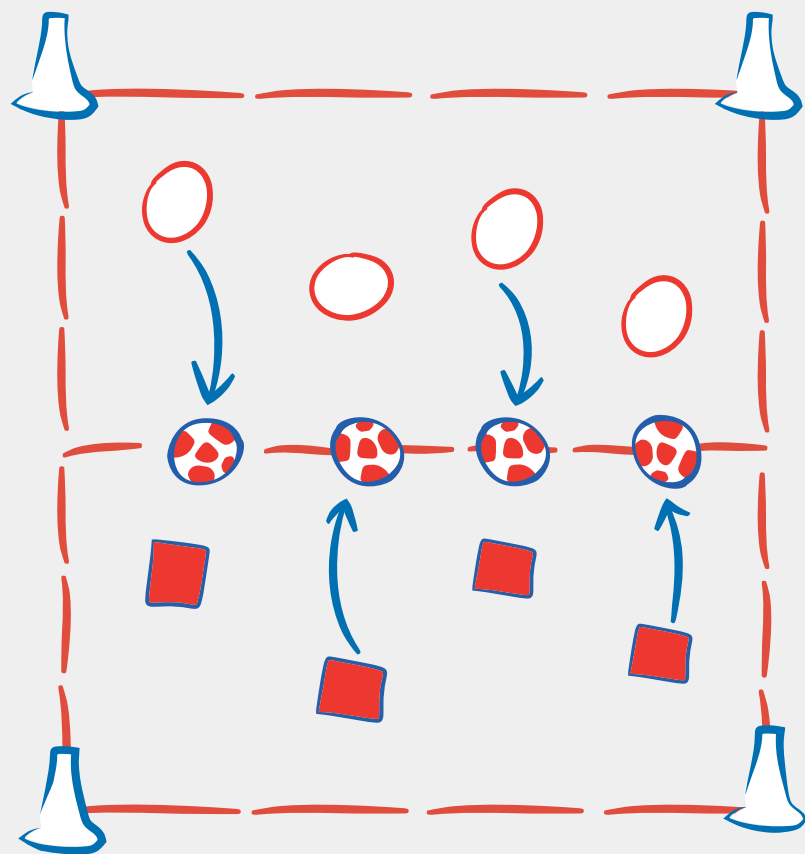




# PLAY AN OPEN LOOP GAME!

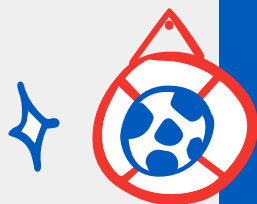
Open Loop is a non-stop game that only ends when you want it to end.



○ Team 1

■ Team 2

⊗ Targets



## How does it work?

An Open Loop game is about repeating the same task, even if the task is the opposite of your opponent's.

## How do you play?

You have a choice. Teams can have the same task and compete against each other. Or teams can have the opposite task like attack v defence.

## Why Open Loop?

Open Loop games let the children have the chance to keep practicing over and over again. They're non-stop action, and all about children having fun and being active.

## When do you end an Open Loop game?

Look out for children's levels of energy and interest. If they are getting tired or a bit bored, it's time to progress the activity or move onto something new.

