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# YOUR RESOURCES ARE HERE



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# WELCOME TO MONSTER KICKABOUT

We're back again for two weeks of football fun in your school, with football themed games and classroom 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.
- 'Careers in football' themed classroom activities, linking to core curriculum subject themes.
- Extra activities for students to take home or enjoy in class.
- A special assembly introduction video for your students, from our Monster Kickabout footballers.
- An introduction to Monster Kickabout video for teachers, to help understand the activities, and plan lessons in advance.
- A dedicated video to play to any girls wanting inspiration and encouragement to take up playing football.
  - And most importantly, lots of fun!

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resources



# LESSON PLANS

We've put together 6 brand new activities for your students to take part in, which can either be split across 2 active sessions, or extended to work as an independent session, depending on your requirements.

Instead of playing football in its traditional format, our sessions are designed to bring an element of fun to the sport, to bring something different to those students that are already familiar with the game, and provide a fun transition to those who may be hesitant to take part in football.

Our football activities are designed for all abilities, ages, and stages, and include progression suggestions to add an element of difficulty, or regressions to simplify the activity where required.

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 more of a challenge for those who need it.

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

### INCLUSIVITY & LEADERSHIP

We recognise that sometimes your students will have specific needs that would usually prohibit or discourage them from taking part in the activities. We would love to include every student in our Monster Kickabout, so would encourage teachers to think about how each activity could be adapted to suit the individual needs of specific students, and how these adaptations could be integrated with the rest of the students taking part.

We would also encourage thinking of ways to create leadership opportunities for over or under-engaged students, to help keep the activity running, whilst ensuring all students are taking part. For example, a student can act as a referee, pick teams, advise a team on tactics, or encourage a team with their energy and excitement.

## SET UP

The activities are designed for a small-medium size playing area, and need minimal equipment in addition to footballs.

The equipment needed is listed on each activity card, but all should be achievable by substituting either cones for other methods of marking a pitch, or goals for benches, cones, or even jumpers.

## ACTIVITY SESSION 1

- Session Format  
Carousel of Activities (3 in total)
1. Activity 1: Crab Football
  2. Activity 2: Magic Player Penalties
  3. Activity 3: Rush Goalies

## ACTIVITY SESSION 2

- Session Format  
Carousel of Activities (3 in total)
1. Activity 4: Four Corner Goal Frenzy
  2. Activity 5: Three-Legged Football
  3. Activity 6: Walking Football



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## CLASSROOM ACTIVITIES

In addition to our active session plans, we have also put together 5 activities to bring the football fun into the classroom. These activities are designed with footballing careers in mind, with links to core teaching subjects, such as english, maths, geography, art, and design.

Each one should be quick and easy to implement, and help to engage all students who may love football, but may also love the subjects they are attached to.

### FOOTBALL JOURNALIST

We've provided 2 short football match highlight videos to watch in class. Each student should take notes on the match, and then write a short match report, with students encouraged to use descriptive language and as much detail as possible.

- For younger students, their sheet will ask them to answer specific questions to then use these to complete a pre-written report with gaps to fill in.
- For older students, there is a section provided to take notes, then a space to write their own report from a scratch, using their notes and memory of the game.

This task could also be completed by students observing a real-life game played at school by their fellow students.

The task should help students to develop their creative writing and observation skills.



Scan for  
Video 1



Scan for  
Video 2

## STADIUM DESIGNER

Provide the students with a selection of craft materials and ask them in pairs or small groups to build their very own football stadium.

You can provide as many or as little different materials as you want, for example pens, paints, glue, wooden sticks, clay, play-dough, paper, card, building bricks... whatever you think would help challenge the students to build their own football ground and activate their creativity!

For an easier option, you could ask students to draw their stadium. Examples of stadiums have been provided on the sheet, however you could instead ask students to research stadiums to gather inspiration.

This task should help students to develop their creative and artistic skills.

### FOOTBALL TEAM MANAGER

In this activity, students are provided with a sheet asking them to pick 5 players from the 10 provided. Students are asked to pick 1 goalkeeper and 4 outfield players.

Using your teachers sheet, read out the first short story about a football match involving all the players. You will then announce the points each player earned, which the students should record on their sheet. This repeats for three rounds, with a different story and points awarded each round.

Students are asked to add up their total player points after each round, and their grand total at the end.

- For younger students, each player is awarded a score between 1-5, for ease of addition.
- For older students, each player has a score between 1-10, for more challenging additions. They are also given the option to change up to 2 players after each round, making sure they still have 1 goalkeeper and 4 outfield players at all times, for additional fun and complexity.

This task can be extended by creating more match stories and adding more rounds, or by asking students to create their own stories and player points chart, working together to create their own narrative. You could also change the points system to include a greater number range.

This activity also has a sheet provided to display the points table on a screen after every round.

The task should help students to develop their maths and creative skills.

## FOOTBALL COMMENTATOR

We've provided two short football match highlight videos to watch in class. Working in pairs, your students watch one video each and take turns in being the commentator and the listener.

Split the class so that one student from each pair watch one video as a group, while the other group watch the second video. Students must take notes during the match, then write their own description of the game they have just seen, using as much detail and creative language as possible.

Once back in their pairs, the students take it in turns to describe the match they have watched while being expressive and creating excitement. The students can then discuss their performance with each other, suggesting how they could improve their commentary, and which parts they liked.

- For younger students, their sheet will ask them to answer specific questions which they can then use as a base for their description of the match.
- For older students, there is a section provided to take their own notes, which will then form their commentary around.

Encourage the students to use descriptive language and as much detail as they can.

For inspiration, you could play the video clips used in the 'Football Journalist' activity.

This task should help students to develop their speaking and communication skills.



Scan for  
Video 1



Scan for  
Video 2

## TEAM BUS DRIVER

In this activity, you'll be helping students learn their way around the UK, identifying locations on a map where you would find some of the top footballing teams.

We've provided a sheet naming football clubs from across the UK and Ireland, and ask the students to identify the location on the map as accurately as possible.

- For younger students, their sheet will provide 10 numbered locations on the map, and 10 teams with a short description giving clues as to where they might be found. The students simply need to write the correct number in the box next to the football club.
- For older students, their sheet will have 14 numbered teams. They will need to write the number on the map as close to the correct location as possible. There are country flag prompts to help with this.

Students can either take a guess, or be allowed to research the clubs before placing their number on the map.

This task should help students to develop their geography knowledge.



## EXTRA ACTIVITIES

We have also provided a range of extra activities for students to complete, either in their own time, during breaks, or as another classroom activity.

### DESIGN A KIT

Students can colour in their very own football kit, unleashing their imagination and creativity.

### CREATE A MASCOT

Students are tasked with creating their very own team mascot on paper, with suggestions on where to draw inspiration from.

### PLAYER PROFILE CARDS

This gives students the chance to create their very own player profile card, asking them to fill in their details and personalise their profile picture.

### BUILD A TROPHY

Similar to the 'Stadium Design' task, this sheet shows examples of famous trophies, and challenges the students to create their very own, using either craft materials or drawing on pen and paper.

### DRAW A PLAYER

We've provided some photographs of our Monster Kickabout players, and ask students to draw a picture of their favourite one.

### FOOTBALL STORIES

This activity challenges students to write a short story about meeting their favourite player, with storyline prompts and content suggestions

## GETTING INVOLVED...

### SCHOOL ASSEMBLY VIDEO

This year, we have put together a short video to show to students in class or assembly, to introduce Monster Kickabout, and the activities they will be taking part in, and a quick message from our Monster Kickabout professional footballers.



You can find and download the video on your resources page on the Monster Kickabout Website, or access by scanning the QR code here:



### TEACHERS INTRODUCTION VIDEO

After feedback from previous events, we have also provided a short video for teachers to watch, that introduces Monster Kickabout, gives an overview of our aims for the event, what is included in your resource pack, and other useful information.



