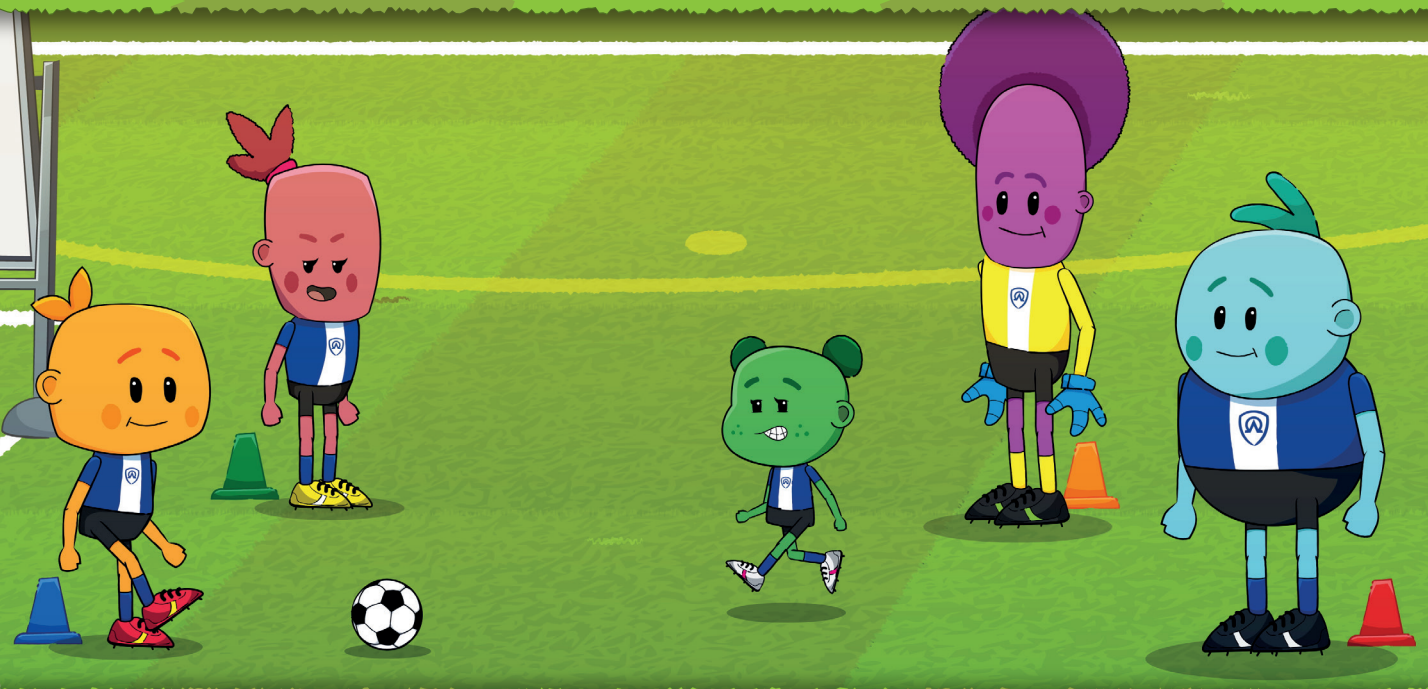


TOWARD THE

GOAL

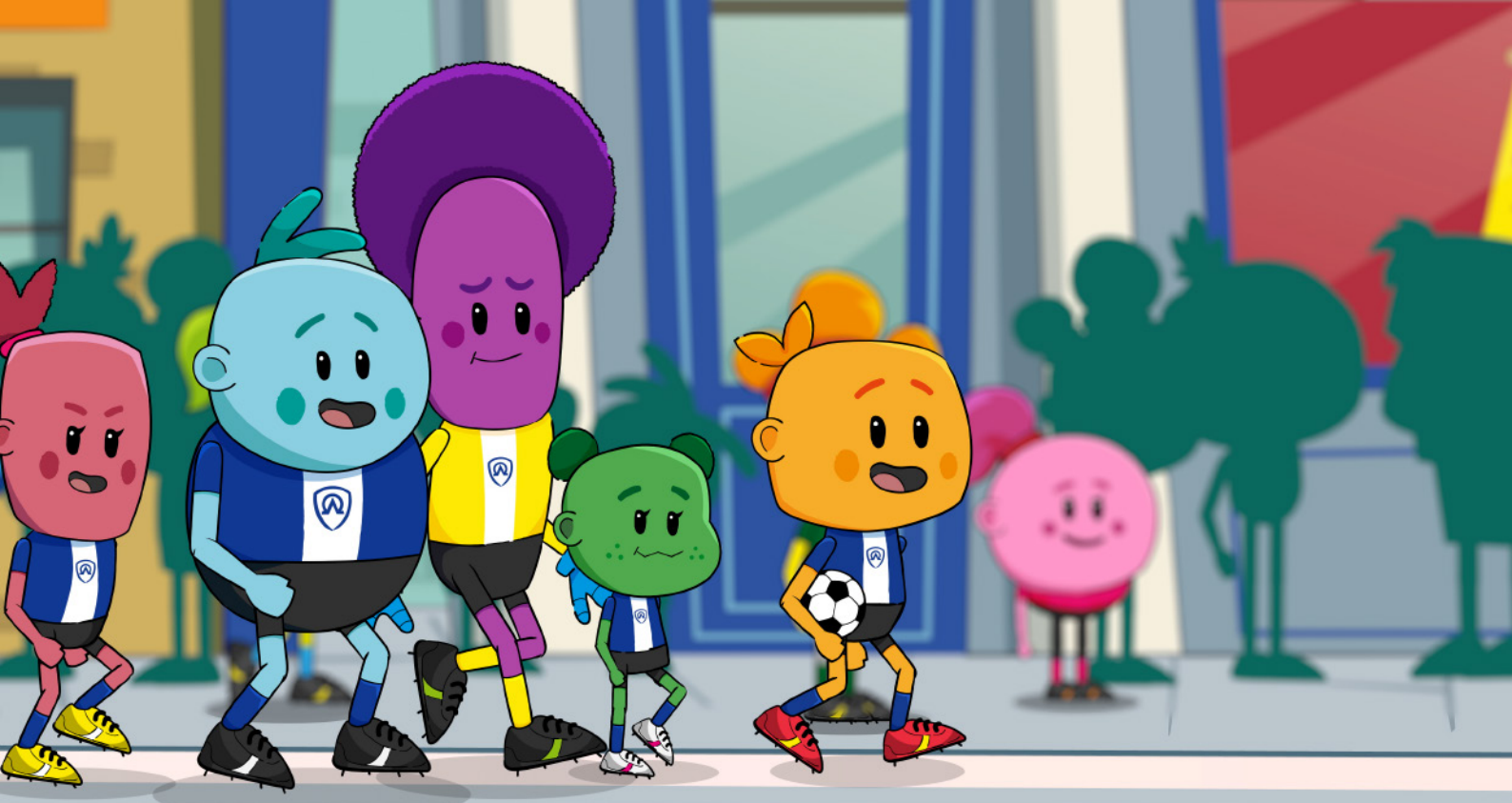


THE GOLDEN TICKET

COACHING & SESSION MANUAL



AMBASSADORS
FOOTBALL



The Golden Ticket material is part of our Toward the Goal curriculum, which is designed to take children through the entire story of the Bible. The Golden Ticket itself is intended to run over six sessions (Saturdays recommended) during the World Cup 2026.

