time tracking their 60 minutes a day of PE, sport and play.

## EURO 2024 WALLCHART

Help students to follow the excitement of the tournament by filling in a classroom wallchart each day, with scores and fixtures as they are decided.



## **CLASSROOM ACTIVITIES**

Through Monster Kickabout and National School Sports Week, we are taking inspiration from the Euro 2024 tournament to encourage Global Citizenship, by providing students with the opportunity understand and engage with the cultures of those teams participating in the tournament.

We are asking students to become ambassadors for one of the countries competing in Euro 2024 for the duration of National School Sports Week, and to help them fully immerse in their new ambassadorial roles, we have created a handful of activation activities for you to use at the start of each day!

### **MONDAY** **MONSTER KICKABOUT AMBASSADORS** **AND CULTURE CARDS**

Each student, pair of students, or table picks out a national team (See our Country Pick Sheet provided). They will become ambassadors for that country throughout the duration of National School Sports Week. As classwork or homework, students can complete a blank culture card by researching the key facts about their country.

### **TUESDAY** **MATCH THE FLAG**

Using the sheets provided in your resource pack, students will aim to match the flag to the correct country. This could be a chance for them to consult with other country's ambassadors who may have researched their own flag already.

### **WEDNESDAY** **KIT DESIGN AND TEAM CHANTS**

Kit Design - Students can use any of the templates found in the 'Design a Kit' section of the resource pack to design a new 'away' kit for their country. The more imaginative the design, the better! Students can look to incorporate their team's national flag colours and patterns, or move completely away from the traditional colours.

Team Chants - Using the information they have collated on their culture cards, students are asked to create a chant about their country that fans could sing in the stands! They could adapt a song they know, like the 'Gareth Southgate' version of Atomic Kitten's 'Whole Again', or create a brand new chant using their imagination, or help from an AI writing tool using facts from their Culture Cards.

### **THURSDAY** **WORDSEARCH**

Students are encouraged to complete one of the football-themed wordsearchs found in your resource pack.

### **FRIDAY** **PITCH PERFECT**

A chance for students to discuss in groups all the things they have learnt about their country and which activities they enjoyed. They could also give a short presentation to the class about why they love being an ambassador for their country.

### **SPORTS STAR FRIDAY**

Have fun, get dressed in your best sporty gear and join us in advocating for 60 minutes a day of PE, sport, and play.

## **EXTRA ACTIVITIES**

Visit your resource page on [monsterkickabout.com](https://monsterkickabout.com) to download and print additional activities to share with students throughout National School Sports Week and the Euro 2024 tournament.

Scan for  
Extra  
Activities

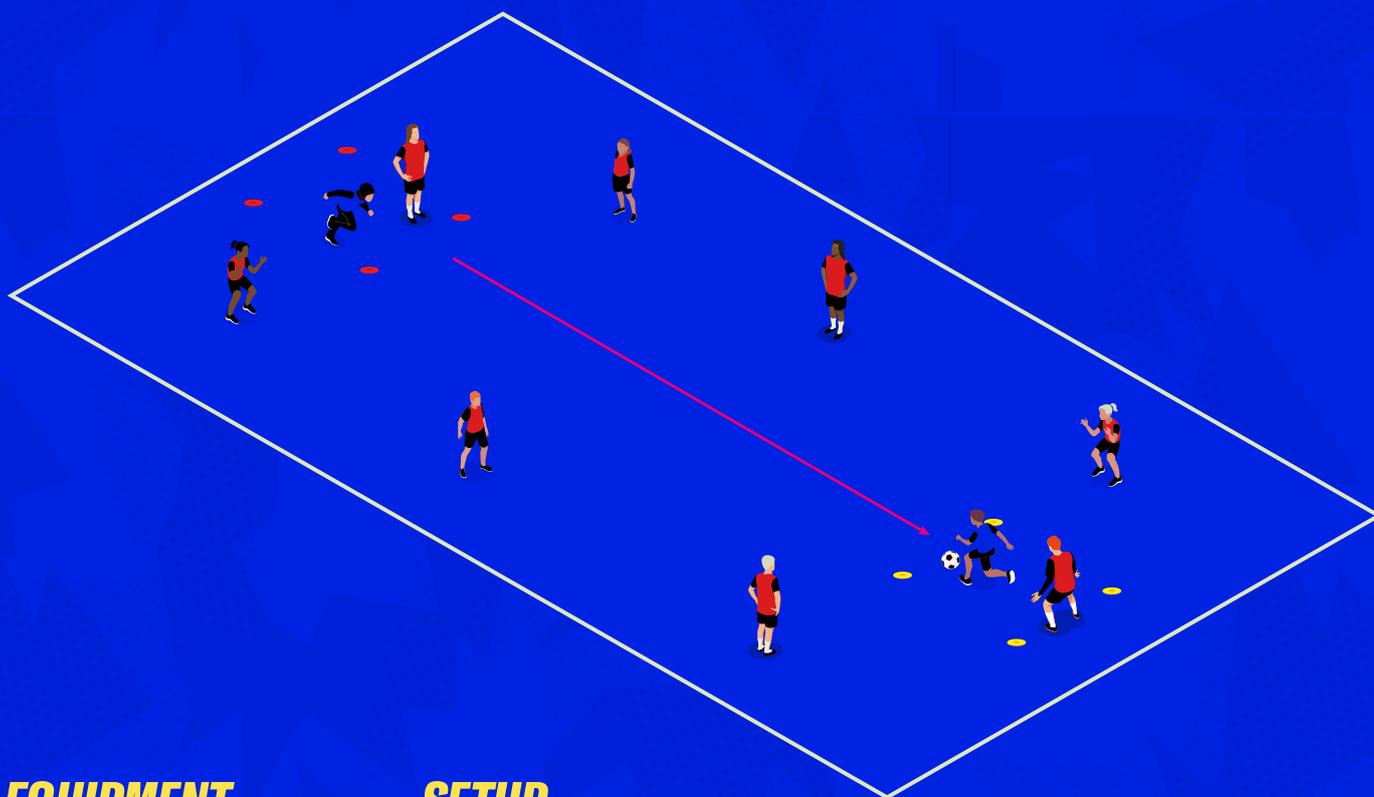


# ACTIVITY 1

## FOOTBALL

# CRICKET

This mash-up activity replaces bats for feet, with pairs working together to score runs in a fun game of cricket with a football twist.



## EQUIPMENT

- 1 Football.
- Coloured Bibs.
- Cones or Markers.

## SETUP

- Split 10 players into pairs (Each pair numbered 1 to 5)
- Set out the activity area as shown in the diagram, with two square boxes marked approximately 10 yards apart to form a batting box and a bowling box, with plenty of space surrounding the playing area.
- One pair are nominated as the batting pair. One batter must stand in the batting box in front of the wicket keeper, and the other Batter must stand in the Bowling Box.
- All other pairs become fielders, and must stand outside the boxes, but within the field of play.



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# FOOTBALL CRICKET

## GAME RULES

- The only people who can enter the boxes are the batters, bowler, and wicket keeper.
- The bowler must bowl the ball underarm and along the floor from the bowler's box to the batter's box.
- The wicket keeper and bowler pair must rotate at the same time as the batting pair so that every pair has a go in all positions.
- Each pair of batters has 2 overs (12 balls) to score as many runs as they can. They can never be 'out'.

## HOW TO PLAY

- The game starts with the bowler rolling the ball along the floor towards the batter and batting box.
- The batter must use their feet to kick the ball, with one touch, when it's bowled to them. Once they have kicked the ball, both batters then have the option to score runs, by each running back and forth between the two boxes.
  - 1 Run = Every time both batters cross over and make it to the opposite box (without anyone catching the ball or the bowler or wicket keeper receiving the ball in the box before they get there)
- 2 runs are deducted when:
  - A fielder makes a catch without the ball hitting the ground.
  - The wicket keeper or bowler catches the ball in one of the boxes and there is no batter in the box.
- After 1 over (6 balls) the bowler and wicket keeper switch positions.
- After 2 overs (12 balls) the batting pair tally their score, and all pairs rotate positions.
- The winners are the pair with the most runs at the end of the game.

