



FOOTBALL FESTIVAL GUIDE



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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 Men's EURO 2024. If you're using the resources in your school, it's a great way to further engage young people.

With flexibility around the type of venue required and equipment needed to run the sessions, you can use this guide to suit your school and the number of pupils you wish to involve.

Who can use the guide?

Primary, secondary, SEND, 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.

FOOTBALL FESTIVAL GUIDE



PRIMARY SCHOOL

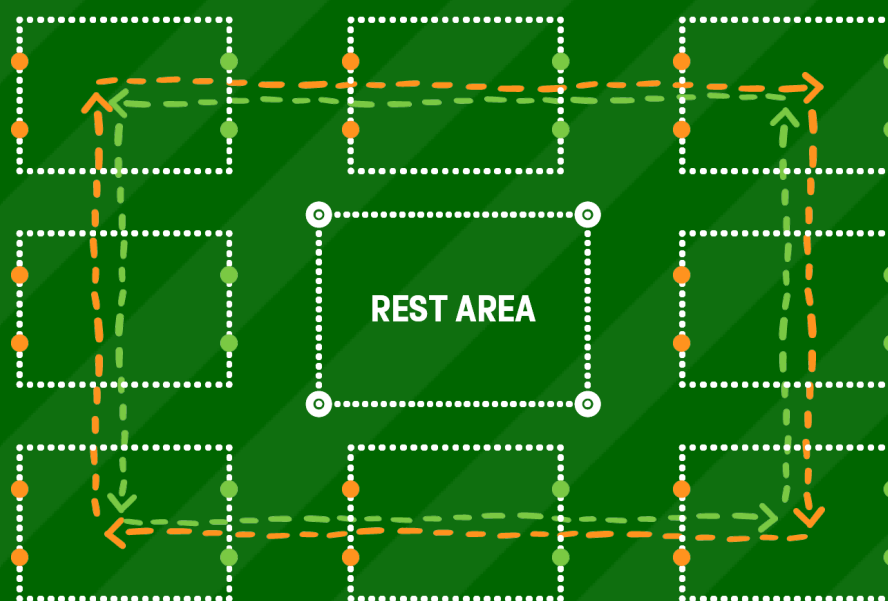
EQUIPMENT

- Cones or markers
- Balls
- Stopwatch
- Whistle

ROLES

- **Players:** Take part in the games
 - **Timekeeper:** Times the games and blows a whistle to signal the start and end of each game
 - **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 oversee 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

DIAGRAM



HOW TO SET UP

- Mark out enough pitches to ensure all your children can play at the same time
- Use orange cones to mark the goals on one side of the pitch and green on the other
- Mark out a large area in the centre for rests, drinks and any first aid

KS1

The set up above caters for 32 children playing 2 v 2

KS2

Remove two pitches from the above set up. This will cater for 36 children playing 3 v 3

FOOTBALL FESTIVAL GUIDE



HOW TO PLAY - KS1

- Children get into pairs
- Each pair could be named after a country participating in the tournament
- Two pairs come together on each pitch with one pair standing in the green goal and the other in the orange
- A ball is placed in the centre of the pitch
- A whistle is blown to signify the start of the game
- Each match will last for five minutes
- Children are responsible for refereeing their games
 - Games can be played by kicking, throwing and catching
 - If a ball goes out of play it can be thrown, rolled or kicked back into play
 - If the ball goes behind the goal, the opposite team should retreat to half way to enable the opposite team to dribble the ball back into the game
 - 2 v 2: play with no goalkeepers, the ball needs to be dribbled into the goal to score
 - 3 v 3: play with a goalkeeper and rotate positions every time the ball goes off the pitch
- At the end of the game, the pairs 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

HOW TO PLAY - KS2

- Children get into threes (pairs can be used where needed)
- Two groups of three come together on each pitch with one pair standing in the green goal and the other in the orange
- Each pair could be named after a country participating in the tournament
- A ball is placed in the centre of the pitch
- A whistle is blown to signify the start of the game
- Each match will last for six minutes
- Children are responsible for refereeing their games
- 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

