

## Steal the Stuffie

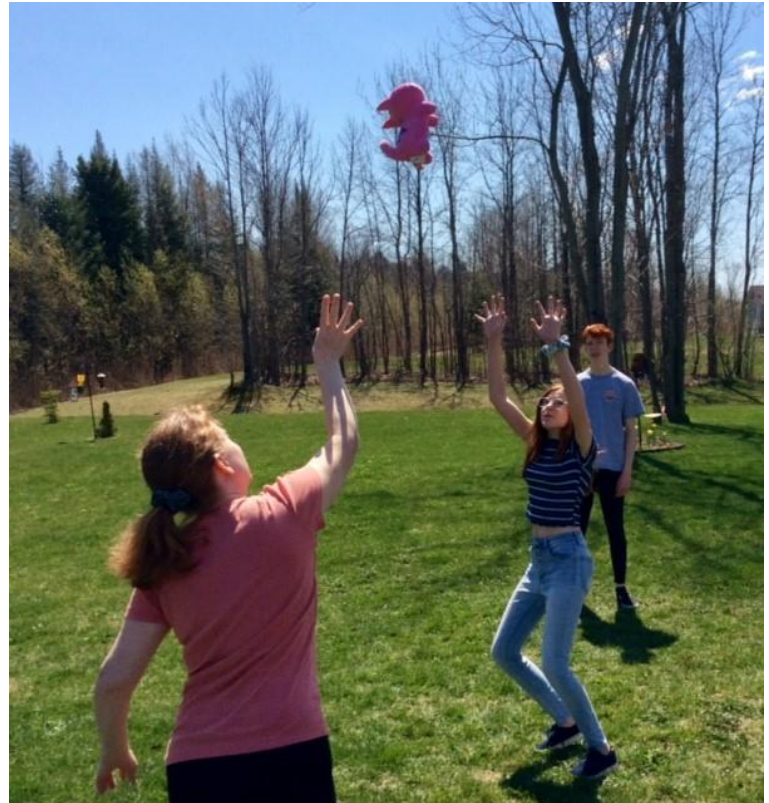
What you need: a stuffed animal or a light ball, pylons

FMS Skill: Sending and receiving

Tactical Focus: Passing with control, changing direction, faking out a defender, defending a pass

How to play:

1. Find a playing area where you will have room to move freely
2. Use pylons or other markers to create boundaries
3. One player starts in the middle and is the Defender
4. The other two players (offensive players) start at opposite ends of the playing area
5. The offensive players pass the stuffed animal back-and-forth
6. The Defender tries to intercept a pass or knock one away, so that they can gain possession of the stuffed animal
7. If the Defender steals the stuffed animal, they switch spots with the offensive player who last touched the animal
8. The offensive players try to see how many consecutive passes they can make before losing possession



Modifications:

- Play for a set time (1 minute) and the Defender scores a point every time they touch or catch the stuffed animal
- Use a ball and players must pass it like it would be in that sport (i.e., with the feet when using a soccer ball, using bounce or chest passes when using a basketball)

- Create three zones, the defender must stay in the middle zone, while each offensive player has their own zone – this is good when players are using hockey sticks or are kicking the ball