## EXTEND

- Batters must use their opposite foot when kicking the ball.
- Increase the distance between the two boxes or increase the size of the playing field.
- Bowlers can bounce the ball to the batter.

## SEATED

- Bowlers and/or wicket keepers can be seated.
- Batters can use their hands instead of feet.
- Bell balls can be used.

## ENCOURAGE

- Batters can take additional touches before kicking the ball.
- Reduce the distance between the two boxes.
- Decrease the overall size of the playing field.

## LEADERSHIP

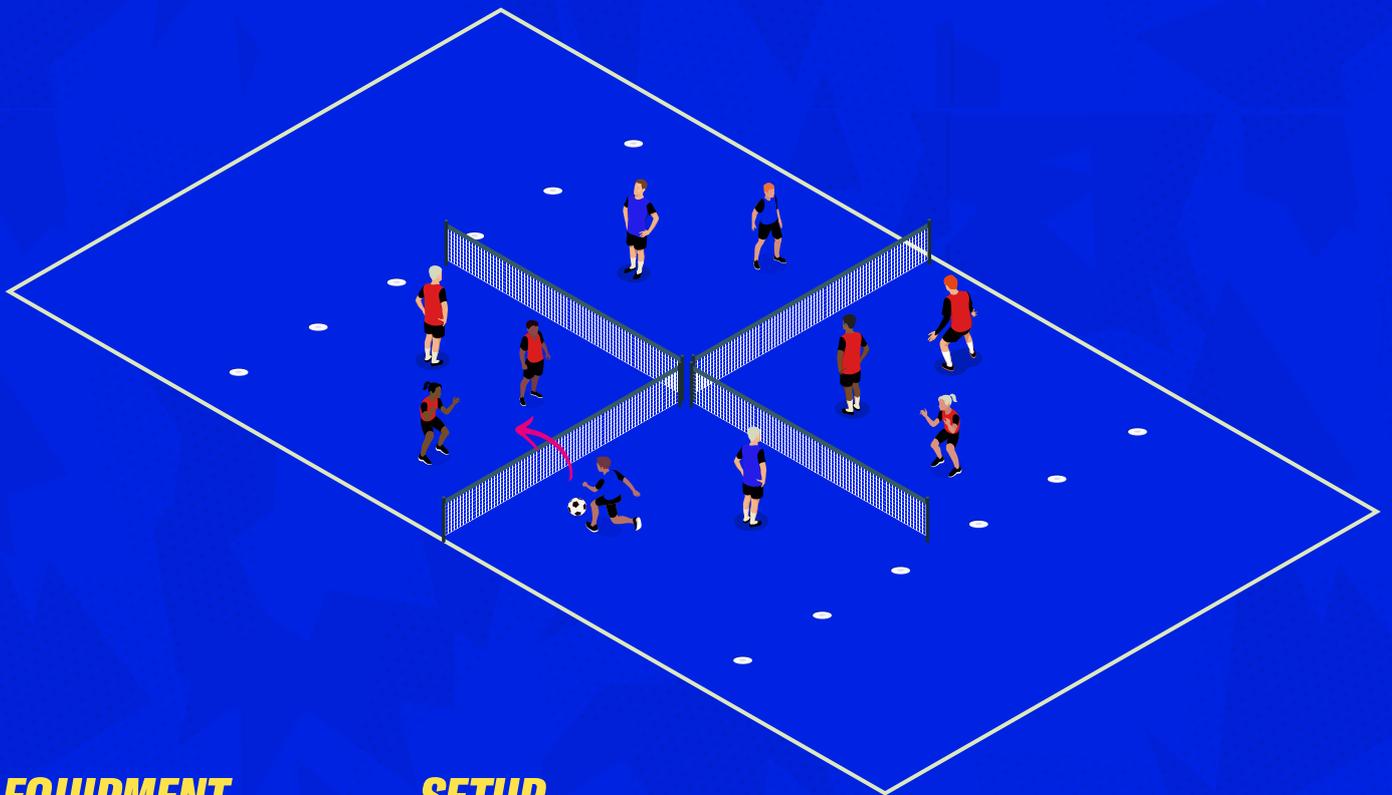
- Setup the activity and run a warm-up session with other players.
- Nominate 'Coaches' who support teammates with technical advice and can select one player to score double points.
- Nominate captains who set fielder placements and count the number of balls bowled or the score for the batters.

## ACTIVITY 2

# FOOTBALL

# TENNIS

A take on a Monster Kickabout favourite! Four teams play simultaneously in a game of control, accuracy, and teamwork, mixing tennis rules with football skills.



## EQUIPMENT

- 2 Footballs.
- 4 Tennis Nets (Benches or Cones can be used as a substitute).
- Cones or Markers.

## SETUP

- Setup a 10 x 10 yard square court with cones, divided into 4 quarter 'zones' using the nets.
- Divide between 8-12 players into 4 teams, with one team in each zone.



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# FOOTBALL TENNIS

## GAME RULES

- Each team must stay within their zone.
- The ball is only allowed to bounce once in your zone before a player touches it.
- The ball must land within the court to be deemed in-play.
- Players can use any part of their body except their arms and hands.
- The team who lost the last point restarts play.

## HOW TO PLAY

- One team starts with the football and serves it into another team's zone.
- Each team must try to move the ball into a different zone, without letting the ball bounce more than once before being touched by another player.
- Any player in a team can have as many touches as they like before returning the ball to another zone.
- If the ball bounces more than once between touches in a zone, the team that passed the ball into that zone wins a point, and the game is restarted.
- After 5 minutes, a second ball is introduced to the game.
- The winners are the team with the most points at the end of the game.

### EXTEND

- The team only has a maximum of three touches between them before they must return the ball, otherwise a point is awarded.
- The team can only return the ball with a stipulated body part.
- Make the zones and playing area bigger.

### SEATED

- Seated players can use their hands to volley the ball.
- Players can catch the ball before returning it.
- Players can throw the ball to others to return.

### ENCOURAGE

- Players can catch the ball before returning it.
- Increase the number of bounces before returning the ball.
- Make the zones and playing area smaller.

### LEADERSHIP

- Setup the activity and run a warm-up session with other players.
- Nominate 'Coaches' who provide technical advice to other players.
- Nominate captains who manage the encourage and extend rules (for example giving players extra touches) to promote inclusivity.

## ACTIVITY 3

# FOOTBALL

# HANDBALL

Combining elements of Handball, Bench Ball and Football, this activity promotes teamwork, quick thinking, and leadership, with two teams competing to score the most points.



## EQUIPMENT

- 1 Football.
- 2 Benches.
- 2 Goals (Cones can be used as a substitute).
- Coloured Bibs.
- Cones or Markers.

## SETUP

- Mark out a large pitch (Approximately 15 x 15 yards), split into two halves with a bench at each end.
- Behind each bench, place a goal at the end of the remaining space (to be used for penalties) with penalty spot marked by a cone.
- Split 10 players into 2 teams of 5.
  - 4 players from each team stand in the middle court, in front of the bench.
  - 1 player from each team starts by standing on the bench behind the other team. They become the penalty taker.



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# FOOTBALL HANDBALL

## GAME RULES

- Players must stay in their half unless they are the penalty taker or a nominated goalkeeper.
- Players can only use their hands to pass the ball whilst on the pitch.
- Players cannot move their feet whilst holding the ball.
- Penalty takers must have both feet on the bench when catching the ball.
- The penalty taker must change after every penalty.
- A different goalkeeper must be selected after each penalty.