You can find and download the video on your resources page on the Monster Kickabout Website, or access by scanning the QR code here:



### A MESSAGE FOR THE GIRLS

One of the main aims of Monster Kickabout is to inspire girls to take up football, and help them discover a love for the sport, historically dominated by the boys.

We've produced a short video with a message from our International Women's players to help inspire and encourage the girls, and hopefully help them discover football.



You can find and download the video on your resources page on the Monster Kickabout Website, or access by scanning the QR code here:



## **EXTEND YOUR MONSTER KICKABOUT**

In the past, schools have been keen to introduce an element of competition during their Monster Kickabout weeks. With each school being so unique, we thought we would offer you suggestions on how to do this, and how to also include other schools in your local network or academy trust.

### **HOST A TOURNAMENT IN SCHOOL**

This could be a 5-a-side football match, a year vs year match, or even an inter-school tournament.

You can start to organise this now with other teachers in your school, or with other schools. If you know a local school that is interested, let them know about Monster Kickabout, and encourage them to register for their own resource pack.

The tournament could be a simple football match, or a tournament involving some of the Monster Kickabout lesson plans.

Why not use the 'Build a Trophy' activity to create something to compete for? Or task students to design their own poster to advertise the tournament?

### **CONNECT WITH A LOCAL FOOTBALL CLUB**

If you have any students that really start to engage with football through Monster Kickabout, why not encourage them to try out their local football club?

Most local clubs would welcome players to their teams, especially girls taking up the sport, so why not contact a few and arrange to share their information with your parents and students.

### **START YOUR OWN FOOTBALL TEAM**

If your school doesn't already have a team, now could be the perfect time to start one. You can look to engage younger students or start your school's first girls team.

You can even encourage the students by asking them to design the team kit, colours, badge and mascot, and even encourage others who don't play to take an active part in supporting the team in their own way. Does your team need supporters? Someone to draw the team sheets? A match photographer? Or even a team manager?

## **CONNECT WITH US...**

We love seeing what schools get up to during their Monster Kickabout weeks, and seeing the results gives us a great chance to see what you love from the event.

Please follow us on our social media platforms, and feel free to tag or mention us in any posts from your school, showing us what the students are up to and how much they are enjoying taking part.

We often run competitions, with chances to win tickets, signed football gear and vouchers, and following us is the best way to find out about them.



Twitter  
**@MKickabout**



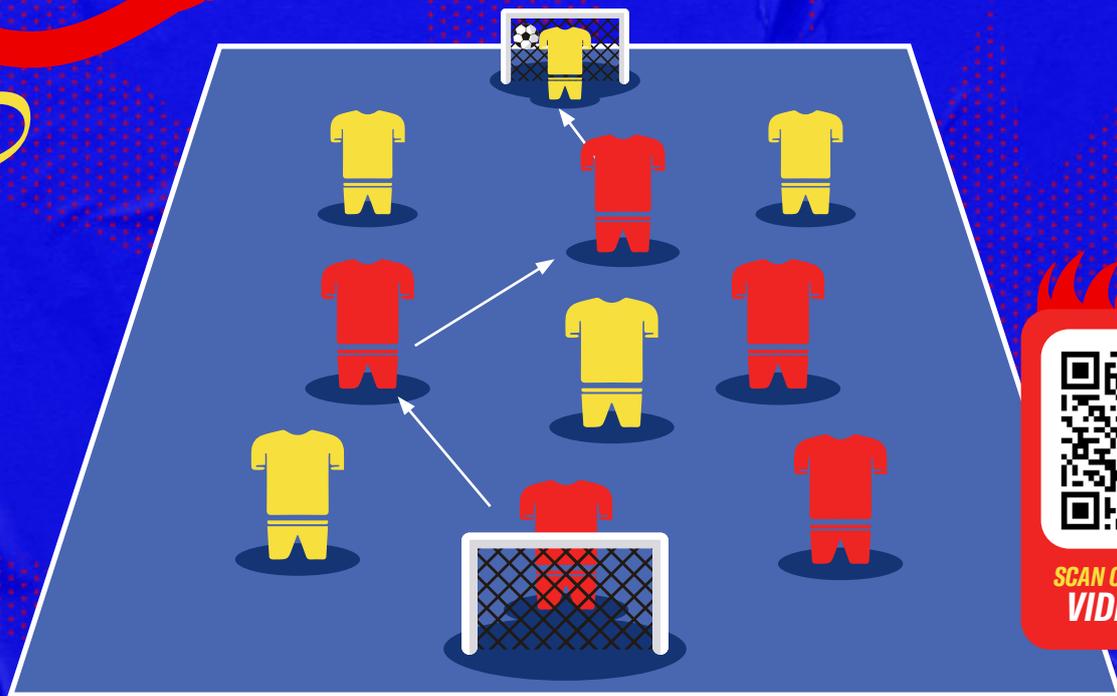
Instagram  
**@MonsterKickabout**



Facebook  
**@MonsterKickabout**

# CRAB FOOTBALL

## ACTIVITY 1



### EQUIPMENT NEEDED

- 2 Footballs
- 2 Goals
- Bibs to identify different teams

### SET-UP

- Split 10 players into 2 even teams.
- Each team has 1 goalkeeper and 4 outfield players.
- Teams set up in the same way they would start a normal football match.
- Kick-off is decided by playing 'Rock, Paper, Scissors'.



# CRAB FOOTBALL

## HOW TO PLAY

- This game is played in the same way as regular Football, except the players walk in a crab-like position, starting in a seated position, then using their hands and feet to support them and move around.
- While walking this way, each team must try to score goals, while only using their feet to move and pass the ball, no hands allowed!
- Only the goalkeeper is allowed to use their hands to protect the goal.
- The winners are the team with the most goals after 10 minutes.

## EXTEND

- Use a smaller ball, maybe even a tennis ball.
- Players must only use their weaker foot.
- No goalkeepers! if a team is winning by more than 2 goals, they are not allowed to have a goalkeeper until the other team are only 1 goal behind.
- Introduce a second football to cause additional crab chaos!

## ENCOURAGE

- Use a larger or inflatable ball.
- To increase engagement, the coach or a team volunteer can 'catch' individual players on their fishing line and get them to stand up and move them to a different area on the pitch.
- When one team scores, the player who scored joins the other team.



SCAN OR CLICK FOR A  
VIDEO DEMO



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# MAGIC PLAYER PENALTIES

## ACTIVITY 2



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### EQUIPMENT NEEDED

- 1 Football
- 2 Goals
- Cones or markers to divide the pitch (if there isn't a halfway line)

### SET-UP

- Split 10 players into 2 even teams.
- The pitch must be divided into 2 halves.
- Each team has 1 goalkeeper and 4 outfield players.
- Teams set up in the same way they would start a normal football match.
- Kick-off is decided by playing 'Rock, Paper, Scissors'.