FOOTBALL FESTIVAL GUIDE



SECONDARY SCHOOL

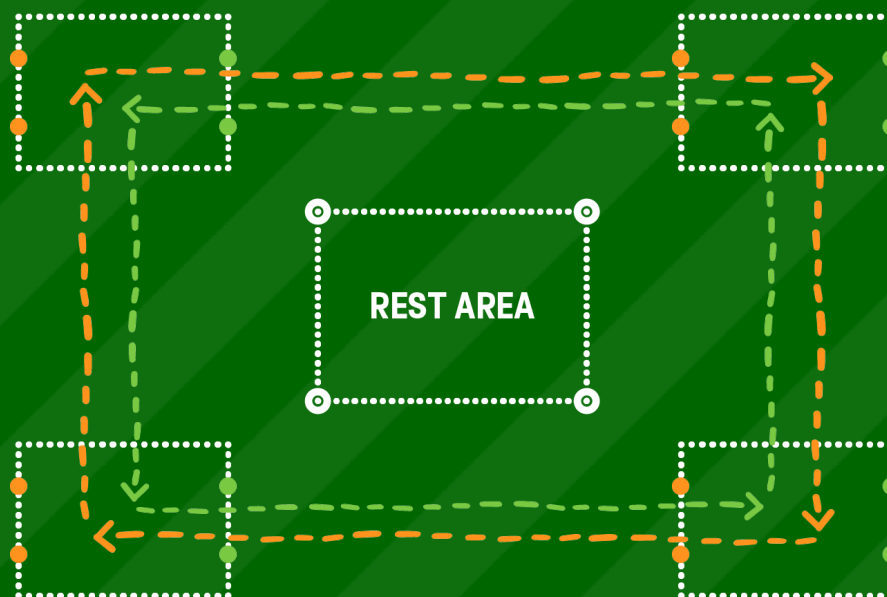
EQUIPMENT

- Cones or markers
- Balls
- Stopwatch
- Whistle

ROLES

- **Players:** Take part in the games
 - **Timekeeper:** Times the games and blows a whistle to signal the start and end of each game
 - **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 oversee 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

DIAGRAM



HOW TO SET UP

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

KS3/KS4

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

FOOTBALL FESTIVAL GUIDE



HOW TO PLAY

- Children form teams of five with eight participating teams
- Each pair could be named after a country participating in the tournament
- Teams come together on each pitch with one team standing in the green goal and the other in the orange
- 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
- Each match will last for 12 minutes, with a half-time break for three minutes
- 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
- Once a complete rotation of pitches has occurred, give children the autonomy to find the teams they haven't played