## HOW TO PLAY

- Each team must aim to get their ball to the penalty taker on the bench, so that they can then take a penalty and score a goal for the team.
- Each team has four players on the pitch with a ball, and one penalty taker on the bench behind the other team.
- Once the game starts, both teams must try to get their ball to their penalty taker on the bench, whilst also trying to stop the other team doing the same.
- If the penalty taker catches the ball whilst standing on the bench, their team are awarded a penalty.
- Play stops immediately, and the opposing team has 10 seconds to send a goalkeeper to try and save the penalty.
- If the penalty is scored, the team is awarded 1 point.
- The penalty taker is then swapped for a different player on the team.
- Play the restarts and continues.
- Once players understand the game, play can then become continuous, with penalties being taken whilst the match on the pitch continues.
- The winners are the team with the most points at the end of the 10 minutes.

### EXTEND

- Each player on the team must touch the ball before a pass can be made to the penalty taker.
- The penalty taker must be on their knees on the bench.
- Penalties must be taken with the opposite foot.

### ENCOURAGE

- Allow 2 penalty takers on the bench for each team.
- Move the penalty spot closer to the goal.
- Make the overall pitch size smaller.

### SEATED

- All players on the pitch can be seated.
- The bench can be replaced with a coned 'end zone' for the penalty taker.
- Players can throw the ball when taking a penalty.

### LEADERSHIP

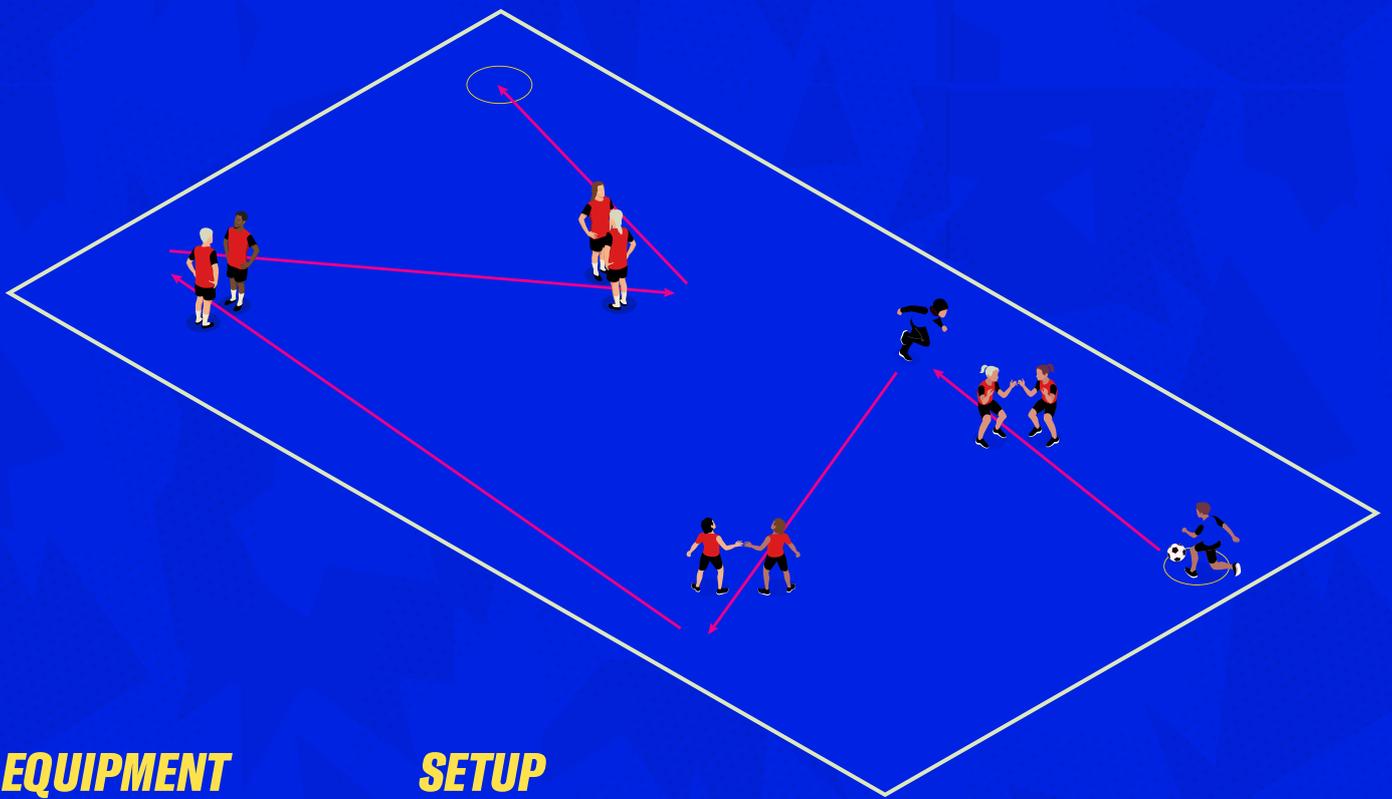
- Setup the activity and run a warm-up session with other players.
- Nominate 'coaches' who manage their team on the court and allocate roles as defenders and attackers.
- Nominate captains who manage the encourage and extend rules for their team to promote inclusivity.

## ACTIVITY 4

# FOOTBALL

# MINI GOLF

In this innovative sport mash-up, players create their own unique Mini-golf course using their bodies or props, with golfers using football techniques to navigate the course. The game inspires fun and creativity, alongside control and strategic thinking.



## EQUIPMENT

- 1 Football.
- Coloured Bibs.
- Cones or Markers (or Hula Hoops to mark the holes).

## SETUP

- Split 10 players into pairs (Each pair numbered 1 to 5)
- Using cones and or hula hoops, set out a circle for the tee and a circle for the hole, approximately 25 yards apart.



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# FOOTBALL MINI GOLF

## GAME RULES

- The aim is for both golfers in a pair to complete the hole, passing through all the obstacles, in as few shots as possible.
- Golfers can only use their feet to play a shot.
- Golfers must work as a pair and have one ball between them.
- The ball must be stationary before a shot can be played.
- Each pass counts as one shot. A 'stop' touch does not count towards the score.
- Players who are part of an obstacle cannot interfere with the ball.
- If the ball goes outside the area, golfers play their next shot from the point where the ball went out.

## HOW TO PLAY

- Each pair will take turns to be the golfers and 'play the hole'. Pair 1 goes first and starts with the ball in the tee box.
- The remaining pairs begin in the space between the tee and the hole and will create the 'obstacles' for the hole using their bodies, which the golfers have to play through in order to complete the hole.
- Students are encouraged to be creative with their obstacles, e.g. tunnels, bridges, and windmills.
- The golfers must work together to pass their ball through each of the obstacles and in to the hole, in the least shots possible.
- To keep control of the ball, golfers must pass to each other to make their way through the obstacles.
- The ball must be controlled in the hole to end the scoring.
- After the golfers complete their hole, they join the obstacle pairs and the next pair become the golfers.
- A new set of obstacles are then created for the next pair of golfers.
- This process continues until all 5 pairs have completed a hole.
- The winners are the team with the fewest number of shots required to complete their hole.

## EXTEND

- Golfers must use their opposite foot.
- Make the hole or obstacle gaps smaller.
- Introduce a handicap to give certain players less shots.

## SEATED

- Golfers can roll the ball instead of kicking it.
- Other equipment can be used to create the obstacles.

## ENCOURAGE

- Introduce a handicap to give certain players more shots.
- Reduce the distance between the tee, obstacles, and the hole.

## LEADERSHIP

- Setup the activity and run a warm-up session with other players.
- If a pupil shows a talent for coming up with creative obstacle ideas, nominate them as a 'Creative Captain' to assist with ideas for obstacles for other students.
- Nominate 'Top Golfers', who other players can ask for advice when they are not sure what shot to play.