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# MAGIC PLAYER PENALTIES

## HOW TO PLAY

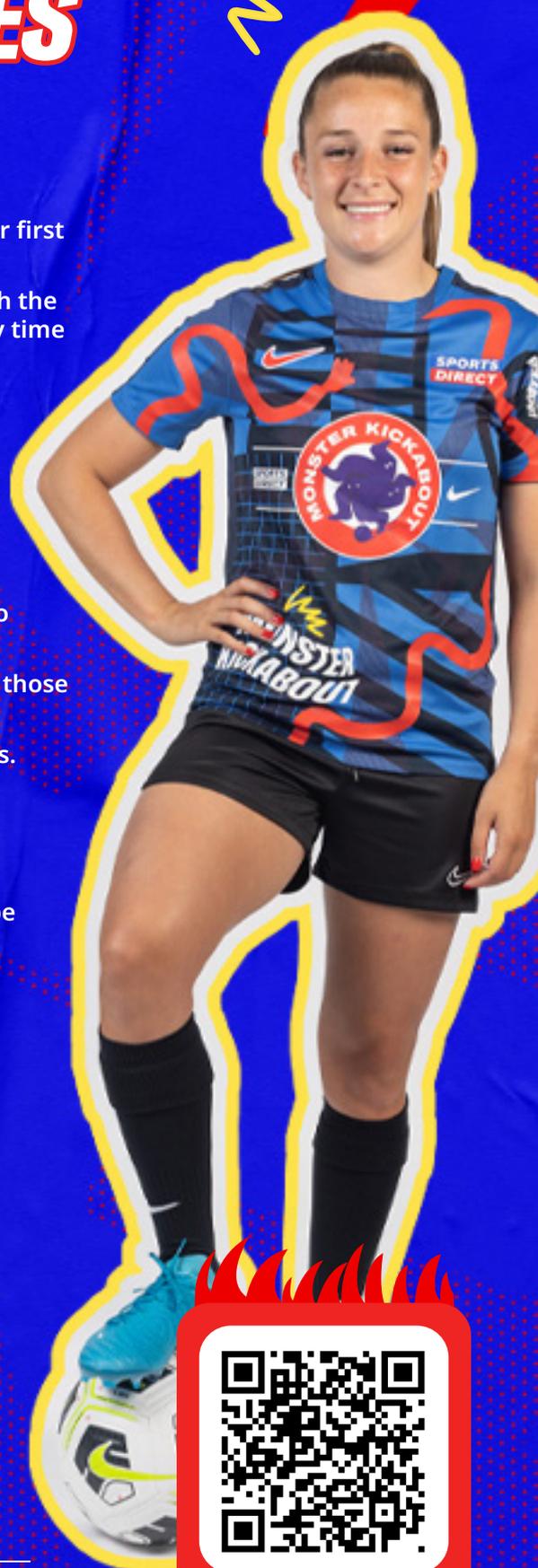
- Before the game starts each team must secretly nominate their first 'magic player' who holds a 'magic token' in their hand.
- Players participate in a normal 5-a-side football match, but with the bonus that their magic player wins them a magic penalty every time they receive the ball in the opposition team's half of the pitch.
- The magic player must pick someone to take the penalty (they can choose themselves if they want to). If a magic penalty is scored, the team are awarded 2 goals.
- After the penalty has been taken, the team then secretly nominate another magic player, who takes the token.
- Play then restarts with a normal kick-off.
- Teams will need to work out who the magic player is whilst also trying to score goals in normal play, worth 1 goal each.
- Players are encouraged to use the magic player role to include those players who do not always fully participate in games.
- The winners are the team with the most goals after 10 minutes.

## EXTEND

- All players on the team must touch the ball before a pass can be made to the magic player.
- Penalties are to be taken with the player's weaker foot.
- The magic player is identified to the other team at the start of play, for either one or both teams.

## ENCOURAGE

- Introduce two magic players per team.
- Move the penalty spot closer.
- Reduce the size of the pitch to create more goal scoring opportunities.
- Reduce the number of players on each team.



SCAN OR CLICK FOR A VIDEO DEMO

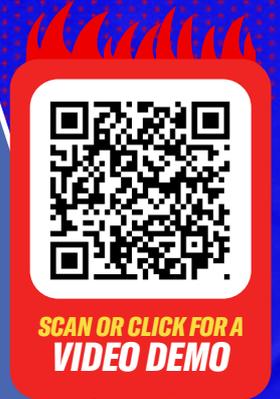
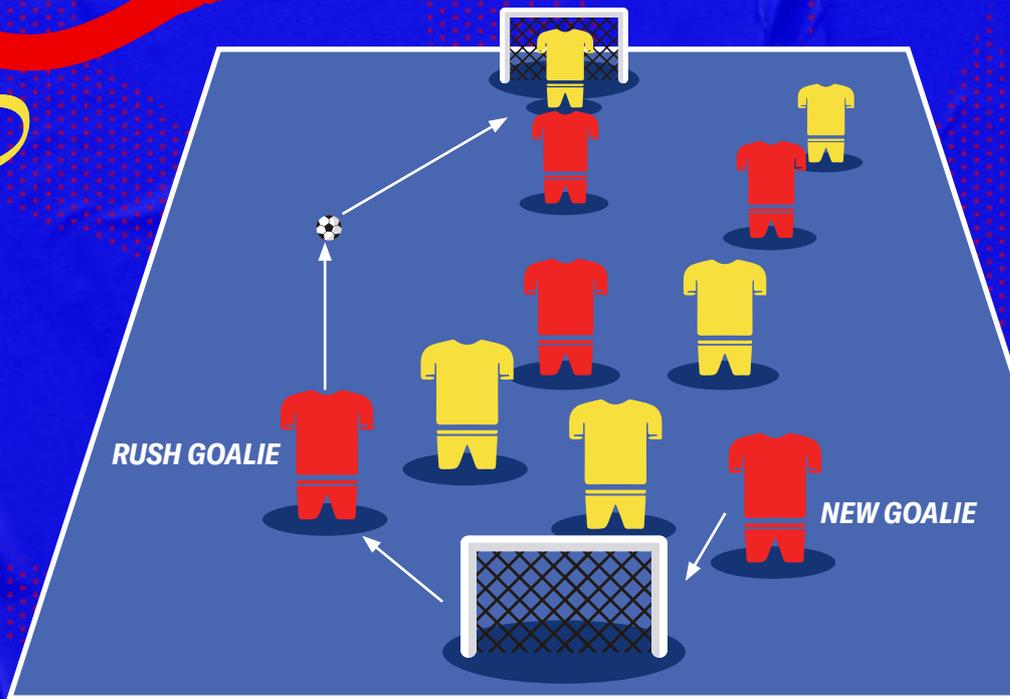


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# RUSH GOALIES

## ACTIVITY 3



### EQUIPMENT NEEDED

- 1 Football
- 2 Goals
- Bibs to identify different teams

### SET-UP

- Split 10 players into 2 even teams.
- Each team has 1 goalkeeper and 4 outfield players.
- Teams set up in the same way they would start a normal football match.
- Kick-off is decided by playing 'Rock, Paper, Scissors'.



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# RUSH GOALIES

## HOW TO PLAY

- A normal match format is used to start play, however in this game, anyone can become the goalkeeper by shouting "Rush Goalie" and allow the current goalkeeper to become an on-field player. The goalkeeper can also play on field whenever they like.
- Only one player can be the nominated goalkeeper at any time, which allows them to use their hands inside the area.
- Goalkeepers are encouraged to come out as often as possible to create overloads and the goalkeeper should be consistently switching.
- The winners are the team with the most goals after 10 minutes.

## EXTEND

- All players on the team must all touch the ball before the goalkeeper can play on field or change.
- All players must use their weaker foot.
- Once the goalkeeper leaves their goal and plays on field, they cannot be replaced until a goal is scored.

## ENCOURAGE

- Allow two goalkeepers at any time.
- Introduce a rule that prevents any player from tackling the goalkeeper when they play on-field.
- Make the pitch smaller or goals bigger.