## Want an example?

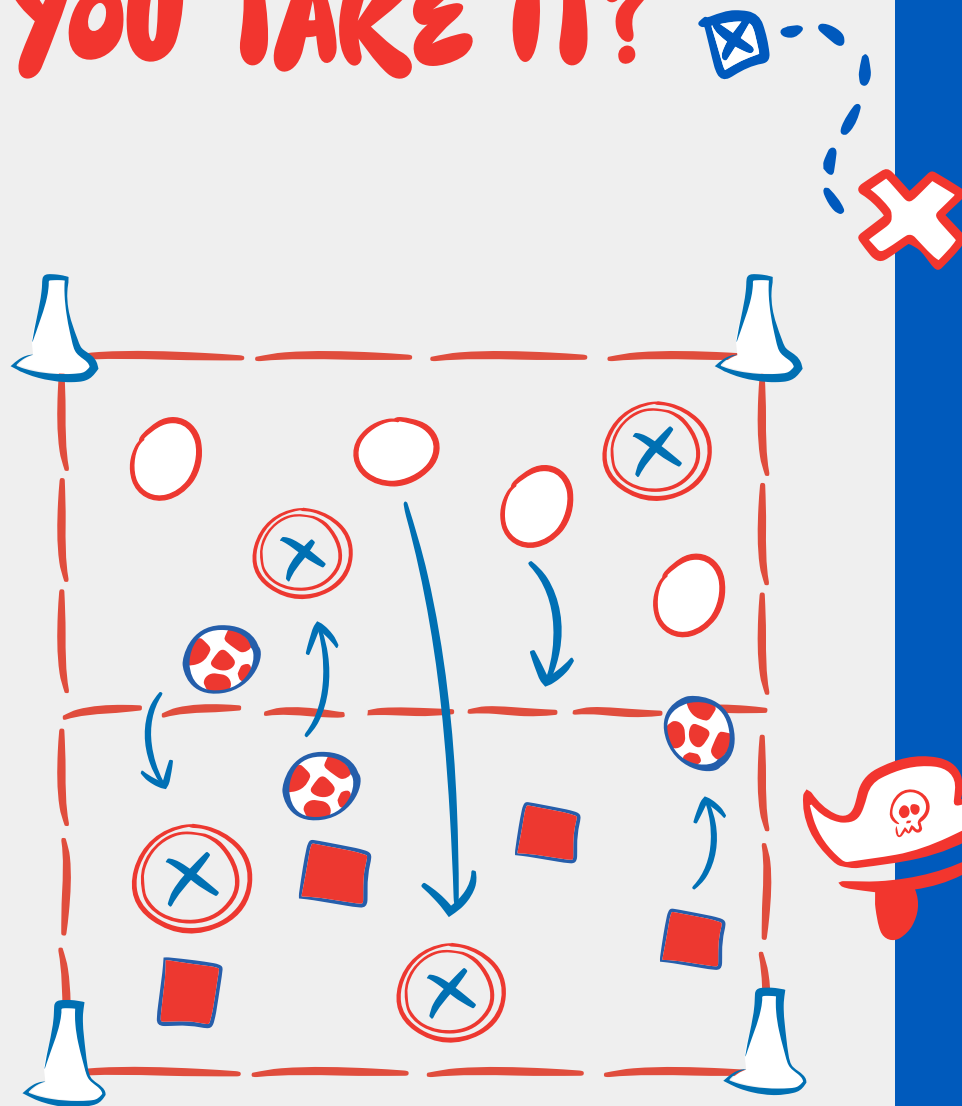
The Stadium Game has two teams. Each operates from their half of a playing area. Each side has lots of equipment which they have to move into the other half. It's an Open Loop game because each team will be moving items at the same time as each other, meaning more items arrive all the time!

★ To get the game started quickly you could set up before the children arrive and even decide who will play against who.





# WHERE ELSE CAN YOU TAKE IT?



○ Team 1      ■ Team 2      ⊗ Targets

You can mix the Open Loop Game up in lots of ways:



Add more teams.



Include stories like pretending the footballs are cannonballs.



Use different size, shape or type of balls or even different equipment for a new challenge, which can include throwing instead of kicking.



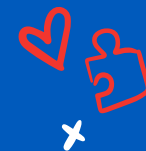
Include targets to add direction (i.e. hoops in each half to throw beanbags into, or goals around each half).



Move the balls or equipment in different ways – which can develop their co-ordination.

**★ Don't forget to use STEP - Space, Task, Equipment, People - to make an Open Loop game work for everyone.**

See more ways to take the Open Loop Game somewhere new with the Idea Generator in your Play Book or with the Play Phase Activity Cards. Find them at [Learn.EnglandFootball.com](http://Learn.EnglandFootball.com).





# OPEN LOOP - STADIUM GAME



Moving on from the ideas in your Basic Game Card, there are lots of new and exciting ways to play open loop games. The Stadium Game is a great example.

You can find the Basic Individual Game card in the Play Book or for more ideas visit: [Learn.EnglandFootball.com](http://Learn.EnglandFootball.com).

## Let's play the Stadium Game

It's an Open Loop game because each team is doing the same activity, and you can play as long as you want to.

Divide the children up into two teams in a playing area. Each group stands in one half of the area, which is clearly marked out, and only operates from its own half. Share footballs (the more the better) equally between the two groups.

When you shout "GO", each side kick their footballs into the other half. Each team is doing the same by sending footballs back into the other half.

The winning team is the one with the least number of balls in its half after a set time, or when they get tired.