# ACTIVITY 5

## FOOTBALL

# ATHLETICS

This activity brings together movement, balance, throwing and jumping in an all-round athletics and football mash-up. Players attempt to win points for their team using agility, speed and accuracy.



## EQUIPMENT

- 2 Footballs.
- 2 Benches.
- 2 Goals (Cones can be used as a substitute).
- Coloured Bibs.
- Cones (Hula Hoops can also be used to mark the throwing area).

## SETUP

- Mark out two pitches side-by-side with a goal at one end of each pitch.
- Use cones to mark a circular Rondo Zone at the other end of each pitch.
- Mark a throwing circle in front of the goal, using a hula hoop or cones.
- Place a balance bench in between each Rondo Zone and throwing circle.
- Divide 10 players into 2 teams of 5 (Red Team and Blue Team)
- Each team member numbers themselves 1 to 5.
- Each pitch starts with player 1 from the opposing team as a defender, and players 2 to 5 as attackers.



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# FOOTBALL ATHLETICS

## GAME RULES

- The aim is for all 5 members of the team to have completed a relay by winning the ball in the Rondo Zone, walking along the bench and taking a penalty.
- Attackers can have as many touches as they like in the Rondo Zone.
- All players can only use their feet in the Rondo Zone.
- Only defenders are allowed on the balance bench.
- The defender must carry the ball in their hands whilst on the bench.
- Players must jump off the balance bench into the throwing circle.
- Only defenders are allowed in the throwing circle.
- Penalties must be taken using a 'shot put technique' - pushing upwards from the shoulder.
- 1 point is awarded where the ball hits the floor before going into the goal.
- 2 points are awarded where the ball does not hit the floor before going into the goal.

## HOW TO PLAY

- The game starts with both sets of attackers passing the ball around in Rondo Zone, with the defenders trying to intercept the ball or force the attackers to pass it out of the Rondo Zone.
- As soon as this happens, the defender picks up the ball and crosses the balance bench into the throwing circle.
- The defender then takes a penalty into an empty goal using a shot putt technique, scoring points according to the rules.
- The defender then collects the ball and runs back to their own team's Rondo Zone.
- The defender then becomes an attacker and the next numbered player in the team becomes the defender in the opposite team's Rondo Zone.
- Play restarts and the process repeats until all five players have taken a penalty.
- The teams then total their score and the team with the highest score wins. If the scores are tied, the team finishing first wins.

## ENCOURAGE

- Make the Rondo Zone smaller (for defenders) or bigger (for attackers).
- Move the goal closer to the throwing circle.

## EXTEND

- Players must use their opposite foot.
- Make the Rondo Zone smaller (for attackers) or bigger (for defenders).
- Move the goal further away from the throwing circle.

## SEATED

- Attackers pass the ball with their hands.
- Benches replaced with a cone run.

## LEADERSHIP

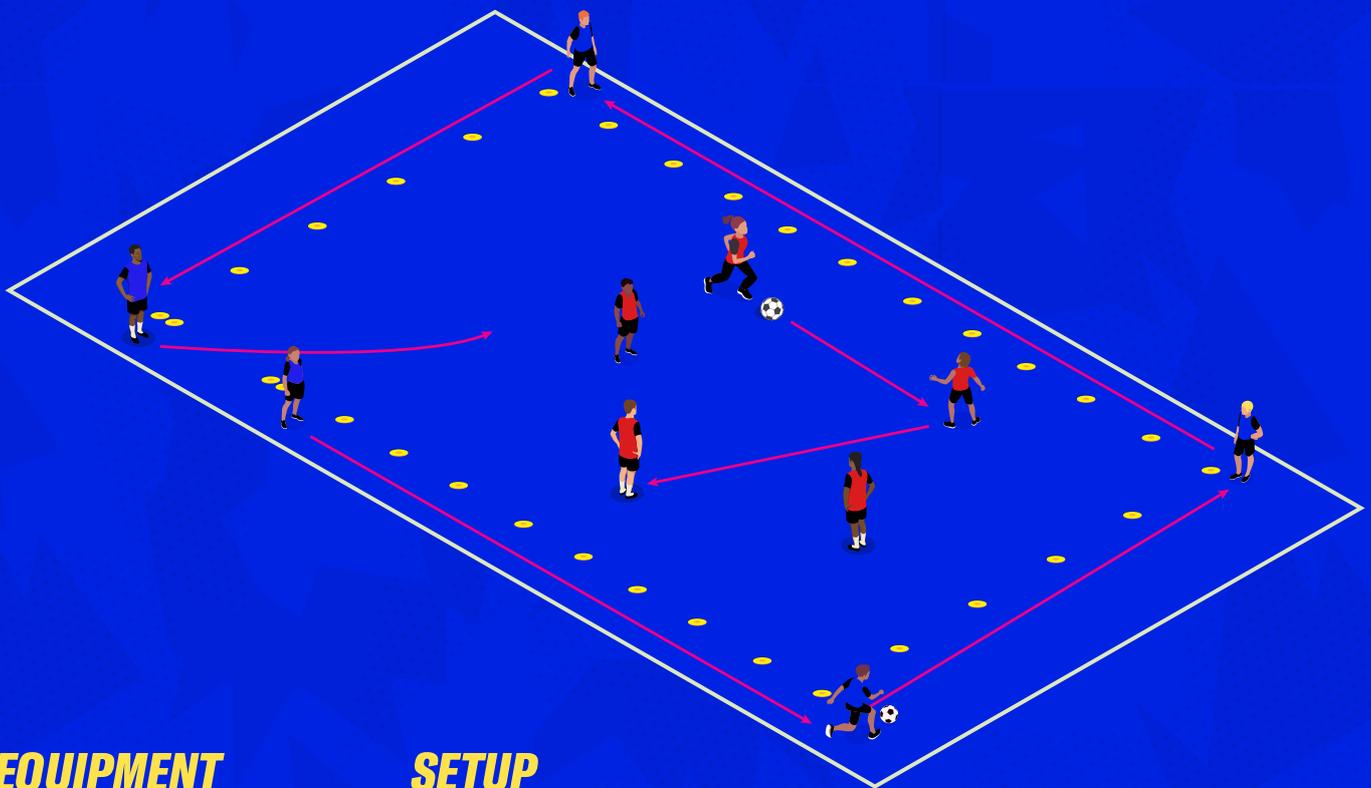
- Setup the activity and run a warm-up session with other players.
- Nominate a captain to encourage the team and ensure everyone is equally involved and enjoying the activity.
- A captain can score double points for their penalty, or they can nominate another player to score double points.
- A captain can run a short feedback session at the end to ensure everyone enjoyed the activity, which parts they enjoyed, and what they would do differently next time.

# ACTIVITY 6

## FOOTBALL

# RUGBY

In this fast-paced mash-up game of rugby and football, a rugby team tries to eliminate a football team by capturing their 'tails' in the fastest time possible, using teamwork, quick decision-making, and energetic gameplay.



### EQUIPMENT

- 1 Football.
- Coloured Bibs.
- Cones or Markers.

### SETUP

- Divide 10 players into 2 teams of 5 (Red Team and Blue Team).
- Using cones, mark the playing area, leaving a small entrance at one corner.
- One team start as rugby players, with one player at each corner outside the square, and two players starting on the corner with the entrance.
- The other team start as the football players in the middle of the square with one football. Each football player should each wear a bib as a 'tail'.



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# FOOTBALL RUGBY

## GAME RULES

- A rugby player can only enter the playing area and begin trying to capture tails once their ball has travelled all the way around the area.
- The ball must travel all the way around the area again before the next rugby player can enter.
- Rugby players running with the ball must pass to the next player before reaching them.
- Football players and their 'Golden Ball' must remain in the area.
- When a football player's tail has been taken, they are out, and move outside the area.
- Football players are only allowed to use their feet to pass the ball.
- Football players are not allowed to touch their tails during gameplay and they must be clearly visible.