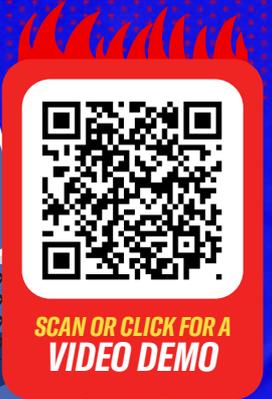
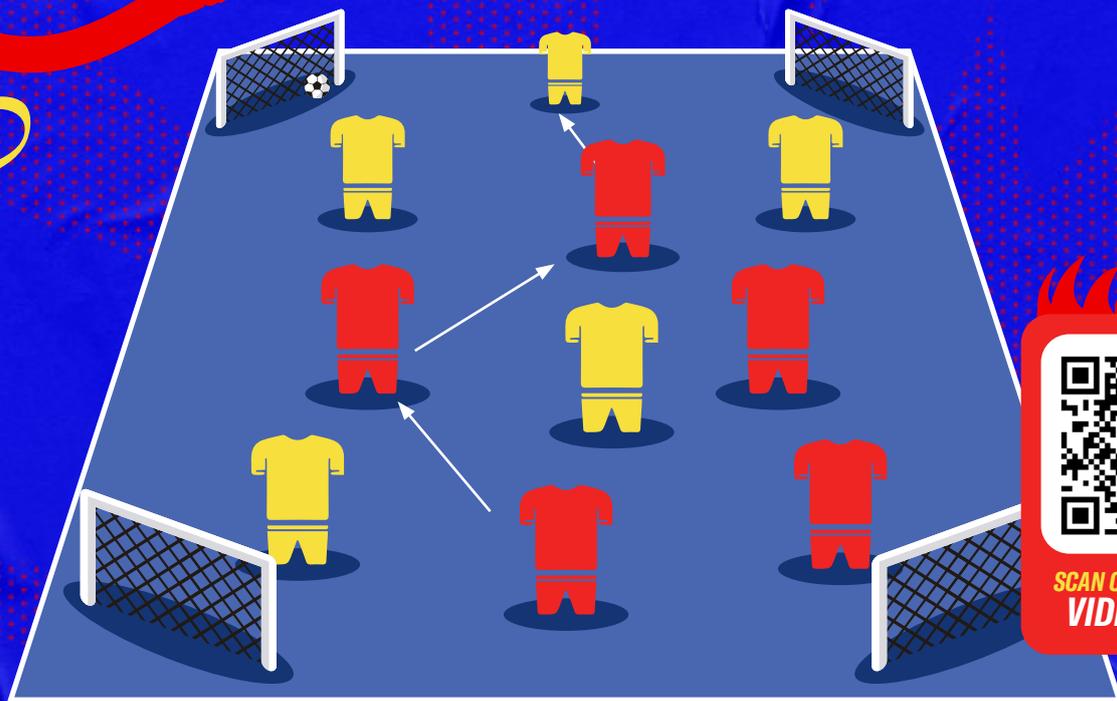
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# FOUR CORNER GOAL FRENZY



## EQUIPMENT NEEDED

- 2 Footballs
- 4 Goals (One in each corner of the pitch)
- Bibs to identify different teams

## SET-UP

- Split 10 players into 2 even teams.
- Each team has 5 outfield players.
- Teams set up in the same way they would start a normal football match.
- Kick-off is decided by playing 'Rock, Paper, Scissors'.

**LUCY  
BRONZE**



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# FOUR CORNER GOAL FRENZY

## HOW TO PLAY

- This is a normal game of Football, however both teams can score in any of the 4 goals. When starting the game, players can be anywhere on the pitch.
- Tactics will be key, and players can choose whether they want to try and cover all the goals, or just focus on one.
- Play is continuous and restarts from where the last goal was scored, with the team conceding the goal in possession of the ball. Both teams cannot score in the same goal that has just been scored in.
- The winners are the team with the most goals after 10 minutes.

## EXTEND

- Introduce a second ball to increase the intensity.
- You can only score using a header or a volley.
- Reduce the number of goals either certain players or a team can score in.

## ENCOURAGE

- Reduce the size of the pitch to create more goal scoring opportunities.
- Reduce the number of players on each team.
- Create a safe zone close to the goals that only selected players can go into to give them uninterrupted time and space.



SCAN OR CLICK FOR A  
VIDEO DEMO

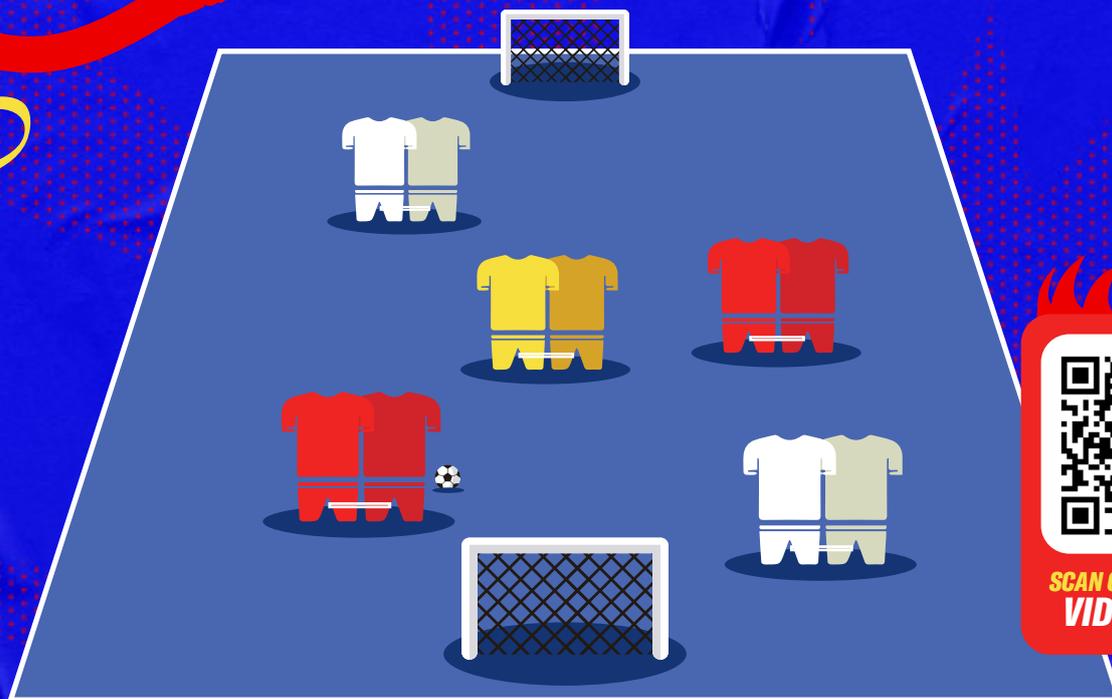


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# THREE-LEGGED FOOTBALL

## ACTIVITY 5



SCAN OR CLICK FOR A VIDEO DEMO

### EQUIPMENT NEEDED

- 2 Footballs
- 2 Goals
- Bibs to identify different pairs

### SET-UP

- Split 10 players into 5 pairs, numbering each pair 1-5.
- Each pair then becomes a 'three-legged player' by standing side by side and tying their legs together using a bib or any other means of doing so.
- Each pair starts on a space on the pitch and remain as a three-legged player for the duration of the game.



**MORGAN GIBBS-WHITE**

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# THREE-LEGGED FOOTBALL

## HOW TO PLAY

- At the start of the game, and after every goal, the teacher starts play by rolling the ball into a random area on the pitch.
- Players must work as a pair to move around the pitch effectively, taking care not to fall over, and try to score a goal. All pairs are playing against each other.
- If there is a foul or handball the teacher quickly restarts play by rolling the ball into a random area on the pitch - there are no free kicks.
- There are no designated goalkeepers, and no player can touch the ball with their hands at any time.
- The winners are the pair with the most goals after 10 minutes.

## EXTEND

- Swap the pairings based on ability.
- Make the pitch bigger or goals smaller.
- Make the players face in opposite directions then re-tie their legs together.
- Nominate only 1 goal that a pair can score in.

## ENCOURAGE

- Introduce a power play where a pair are untied for 60 seconds.
- Pairs hold hands instead of having their legs tied together.
- Make the pitch smaller or goals bigger.
- Add more goals for the pairs to score in.