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SEND SCHOOL

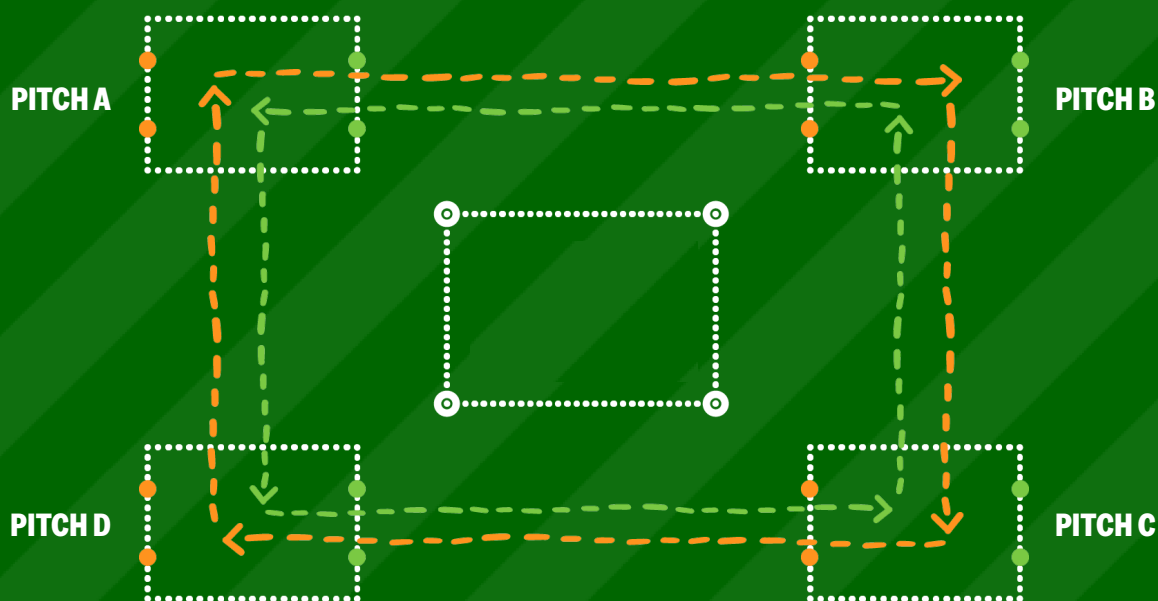
EQUIPMENT

- Cones or markers for different pitches
- Goals: tall cones or goals if available
- Stopwatch
- Whistle

ROLES

- **Players:** Take part in the games
 - **Timekeeper:** Times the games and blows a whistle to signal the start and end of each game
 - **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 oversee 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

DIAGRAM



HOW TO SET UP

- Mark out enough pitches to ensure all children can play at the same time
- Use orange cones to mark the goals on one side of the pitch and green on the other
- Mark out a large area in the centre for rests, drinks and any first aid
- Pitch B: Using blue cones split the pitch into two halves. Place ten yellow cones and ten white cones on each half of the pitch. Ten spare balls needed for the progression
- Pitch D: Balance four balls on cones, at each end of the pitch. Create two starting lines with blue cones

Primary

The set up above caters for 16 children playing 2 v 2

Secondary

The set up above caters for 24 children playing 3 v 3

FOOTBALL FESTIVAL GUIDE



HOW TO PLAY

- Children get into pairs
- Each pair could be named after a country participating in the tournament
- Each game will last for four minutes for primary and five minutes for secondary
- Once the timer runs out, the timekeeper blows their whistle
- The children playing in orange goals move clockwise to the next pitch e.g. if you are on Pitch A you would move to Pitch B
- The children playing in the green goals move anti-clockwise to the next pitch e.g. if you are on Pitch A you would move to Pitch D

PITCHES

Pitch A and C

- Two pairs come together on each pitch with one pair standing in the green goal and the other in the orange
- A ball is placed in the centre of the pitch
- When the whistle is blown the aim is for each team to try and score a goal. The team with the most goals wins

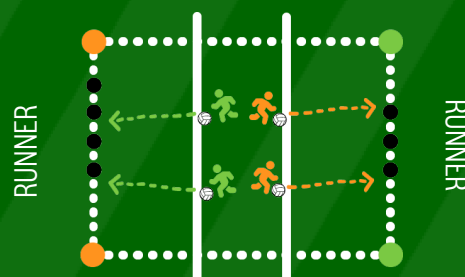
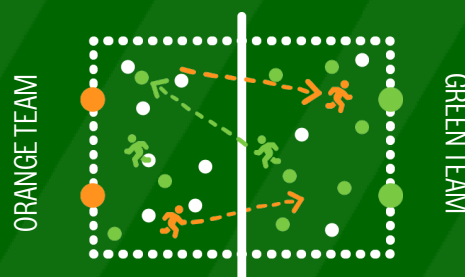
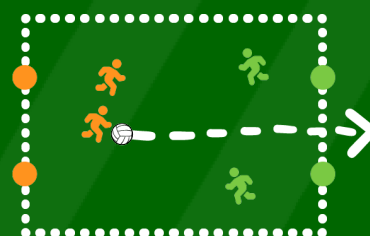
Pitch B

- Two pairs come together on each pitch with one pair standing in the green goal and the other in the orange
- On go, players collect a cone, travel into the other half of the pitch and place the cone on the floor
- The orange team are aiming to place all the white cones in the green team's half
- The green team are aiming to place all the green cones in the orange team's half
- The first team to move all ten cones wins
- Repeat the game: play as above but this time use ten footballs which can be balanced on top of the cones