## HOW TO PLAY

- The aim is for the rugby players to capture all of the football player's tails as quickly as possible.
- The game starts with the footballers passing the ball to each other within the area.
- At the same time, the rugby player holding the ball on the outside of the area begins to run with the ball towards the next rugby player, passing the ball to them when they are close enough, using a rugby pass technique.
- The first rugby player then stops on the corner, and the second rugby player continues the relay. This continues until the last rugby player reaches the start again.
- At this point, the last rugby player enters the area and starts trying to capture the football player's tails. The other rugby players continue to move around the outside of the area.
- Once a new rugby player reaches the area, they must swap with the existing rugby player, who in turn returns to the start of the rugby relay.
- Football players must avoid the rugby player whilst also passing the ball to each other. If a football player's tail is captured, they are out and must leave the area. The game ends once all the football players are out.
- If at any point a rugby player captures the tail of a football player in possession of the Golden Ball then ALL the footballer players are immediately out.

### EXTEND

- Rugby players must hop instead of run.
- Football players can only use their opposite foot.
- Increase the size of the pitch.

### SEATED

- Both teams use their hands to pass the ball.
- Rugby players don't move and roll back.
- Rugby players pass the ball around the outside of the square until 4 laps have been completed. Football players try to complete as many passes as they can in this time.

### ENCOURAGE

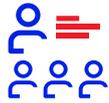
- Increase the number of rugby players or football players on one team.
- Decrease the size of the pitch.
- Allow 2 rugby players in the area.

### LEADERSHIP

- Setup the activity and run a warm-up session with other players.
- Nominate a captain in charge of encouraging the team to ensure everyone is equally involved and enjoying themselves.
- If the captain captures a player with the Golden Ball, then they can set a challenge for the other team to complete.



# ACTIVE PLANNER



Encourage your teachers to make **all lessons active!**



Set a daily step count goal!



Walk, cycle or scoot to and from school!



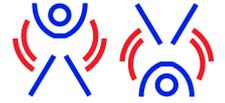
Work as a team with class mates!



Fuel your body!



It's more fun with others!



Be creative and have fun!

## WEEKLY PLANNER

	Before school	Morning lessons	Lunch time	Afternoon lessons	After school	After dinner	How do you feel? Total minutes
<b>Example</b>	Bike 2 school	Active	Trim trail	Active art	Football	Skipping	Happy!
<b>Minutes</b>	10	10	15	5	10	10	60
<b>Mon</b>							
<b>Tues</b>							
<b>Weds</b>							
<b>Thurs</b>							
<b>Fri</b>							
<b>Sat</b>							
<b>Sun</b>							
<b>Total</b>							

Share your progress and inspire others to do **60 minutes a day, of PE, Sport and Play #NSSW2024**

**Remember:** You're aiming for 30 minutes during the school day and 30 minutes outside of school, Averaging 420 minutes per week!

For young disabled people, the Chief Medical Officers' recommendation is for 20 minutes of physical activity every day and strength and balance activity three times a week.

Find out more: [www.youthsporttrust.org/nssw](http://www.youthsporttrust.org/nssw) | @YouthSportTrust | #NSSW2024 | #MonsterKickabout



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YOUTH  
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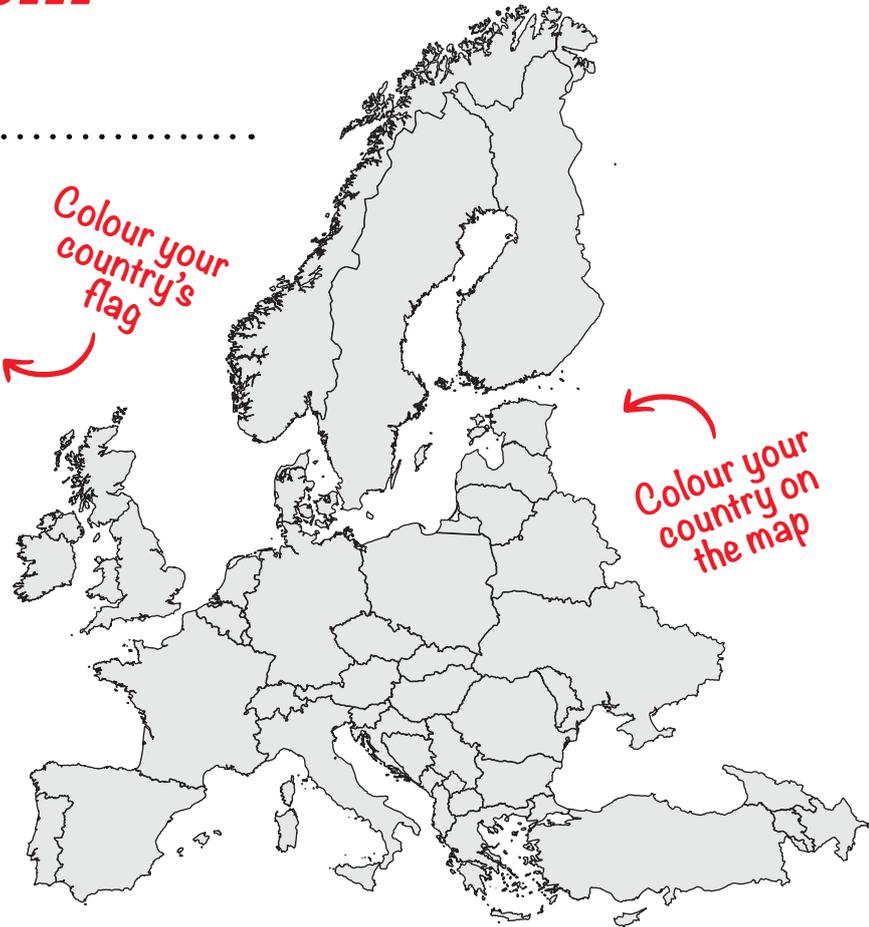
# MY COUNTRY IS...

**FLAG**

Colour your  
country's  
flag



Colour your  
country on  
the map



Answer the  
following for  
your country...



**CAPITAL CITY**

**FOOTBALL TEAM MANAGER**

**POPULATION**

**FOOTBALL TEAM CAPTAIN**

**LANGUAGE**

**HOME KIT COLOURS**



@MONSTERKICKABOUT  
@YOUTHSPORTTRUST



@MKICKABOUT  
@YOUTHSPORTTRUST



@MONSTERKICKABOUT  
@YOUTHSPORTTRUST

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# COUNTRY PICK SHEET

CUT OUT THE COUNTRIES FOR STUDENTS TO  
PICK THEIR COUNTRY AT RANDOM.