SCAN OR CLICK FOR A VIDEO DEMO

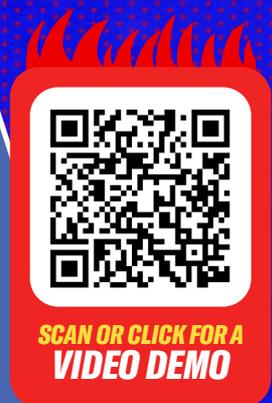
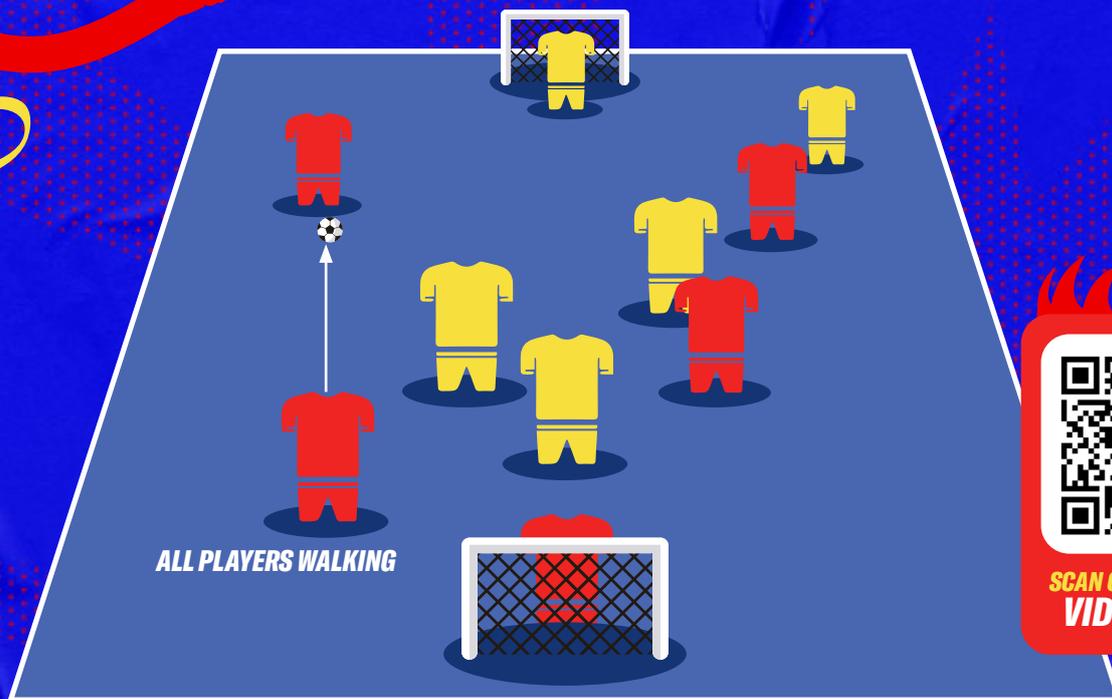


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# WALKING FOOTBALL

## ACTIVITY 6



### EQUIPMENT NEEDED

- 1 Football
- 2 Goals
- Bibs to identify different teams

### SET-UP

- Split 10 players into 2 even teams.
- Each team has 1 goalkeeper and 4 outfield players.
- Teams set up in the same way they would start a normal football match.
- Kick-off is decided by playing 'Rock, Paper, Scissors'.



# WALKING FOOTBALL

## HOW TO PLAY

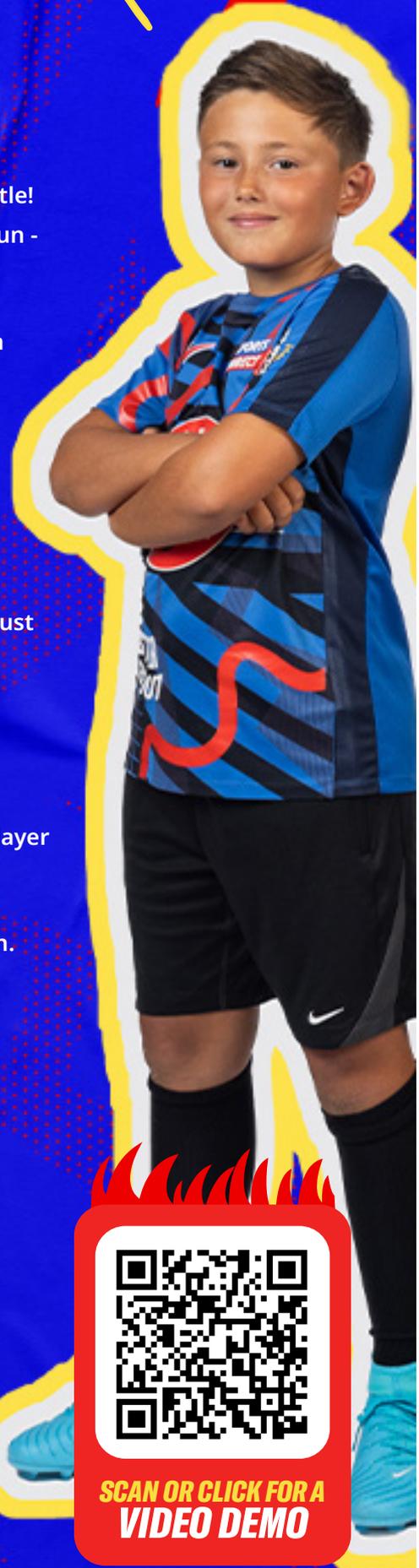
- This game is all about inclusivity and slowing the pace of the game a little!
- Players participate in a normal football match, but they cannot jog or run - everyone must walk.
- The ball cannot be kicked over head-height.
- Players are not allowed to score directly from kick-off or from their own half of the pitch.
- The winners are the team with the most goals after 10 minutes.

## EXTEND

- All players on the team must touch the ball before they can score a goal.
- Each time a goal is scored the opposition can nominate a player who must hop until another goal is scored (at either end).
- Players can only use their weaker foot.

## ENCOURAGE

- If a team takes a lead of more than 3 goals, the opposition can pick a player to transfer immediately to their team.
- You can nominate a player who is allowed to run for 60 seconds.
- No tackling is allowed. Players must intercept passes to gain possession.
- Make the pitch smaller or goals bigger.



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# FOOTBALL JOURNALIST

Get your pens ready, it's time to become a football journalist! It's up to you to watch a game of football, and make sure you share all the important information about the match with football fans across the world!

**Who is playing?** \_\_\_\_\_

**What colour were both teams playing in?** \_\_\_\_\_

**What colour cards did you see?** \_\_\_\_\_

**Which team scored first?** \_\_\_\_\_

**How did the crowd react?** \_\_\_\_\_

**What was the final score?** \_\_\_\_\_

**How would you have celebrated the goals?** \_\_\_\_\_

\_\_\_\_\_

## YOUR REPORT

Fill in the blanks using your notes and memory of the game to write your match report.

**What a great game between \_\_\_\_\_ & \_\_\_\_\_**

**last night. It was a quick start for Rangers playing in the \_\_\_\_\_  
coloured shirts, who forced an early save from the goalkeeper. A Rangers  
player was sent off after seeing a \_\_\_\_\_ coloured card, followed  
by a \_\_\_\_\_ coloured card. After a lot of pressure, Dynamo Kiyv playing  
in the \_\_\_\_\_ coloured shirts took the lead with a brilliant goal, and the  
game ended with the score at \_\_\_\_\_.**







# STADIUM DESIGN

You have been asked to design your team's brand-new stadium, with an unlimited budget!  
Work together to construct your new home ground using the materials provided.

## THINGS TO CONSIDER WHEN DESIGNING YOUR STADIUM...

**Stands, Tunnel, Pitch, Goals, Corner Flags, TV Cameras, Advertising Boards, Large TV Screens, Player Tunnel, Entrance and Exits, VIP Area, Club Shop, Car Park**





# FOOTBALL TEAM MANAGER STAGE 1

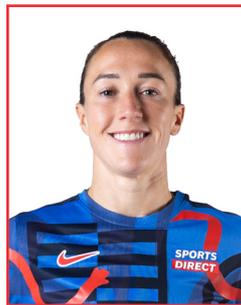
You have just landed the job as the Monster Kickabout Football Team manager. Your job is to pick your 5 players from the 10 available and look to score as many points as you can. You have to choose 1 goalkeeper and 4 outfield players. Your players will play in 3 games and will score points each game depending on how well they play. Can you pick the best team?