## Setting the game up



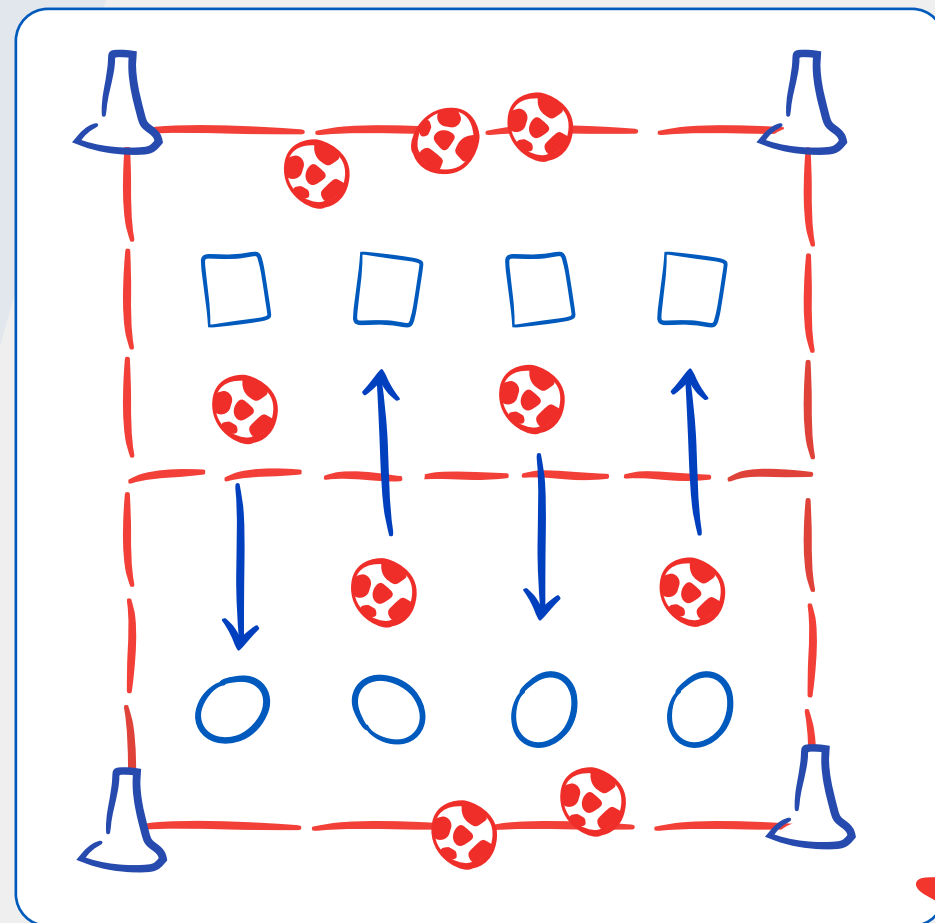
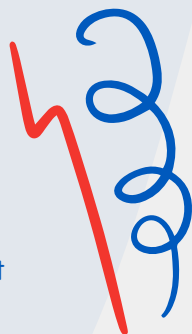
**Number of players:**  
As many as you want.



**Equipment needed:**  
Lots of footballs, and cones to mark out the two halves.



**Time to play:**  
Either for a set time, or until players have had enough.





# MORE FRESH IDEAS FOR THE STADIUM GAME



## Making it even more fun

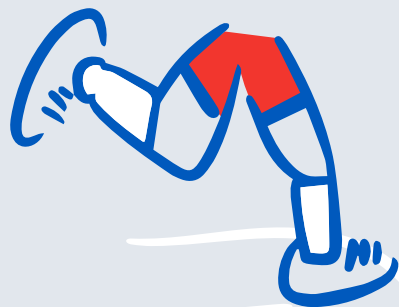
★ Change the challenge to throwing or dribbling footballs across the halfway line.

★ Use different shaped, sizes and types of balls.

★ Start with a short story to set the scene, like being at Wimbledon returning fast serves.



★ Ask children to throw bean bags if space is an issue.



## More fresh ideas for The Stadium Game

While you are together with the children we want them to experience lots of different forms of play. It's a good idea to think about:



### Imaginative play - add a little imagination:

Create a story about what the footballs represent, or why they need to be kept out..



### Object play - introduce equipment:

Introduce targets to add direction, like having hoops in each half.



### Social play - bring everyone together:

Increase competition by letting children play as their favourite team or players.



### Physical play - get more physical:

Match players in pairs. Each takes the ball into their opponent's half while their opponent is trying to stop them. Then swap around.



### Give it a football focus:

Add goals or targets. If you don't have goals, use lots of cones so there is plenty to aim at.