**ALBANIA**

**AUSTRIA**

**BELGIUM**

**CROATIA**

**CZECHIA**

**DENMARK**

**ENGLAND**

**FRANCE**

**GEORGIA**

**GERMANY**

**HUNGARY**

**ITALY**

**NETHERLANDS**

**POLAND**

**PORTUGAL**

**ROMANIA**

**SCOTLAND**

**SERBIA**

**SLOVAKIA**

**SLOVENIA**

**SPAIN**

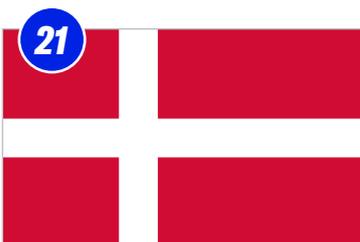
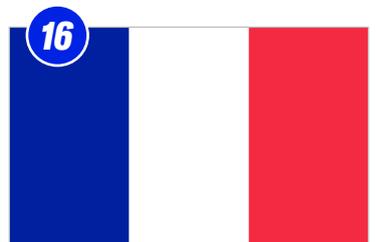
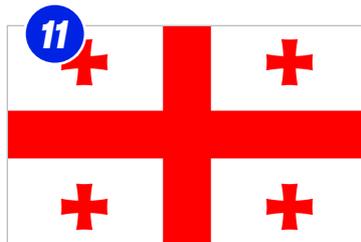
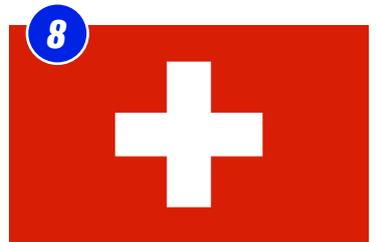
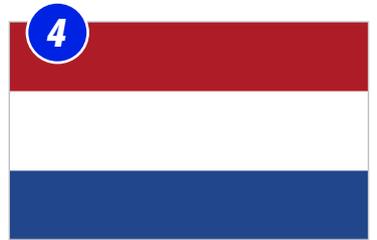
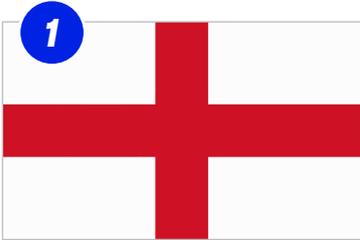
**SWITZERLAND**

**TÜRKIYE**

**UKRAINE**



# MATCH THE FLAG





# MATCH THE FLAG

Match the number of the flag that belongs to the following Euro 2024 national teams.

- Albania
- Austria
- Belgium
- Croatia
- Czechia
- Denmark
- England
- France
- Georgia
- Germany
- Hungary
- Italy

- Netherlands
- Poland
- Portugal
- Romania
- Scotland
- Serbia
- Slovakia
- Slovenia
- Spain
- Switzerland
- Türkiye
- Ukraine



# MATCH THE FLAG

Match the number of the flag that belongs to the following Euro 2024 national teams.

- |    |         |    |             |
|----|---------|----|-------------|
| 17 | Albania | 4  | Netherlands |
| 14 | Austria | 23 | Poland      |
| 7  | Belgium | 6  | Portugal    |
| 24 | Croatia | 2  | Romania     |
| 19 | Czechia | 12 | Scotland    |
| 21 | Denmark | 3  | Serbia      |
| 1  | England | 13 | Slovakia    |
| 16 | France  | 20 | Slovenia    |
| 11 | Georgia | 22 | Spain       |
| 10 | Germany | 8  | Switzerland |
| 18 | Hungary | 5  | Türkiye     |
| 9  | Italy   | 15 | Ukraine     |



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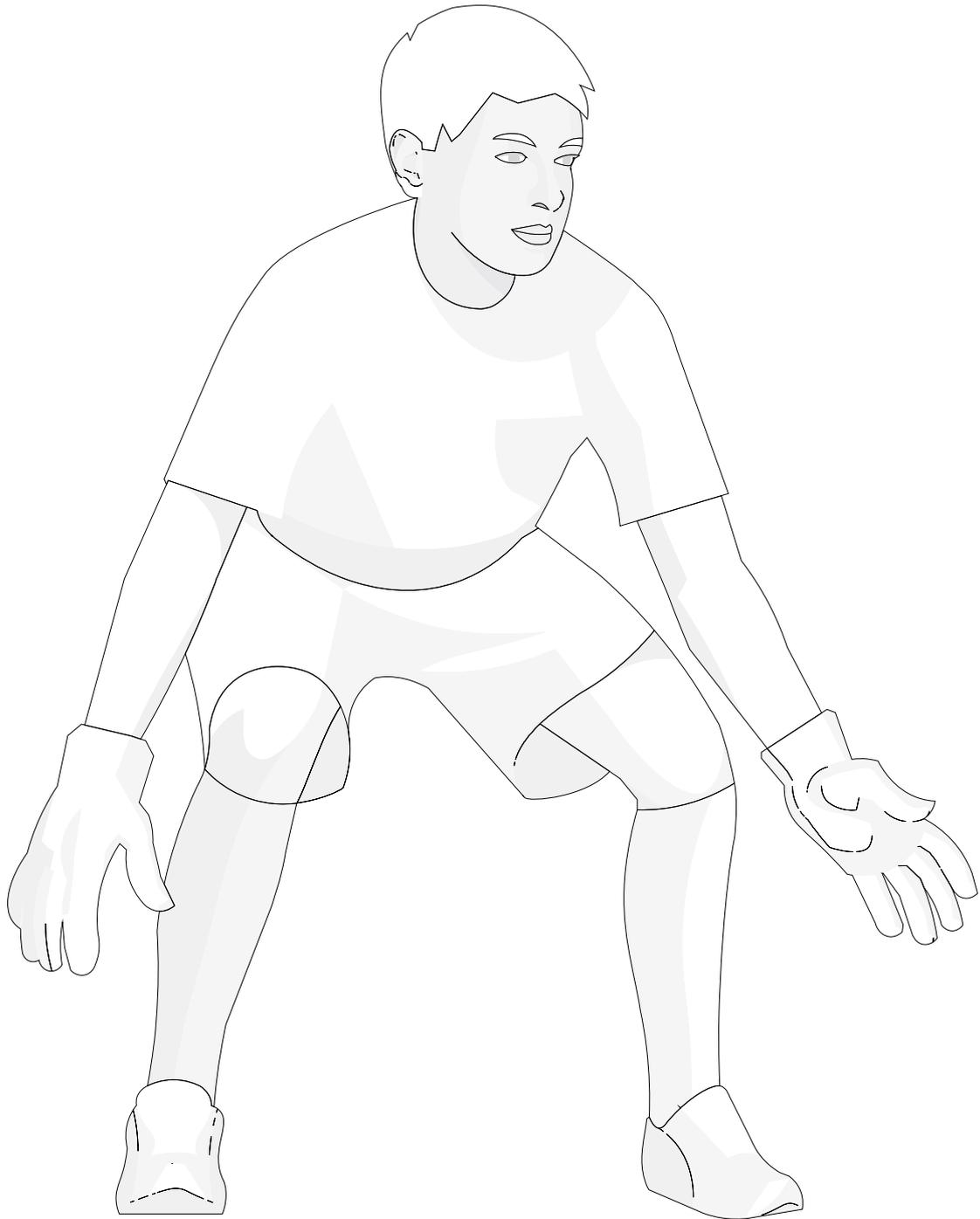
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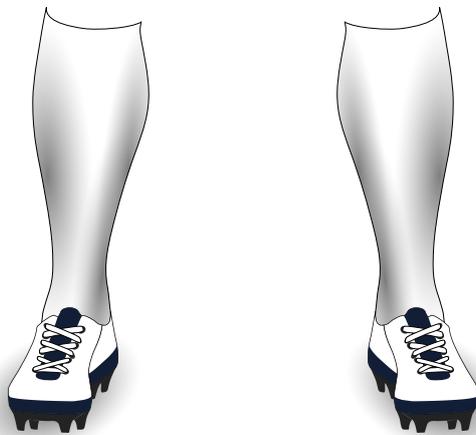
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# WORDSEARCH

Find the 20 Euro 2024 related words in the grid below, either horizontally or vertically.

B L D V Q W G Z G P Y G D A J  
O L E U J C H A M P I O N S E  
O N F E X B E A M M X A N U V  
T F E F F S D W A E V L B Q E  
S Z N A I T R M T N G K P G M  
F K D N L A I M C G C E E Q O  
O I E T A D B T H L O E N E N  
O C R R L I B E O A Z P A C S  
T K O O E U L A M N W E L F T  
B K O P G M E M J D Q R T C E  
A U I H V T S H O O T Y Y V R  
L V D Y T O U R N A M E N T Q  
L D F G R S R M I P Z I O G U  
G C D B Z F S C O T L A N D B  
D W I N N E R S V W H C R L L

**TOURNAMENT  
CHAMPIONS  
FINAL  
UEFA  
FOOTBALL**

**MATCH  
TEAM  
WINNERS  
TROPHY  
ENGLAND**

**SCOTLAND  
MONSTER  
PENALTY  
SHOOT  
DEFENDER**

**GOALKEEPER  
DRIBBLE  
KICK  
BOOTS  
STADIUM**

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SPORTS WEEK 2024

# WORDSEARCH

Find the 20 Euro 2024 related words in the grid below, either horizontally or vertically.