**JORDAN PICKFORD**  
GOALKEEPER



**MARY EARPS**  
GOALKEEPER



**LUCY BRONZE**  
OUTFIELD PLAYER



**JOHN STONES**  
OUTFIELD PLAYER



**ERIN CUTHBERT**  
OUTFIELD PLAYER



**CONOR GALLAGHER**  
OUTFIELD PLAYER



**MORGAN GIBBS-WHITE**  
OUTFIELD PLAYER



**LAUREN JAMES**  
OUTFIELD PLAYER



**HARRY KANE**  
OUTFIELD PLAYER



**ELLA TOONE**  
OUTFIELD PLAYER

PLAYER	ROUND 1	ROUND 2	ROUND 3	TOTAL
	+	+	=	
	+	+	=	
	+	+	=	
	+	+	=	
	+	+	=	
	<b>GRAND TOTAL</b>			



## FOOTBALL TEAM MANAGER *STAGE 2*

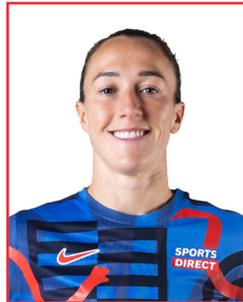
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**JORDAN PICKFORD**  
GOALKEEPER



**MARY EARPS**  
GOALKEEPER



**LUCY BRONZE**  
OUTFIELD PLAYER



**JOHN STONES**  
OUTFIELD PLAYER



**ERIN CUTHBERT**  
OUTFIELD PLAYER



**CONOR GALLAGHER**  
OUTFIELD PLAYER



**MORGAN GIBBS-WHITE**  
OUTFIELD PLAYER



**LAUREN JAMES**  
OUTFIELD PLAYER



**HARRY KANE**  
OUTFIELD PLAYER



**ELLA TOONE**  
OUTFIELD PLAYER

### WHAT HAPPENS AFTER YOU'VE CHOSEN YOUR PLAYERS?

You will be read a football match report which will include details of how each player has performed during the game. Your players will score points based on how well they did. You will be shown the points given to players at the end of each round.

There are 3 rounds in total and you are allowed to substitute up to 2 players after each round, but remember, you must always have 1 goalkeeper. Good luck!

**PLEASE TURN OVER TO FIND YOUR PLAYER AND POINTS TABLES**



# GAME 1

PLAYER	POINTS
	+
	+
	+
	+
	=
<b>TOTAL</b>	

### TIME FOR A CHANGE?

You can now change up to 2 players, or stick with your current team.

# GAME 2

PLAYER	POINTS
	+
	+
	+
	+
	=
<b>TOTAL</b>	

### TIME FOR A CHANGE?

You can now change up to 2 players, or stick with your current team.

# GAME 3

PLAYER	POINTS
	+
	+
	+
	+
	=
<b>TOTAL</b>	

**YOUR TOTAL NUMBER OF POINTS IS...** \_\_\_\_\_



# FOOTBALL TEAM MANAGER

Make sure your students have a Team Manager sheet to choose their players and complete their points table. Once they have done this, you can read out the round 1 match report, then announce the scores for each player, and/or display them on the sheets provided. This is repeated for 3 rounds.

## Stage 1

This version has a scoring system of 1-5, allowing students to record their score for their players after each round, then total their scores for all 3 rounds, with a grand total at the bottom.

## Stage 2

This version is the same as Stage 1, however between each round, students are allowed to change up to 2 players if they wish (making sure they remain with 1 goalkeeper). The scoring system for Stage 2 is 1-10 to make the additions slightly more challenging.



Display sheets for  
Stage 1 points



Display sheets for  
Stage 2 points

## ROUND 1

It's the first match of the season! Jordan Pickford has started with an amazing performance in goal, keeping a clean sheet and even saving a penalty. Mary Earps wasn't so lucky, and unfortunately conceded 3 goals.

Elsewhere, Ella Toone had a great day, scoring 2 goals and assisting another, winning herself player of the match! Both Morgan Gibbs-White and Lauren James had good performances, with Lauren scoring once, and Morgan winning a penalty for his team.

Lucy Bronze had a solid performance in defence, having a much better game than John Stones, who received a yellow card and looked tired all game.

Both Erin Cuthbert and Conor Gallagher had average performances, and looked like they could do better, while Harry Kane just couldn't hit the target, despite having 10 shots at goal.

PLAYER	STAGE 1 POINTS	STAGE 2 POINTS
<b>JORDAN PICKFORD</b>	<b>5</b>	<b>9</b>
<b>MARY EARPS</b>	<b>1</b>	<b>2</b>
<b>LUCY BRONZE</b>	<b>3</b>	<b>6</b>
<b>JOHN STONES</b>	<b>1</b>	<b>3</b>
<b>ERIN CUTHBERT</b>	<b>2</b>	<b>5</b>
<b>CONOR GALLAGHER</b>	<b>2</b>	<b>4</b>
<b>MORGAN GIBBS-WHITE</b>	<b>4</b>	<b>7</b>
<b>LAUREN JAMES</b>	<b>4</b>	<b>8</b>
<b>HARRY KANE</b>	<b>2</b>	<b>4</b>
<b>ELLA TOONE</b>	<b>5</b>	<b>10</b>



## ROUND 2

Our second round gets underway and it's not the start Jordan Pickford was hoping for - a clumsy challenge led to a penalty which he conceded. Mary Earps on the other hand, kept a clean sheet and was named player of the match!

Ella Toone continued her good form by scoring a penalty in her match but was later sent off for a controversial handball! Morgan Gibbs-White went off early in his game after only 10 minutes with an injury. Lauren James was played in an unusual central midfield position due to injuries but played well and scored a free kick!

John Stones managed to keep a clean sheet and had a much better game than his last, but Lucy Bronze was unfortunately in the wrong place at the wrong time, scoring an accidental own goal.

Erin Cuthbert sparkled in her game, assisting both goals! Conor Gallagher, however, was still struggling in a 0-0 draw. Harry Kane found his scoring boots again with a neat first half hat-trick!

PLAYER	STAGE 1 POINTS	STAGE 2 POINTS
<b>JORDAN PICKFORD</b>	<b>2</b>	<b>4</b>
<b>MARY EARPS</b>	<b>5</b>	<b>10</b>
<b>LUCY BRONZE</b>	<b>3</b>	<b>5</b>
<b>JOHN STONES</b>	<b>4</b>	<b>8</b>
<b>ERIN CUTHBERT</b>	<b>5</b>	<b>9</b>
<b>CONOR GALLAGHER</b>	<b>2</b>	<b>4</b>
<b>MORGAN GIBBS-WHITE</b>	<b>2</b>	<b>4</b>
<b>LAUREN JAMES</b>	<b>4</b>	<b>7</b>
<b>HARRY KANE</b>	<b>5</b>	<b>9</b>
<b>ELLA TOONE</b>	<b>3</b>	<b>6</b>

## ROUND 3

It's the third round of games. Mary Earps played well, and came up for a last minute header to equalise for her team! Jordan Pickford conceded 2 goals but made up for some early mistakes with a fine penalty save.

Morgan Gibbs-White, recovering from his injury in the last game, helped his side to a 1-0 win with an assist, but picked up a yellow card for his celebrations. Ella Toone however, had an unusual poor performance in her game.

Lucy Bronze was playing brilliantly, but was sent off in the second half for a bad challenge. John Stones started as a substitute but came on after 80 minutes to score a last minute equaliser.

