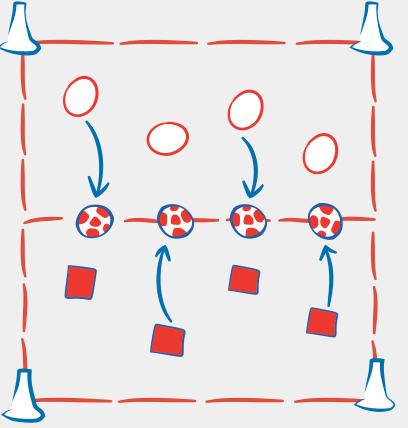
Team 1

PLAY AN OPEN LOOP GAME!

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



Team 2

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?

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. Oon'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.



Team 2



Targets