B L D V Q W G Z G P Y G D A J  
O L E U J C H A M P I O N S E  
O N F E X B E A M M X A N U V  
T F E F F S D W A E V L B Q E  
S Z N A I T R M T N G K P G M  
F K D N L A I M C G C E E Q O  
O I E T A D B T H L O E N E N  
O C R R L I B E O A Z P A C S  
T K O O E U L A M N W E L F T  
B K O P G M E M J D Q R T C E  
A U I H V T S H O O T Y Y V R  
L V D Y T O U R N A M E N T Q  
L D F G R S R M I P Z I O G U  
G C D B Z F S C O T L A N D B  
D W I N N E R S V W H C R L L

**TOURNAMENT  
CHAMPIONS  
FINAL  
UEFA  
FOOTBALL**

**MATCH  
TEAM  
WINNERS  
TROPHY  
ENGLAND**

**SCOTLAND  
MONSTER  
PENALTY  
SHOOT  
DEFENDER**

**GOALKEEPER  
DRIBBLE  
KICK  
BOOTS  
STADIUM**

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# WORDSEARCH

Find the 24 countries taking part in Euro 2024 in the grid below, either horizontally, vertically, or diagonally.

A L B A N I A M M C J Y V S F T H V I S  
E C U Y V P J O C Y B M J P G U R V T C  
E T A S Y S O C Z E C H I A E R R S A O  
D B E U T M S R T M M E A I R K R L L T  
B C S N S K W W T U F E Z N M I O O Y L  
E X E C G T E Z I U K Y A B A Y M V P A  
L G R P E L R R J T G R Q I N E A A O N  
G E B L H A A I C R Z A A H Y O N K L D  
I O I J W E U N A R R E L I U H I I A A  
U R A M F Y Y E D X Y F R G N N A A N E  
M G N E T H E R L A N D S L M E G X D L  
X I C R O A T I A D P N H U A F O A S V  
G A C A M C F I D X F G M S Y N K R R V  
A H Q S L O V E N I A L Z V V A D P A Y  
D E N M A R K S K I P W F R A N C E Z S

**ALBANIA**

**AUSTRIA**

**BELGIUM**

**CROATIA**

**CZECHIA**

**DENMARK**

**ENGLAND**

**FRANCE**

**GEORGIA**

**GERMANY**

**HUNGARY**

**ITALY**

**NETHERLANDS**

**POLAND**

**PORTUGAL**

**ROMANIA**

**SCOTLAND**

**SERBIA**

**SLOVAKIA**

**SLOVENIA**

**SPAIN**

**SWITZERLAND**

**TURKIYE**

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# WORDSEARCH

Find the 24 countries taking part in Euro 2024 in the grid below, either horizontally, vertically, or diagonally.

A L B A N I A M M C J Y V S F T H V I S  
E C U Y V P J O C Y B M J P G U R V T C  
E T A S Y S O C Z E C H I A E R R S A O  
D B E U T M S R T M M E A I R K R L L T  
B C S N S K W W T U F E Z N M I O O Y L  
E X E C G T E Z I U K Y A B A Y M V P A  
L G R P E L R R J T G R Q I N E A A O N  
G E B L H A A I C R Z A A H Y O N K L D  
I O I J W E U N A R R E L I U H I I A A  
U R A M F Y Y E D X Y F R G N N A A N E  
M G N E T H E R L A N D S L M E G X D L  
X I C R O A T I A D P N H U A F O A S V  
G A C A M C F I D X F G M S Y N K R R V  
A H Q S L O V E N I A L Z V V A D P A Y  
D E N M A R K S K I P W F R A N C E Z S

**ALBANIA**

**AUSTRIA**

**BELGIUM**

**CROATIA**

**CZECHIA**

**DENMARK**

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**SPAIN**

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# MATCH THE TEAM BADGE

1



2



3



4



5



6



7



8



9



10



11



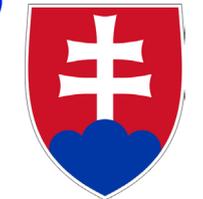
12



13



14



15



16



17



18



19



20



21



22



23



24





# MATCH THE TEAM BADGE

Match the number of the team badge that belongs to the following Euro 2024 national teams.

Albania

Austria

Belgium

Croatia

Czechia

Denmark

England

France

Georgia

Germany

Hungary

Italy

Netherlands

Poland

Portugal

Romania

Scotland

Serbia

Slovakia

Slovenia

Spain

Switzerland

Türkiye

Ukraine



# ***MATCH THE TEAM BADGE***

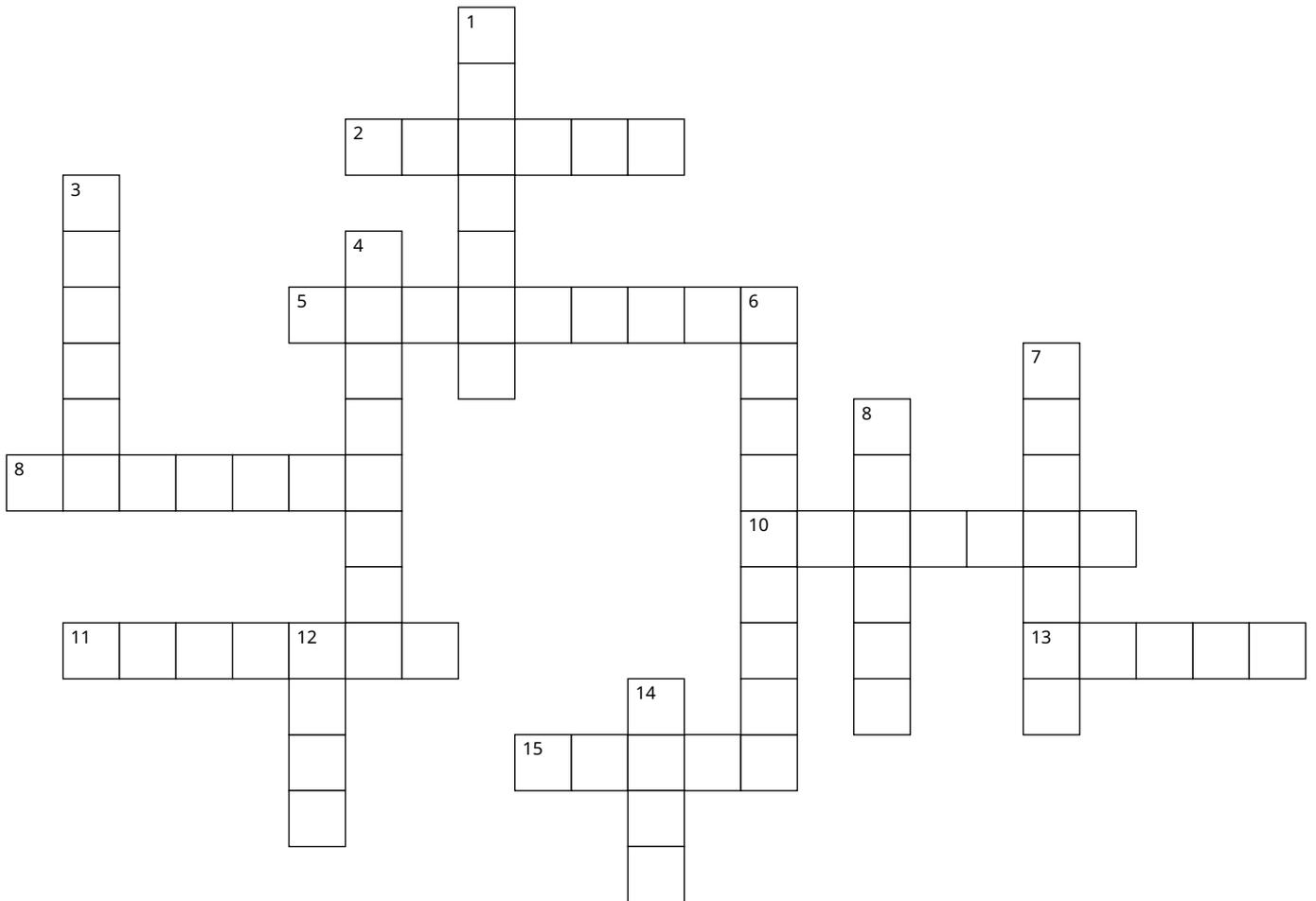
Match the number of the team badge that belongs to the following Euro 2024 national teams.