Erin Cuthbert continued to show why she is a Scotland International player, with a fine performance and an assist. Conor Gallagher showed us what he can really do with a positive and confident display, scoring a late goal in his game.

Both Lauren James and Harry Kane had quiet games, despite playing well, with a lack of chance to score.

PLAYER	STAGE 1 POINTS	STAGE 2 POINTS
<b>JORDAN PICKFORD</b>	<b>3</b>	<b>6</b>
<b>MARY EARPS</b>	<b>4</b>	<b>7</b>
<b>LUCY BRONZE</b>	<b>3</b>	<b>6</b>
<b>JOHN STONES</b>	<b>4</b>	<b>7</b>
<b>ERIN CUTHBERT</b>	<b>5</b>	<b>9</b>
<b>CONOR GALLAGHER</b>	<b>4</b>	<b>8</b>
<b>MORGAN GIBBS-WHITE</b>	<b>3</b>	<b>6</b>
<b>LAUREN JAMES</b>	<b>3</b>	<b>6</b>
<b>HARRY KANE</b>	<b>3</b>	<b>5</b>
<b>ELLA TOONE</b>	<b>2</b>	<b>4</b>



# FOOTBALL COMMENTATOR *STAGE 1*

Today is the big match, and you are the official game commentator!  
It is your job to bring the game to life for your audience, describing what you are seeing and making it as exciting and engaging as you possibly can. Take the following notes, then use them to describe the match to someone else who hasn't seen the game.

**Team Names** \_\_\_\_\_

**Colour Shirts** \_\_\_\_\_

**Goals Scored** \_\_\_\_\_

**Final Score** \_\_\_\_\_

**Any Other Important Moments** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_





## **FOOTBALL COMMENTATOR** *STAGE 2*

Today is the big match, and you are the official game commentator! It is your job to bring the game to life for your audience, describing what you are seeing and making it as exciting and engaging as you possibly can. Take the following notes, then use them to describe the match to someone else who hasn't seen the game.

### **THINGS TO CONSIDER WHEN WRITING YOUR COMMENTARY:**

**Teams, Kits, Goals, Cards, Describe the Goals  
Star Players, Referee Decisions, Key Moments**

**Notes:**



# TEAM BUS DRIVER STAGE 1

## YOUR JOB...

It's time for your football team to travel to their away games, and you are the bus driver who needs to get them there safely.

For each game, we've given you some information on each football ground you are driving to, you just need to write the correct number in the right place on the map to make sure the team arrive safely.



- MANCHESTER CITY**  
Manchester City are a team that play in Manchester, in the north-west of England
- NORWICH CITY**  
Norwich City are found on the east side of England in East Anglia.
- CELTIC F.C.**  
Celtic play in Glasgow in the west of Scotland.
- SWANSEA CITY**  
You will find Swansea in Wales, in the south.
- ARSENAL F.C.**  
You can find Arsenal's football ground in London, in the south-east of England.
- PLYMOUTH ARGYLE**  
Plymouth are a team that play down in the south-west of England
- DUNDALK F.C.**  
You will find Dundalk F.C. in the north of the Republic of Ireland.
- SUNDERLAND F.C.**  
Sunderland are a team that play in the very north-east of England.
- DUNDEE UNITED**  
Dundee United play their games in Scotland, on the east side of the country.
- GLENTORAN F.C.**  
Glentoran are found in Belfast, Northern Ireland.



# TEAM BUS DRIVER : ANSWERS



- 6** MANCHESTER CITY
- 8** NORWICH CITY
- 2** CELTIC F.C.
- 7** SWANSEA CITY
- 10** ARSENAL F.C.
- 9** PLYMOUTH ARGYLE
- 5** DUNDALK F.C.
- 4** SUNDERLAND F.C.
- 1** DUNDEE UNITED
- 3** GLENTORAN F.C.

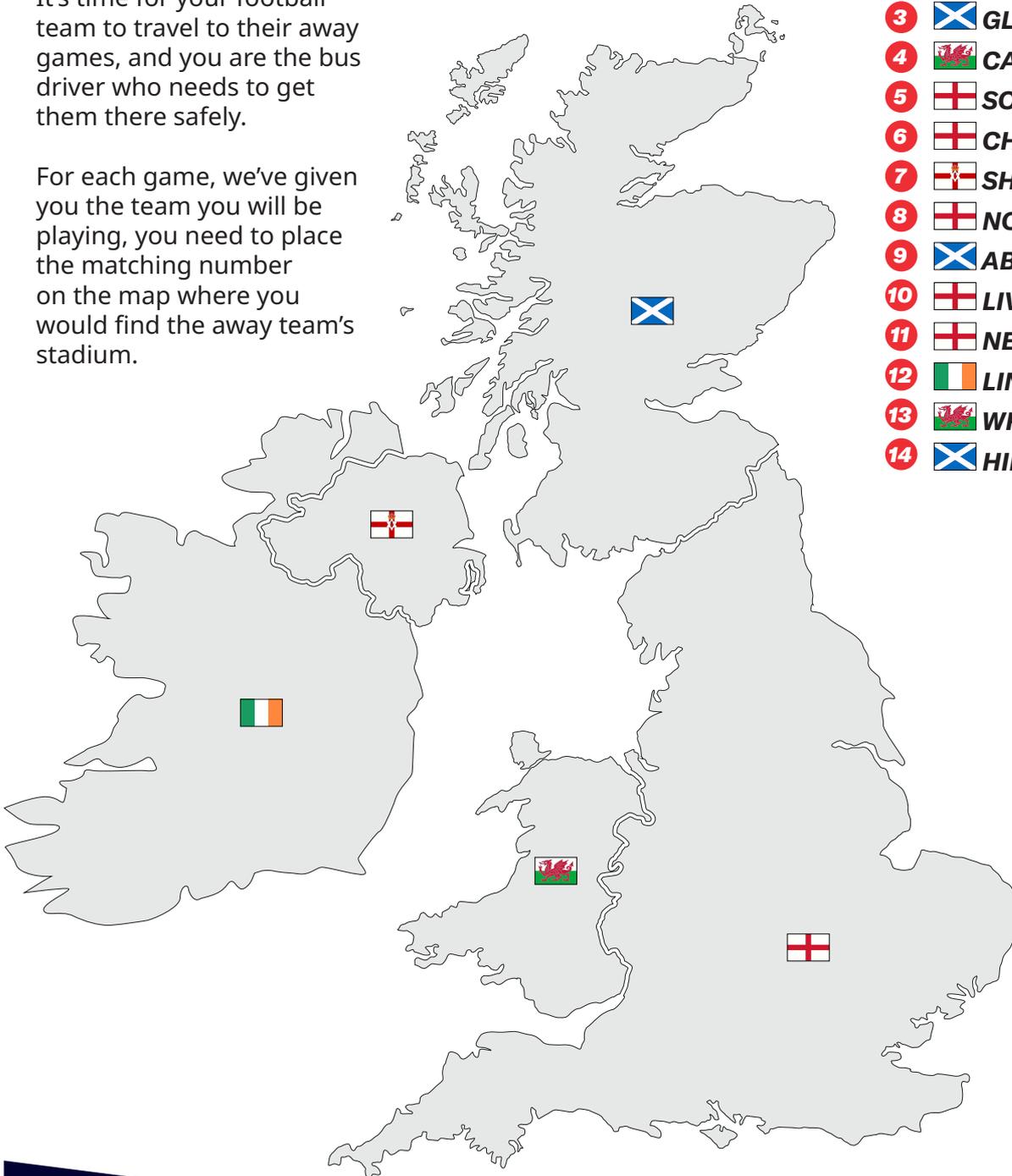


## TEAM BUS DRIVER STAGE 2

### YOUR JOB...

It's time for your football team to travel to their away games, and you are the bus driver who needs to get them there safely.

For each game, we've given you the team you will be playing, you need to place the matching number on the map where you would find the away team's stadium.