Pitch D

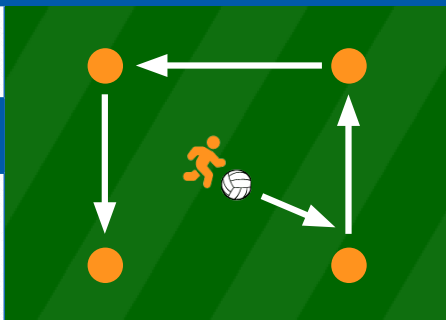
- Balance four footballs on cones at each end of the pitch
- Create two starting lines with blue cones
- Children take it in turns to bowl underarm or kick the ball towards the balanced balls
- Which team can knock all four balls off first?
- Adjust the starting position depending upon your children's needs

DIAGRAM

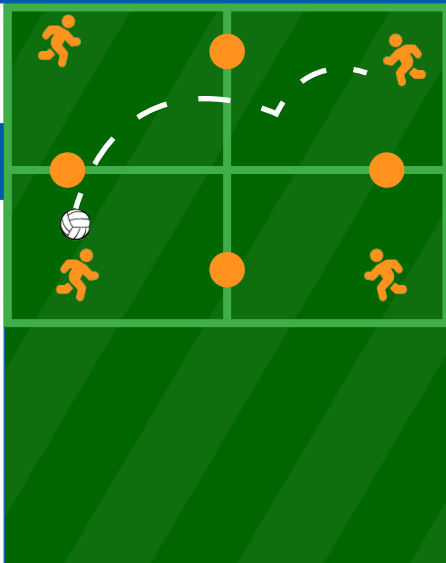


HOME FESTIVAL

Footgolf

EQUIPMENT	DIAGRAM	HOW TO PLAY
<ul style="list-style-type: none"> Ball Four household items 		<ul style="list-style-type: none"> Select four random household items such as tins, empty plastic bottles Use items that won't break and ensure you have plenty of space around you Place these items around your garden, backyard or room to create your footgolf course Decide on a starting position Count the number of touches needed to move the ball to the object Challenge yourself to take as few touches as possible
PLAYERS		
<ul style="list-style-type: none"> 1+ 		

Four Square

EQUIPMENT	DIAGRAM	HOW TO PLAY
<ul style="list-style-type: none"> Ball Chalk Four plastic bottles 		<ul style="list-style-type: none"> Mark out four squares Place a plastic bottle in the compass points north, east, south and west. These represent each player's goal corner One person stands in each square (if needed a person can work across two squares) The ball is kicked upwards into a different square. Once the ball bounces it can be returned. This game can also be played by bouncing the ball with your hands Each player starts with five points To score a goal the ball must bounce inside a square and be missed by the defending player If the ball hits a plastic bottle the goal does not count If a player kicks the ball and it misses all the squares that player loses a point The first player to score ten points wins If the player defending their square misses the ball, the player kicking the ball scores a point
PLAYERS		
<ul style="list-style-type: none"> 2 - 4 		

FOOTBALL FESTIVAL GUIDE



1v1v1

EQUIPMENT	DIAGRAM	HOW TO PLAY
<ul style="list-style-type: none"> Ball Chalk or plastic bottles 		<ul style="list-style-type: none"> Find a wall and mark out a goal with either chalk or plastic bottles Each player takes it in turn to kick the ball towards the goal, once the ball hits the wall, the next person tries to return the ball The aim of the game is to try and build the longest football goal rally possible
PLAYERS		
<ul style="list-style-type: none"> 1+ 		

Footy Fest

EQUIPMENT	DIAGRAM	HOW TO PLAY
<ul style="list-style-type: none"> Ball Four plastic bottles 		<ul style="list-style-type: none"> Using four plastic bottles make two goals Play a 1 v 1 game and see if you can score a goal past your opponent
PLAYERS		
<ul style="list-style-type: none"> 2 		