- |           |                |           |                    |
|-----------|----------------|-----------|--------------------|
| <b>10</b> | <b>Albania</b> | <b>5</b>  | <b>Netherlands</b> |
| <b>15</b> | <b>Austria</b> | <b>16</b> | <b>Poland</b>      |
| <b>8</b>  | <b>Belgium</b> | <b>24</b> | <b>Portugal</b>    |
| <b>7</b>  | <b>Croatia</b> | <b>3</b>  | <b>Romania</b>     |
| <b>1</b>  | <b>Czechia</b> | <b>6</b>  | <b>Scotland</b>    |
| <b>13</b> | <b>Denmark</b> | <b>9</b>  | <b>Serbia</b>      |
| <b>12</b> | <b>England</b> | <b>14</b> | <b>Slovakia</b>    |
| <b>11</b> | <b>France</b>  | <b>23</b> | <b>Slovenia</b>    |
| <b>19</b> | <b>Georgia</b> | <b>21</b> | <b>Spain</b>       |
| <b>4</b>  | <b>Germany</b> | <b>20</b> | <b>Switzerland</b> |
| <b>2</b>  | <b>Hungary</b> | <b>22</b> | <b>Türkiye</b>     |
| <b>18</b> | <b>Italy</b>   | <b>17</b> | <b>Ukraine</b>     |



# EURO 2024 CROSSWORD

Answer the Euro 2024 related questions to fill in the crossword grid.



## Across

- 2 In which city will the Euro 2024 final be held?
- 5 What nickname is given to the England women's national team?
- 9 Which country has won the most European Championships?
- 10 Scotland play their third game against which country?
- 11 At which stadium was the Euro 2020 final played?
- 13 Which country won Euro 2020?
- 15 What colour home shirts do England play in?

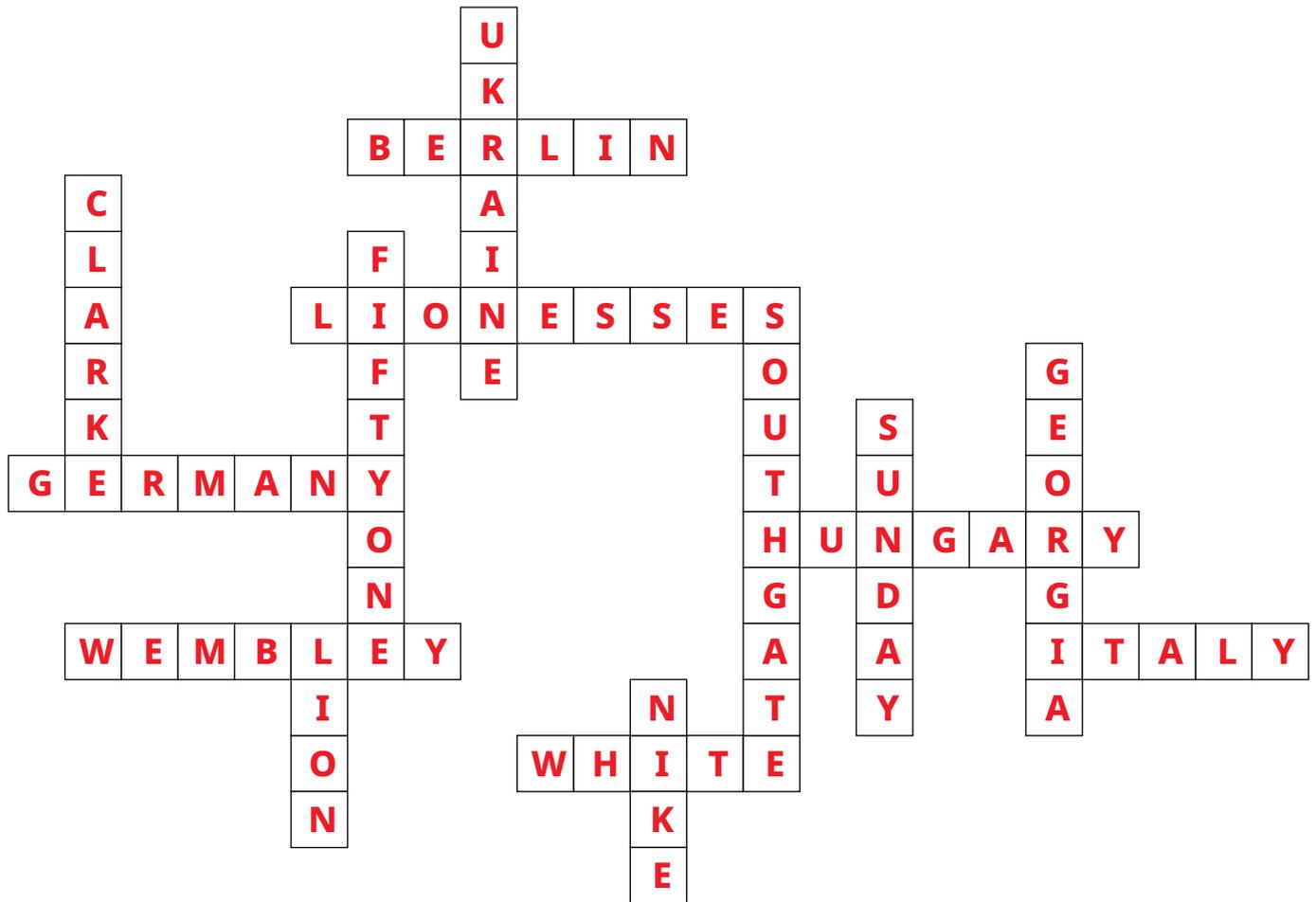
## Down

- 1 Which is the largest country to play at Euro 2024?
- 3 What is the surname of the Scotland manager?
- 4 How many games are played at Euro 2024?
- 6 What is the surname of the England manager?
- 7 Which is the smallest country to play at Euro 2024?
- 8 On which day of the week is the Euro 2024 final?
- 12 Which animal would you find on the England and Scotland team badges?
- 14 Which sports brand produce England's kit?



# EURO 2024 CROSSWORD

Answer the Euro 2024 related questions to fill in the crossword grid.



### Across

- 2 Berlin
- 5 Lionesses
- 9 Germany
- 10 Hungary
- 11 Wembley
- 13 Italy
- 15 White

### Down

- 1 Ukraine
- 3 Clarke
- 4 Fifty One
- 6 Southgate
- 7 Georgia
- 8 Sunday
- 12 Lion
- 14 Nike

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# CONGRATULATIONS

*W* **FOR PUTTING THE ALL  
BACK INTO FOOTBALL!** *W*

**AND FOR TAKING PART IN  
NATIONAL SCHOOL SPORTS WEEK  
POWERED BY MONSTER KICKABOUT**



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