- 1  MANCHESTER UNITED
- 2  BIRMINGHAM CITY
- 3  GLASGOW RANGERS
- 4  CARDIFF CITY
- 5  SOUTHAMPTON F.C.
- 6  CHELSEA F.C.
- 7  SHAMROCK ROVERS
- 8  NOTTINGHAM FOREST
- 9  ABERDEEN F.C.
- 10  LIVERPOOL F.C.
- 11  NEWCASTLE UNITED
- 12  LINFIELD F.C.
- 13  WREXHAM F.C.
- 14  HIBERNIAN F.C.



## TEAM BUS DRIVER : ANSWERS



- 1 MANCHESTER UNITED
- 2 BIRMINGHAM CITY
- 3 GLASGOW RANGERS
- 4 CARDIFF CITY
- 5 SOUTHAMPTON F.C.
- 6 CHELSEA F.C.
- 7 SHAMROCK ROVERS
- 8 NOTTINGHAM FOREST
- 9 ABERDEEN F.C.
- 10 LIVERPOOL F.C.
- 11 NEWCASTLE UNITED
- 12 LINFIELD F.C.
- 13 WREXHAM F.C.
- 14 HIBERNIAN F.C.



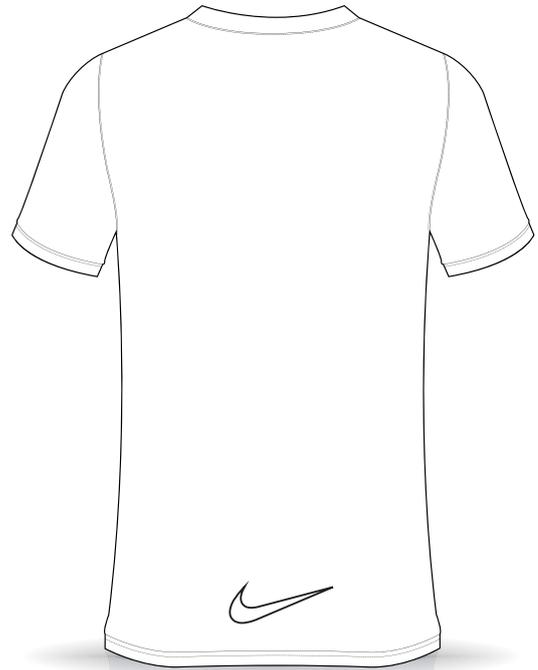
# KIT DESIGN

Your Monster Kickabout Football team need a new kit! Use pens, pencils, paints or anything else you need to create you own stand-out football kit, be as imaginative as you can!

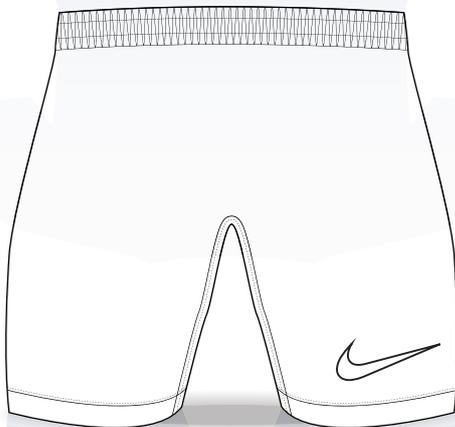
**FRONT**



**BACK**



**SHORTS**



**SOCKS**





## TEAM MASCOT

Your Monster Kickabout football team need a new mascot! Design a fun and colourful character to represent your team and help cheer on the players.  
Your mascot could be an animal, an object, a monster, or even an alien!

A large dashed-line rectangular box intended for drawing a mascot design.



SPORTS  
DIRECT



**DRAW YOUR PROFILE  
PICTURE OR STICK  
A PHOTO HERE!**



**COMPLETE YOUR VERY OWN PLAYER PROFILE CARD  
AND JOIN THE MONSTER KICKABOUT FOOTBALL TEAM!**

**NAME:**

**YEAR:**

RATE YOUR SKILLS BY COLOURING  
UPTO 21 STARS IN TOTAL

**PASSING**



**CONTROL**



**SHOOTING**



**SPEED**



**STRENGTH**



**TEAMWORK**



**POSITION**

*(Goalkeeper, Defender, Midfielder, Winger, Striker)*

**FAVOURITE TEAM**

**FAVOURITE PLAYER**

**COMPLETE YOUR VERY OWN PLAYER PROFILE CARD AND JOIN THE MONSTER KICKABOUT FOOTBALL TEAM!**



# ***BUILD A TROPHY***

You are now in charge of building a brand-new football trophy for teams in your school to compete for. Use any materials you have been given to make an epic trophy, it can be any shape or colour, and as big or small as you want!

Here are some famous examples...





# DRAW A PLAYER

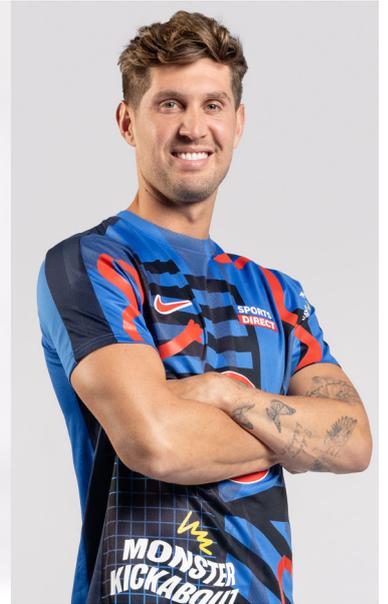
Draw a picture of one of our Monster Kickabout Players.



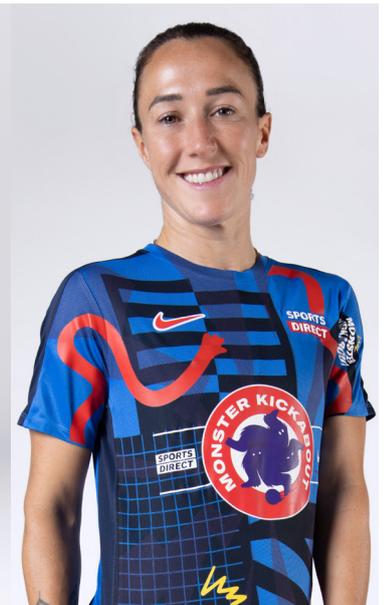
**ELLA TOONE**



**JOHN STONES**



**MORGAN GIBBS-WHITE**



**LUCY BRONZE**



**PLAYER NAME**

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# ***FOOTBALL STORIES***

You have just come home from school to find out that your favourite football player has moved in next door to you! Even better, you meet them and become friends. Can you write a short story about your new friend, making sure you include the following:

**How did you meet?**

**What is their name?**

**Which team do they play for?**

**Did you spend any time together?**

**What did you do?**

**Who did you do it with?**

**Was it just you, or also your friends or family?**

**How did you feel meeting them?**

**Did they inspire you to play football?**

**What advice did they give you?**

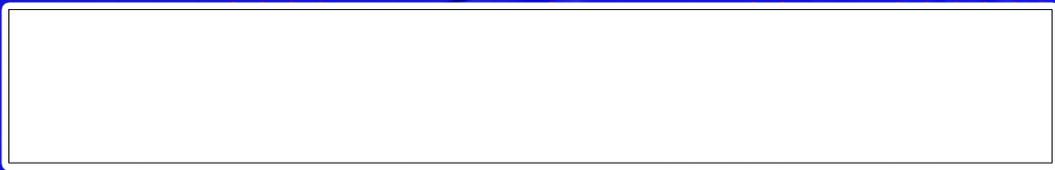
***DRAW A PICTURE FROM YOUR STORY***



SPORTS  
DIRECT



**WELL DONE!**



**YOU HELPED TO PUT THE  
ALL BACK INTO FOOTBALL**

