

WANT TO RUN YOUR OWN

# FOOTBALL FESTIVAL?



## HERE IS A SIMPLE 'HOW TO GUIDE'

### Why get involved?

Football Festivals are a fun, inclusive and practical way to harness the excitement and buzz of UEFA EURO 2020. If you're using the Host City Challenge and/or Reading Challenge resources in your school, it's a great way to further engage young people.

With flexibility around the type of venue required and simple equipment requirements, you can use this guide to suit your locality and the number of young people you wish to involve.

### Who can you use the guide?

SEND, primary and secondary schools, families and those who want to set up a festival in a community or club setting.

### What's included?

A simple overview of the equipment you will need, roles of the players, how to play different festival formats, adaptations you can make, and useful diagrams to make it easy to understand.



# SECONDARY SCHOOL

**EQUIPMENT:** Cones or markers | Balls | Stop watch | Whistle

## ROLES

- Timekeeper: Times the games and blows a whistle to signal the start and end of each game.
- Players: Take part in the games.
- Drinks person: Can carry drinks to players on different pitches when and if required.
- Referee: An adult or a player (or all the children) who oversees the game.
- Ball boy/girl: Provides a new ball for a pitch and retrieves the ball that has gone out of play.
- These roles can be rotated between non-playing, playing or adults supporting the festival.



## HOW TO SET UP

1. Mark out four pitches to ensure all your young people can play at the same time.
2. Use orange cones to mark the goals on one side of the pitch and green on the other.
3. Mark out a large area in the centre for rest, drinks and any first aid.

## KS3/ KS4

The set up above caters for 40 young people playing 5 v 5.

## HOW TO PLAY: KS1

1. Students form teams of five with eight participating teams.
2. Each team will be named after a European nation participating in UEFA EURO 2020.
3. Teams come together on each pitch with one team standing in the green goal and the other in the orange.
4. One young person acts as the referee. They place a ball in the centre of the pitch and blow a whistle to signify the start of the game. If no one wants to take on the referee role, children can be responsible for refereeing their own games.
5. Each match will last for 12 minutes, with a half time break for 3 minutes.
6. At the end of the game the groups that started in the green goals move to the pitch on the right and those in the orange goals move to the pitch to the left.
7. Once a complete rotation of pitches has occurred, give children the autonomy to find the teams they haven't played.