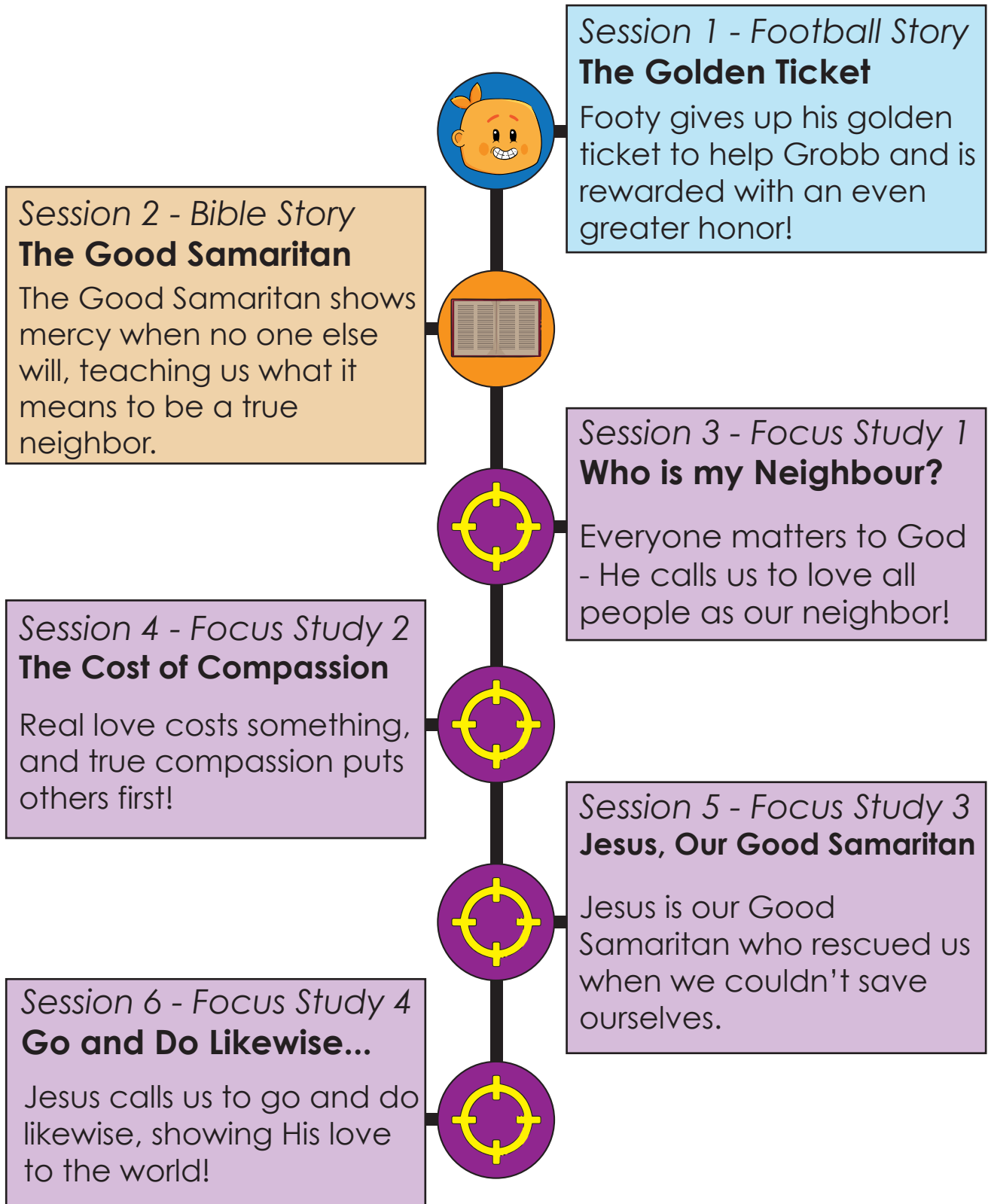
This manual will provide a structured outline for a one or two hour slot, as well as specific games and challenges that can be run with the children.

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THE GOLDEN TICKET OVERVIEW

The Golden Ticket has six related sessions. After each session, the children should understand these key concepts:



SESSION OUTLINES

Two Hour Session:

Pre-Session	Arrive and divide kids by age group. Free play/ coaches vs players kickaround game.
00:05-00:10	Welcome huddle, prayer and shout!
00:10-00:30	Two fun games/drills
00:30-00:45	Challenge of the Day
00:45-00:55	Water and Snack
00:55-01:15	Toward the Goal Bible Time
01:15-01:50	World Cup - Games & Competition
01:50-02:00	Closing Huddle - Memory Verse & Prayer

One Hour Session:

Pre-Session	Arrive and divide kids by age group.
00:00-00:05	Welcome huddle, prayer and shout!
00:05-00:20	One or two fun games/drills + Challenge of the Day
00:20-00:40	Toward the Goal Bible Time
00:40-00:55	World Cup - Games & Competition
00:55-01:00	Closing Huddle - Memory Verse & Prayer

GENERAL TIPS...

Make it fun & be enthusiastic! If you are having fun, the kids will as well.

Keep it simple! Use fewer words and more actions. The best coaches explain everything in the fewest words possible. Coaching moments should never last longer than 30 seconds!

Avoid lines! Kids become easily distracted if they are not actively engaged.

Make it competitive! Competition creates incentives and gives kids a chance to experience success. For younger & intermediate levels though, the competitive element should be against time or against a target instead of competing against each other.

Tell the kids what you want, not what you don't want! Words focus attention and we want the kids thinking about the correct action or decision. Try using phrases such as "Pass it with the inside of your foot" or "Keep a strong ankle" rather than "Don't kick it with your toe."

Praise successes & encourage failures! Build an environment where kids are not afraid to try new things and make mistakes!



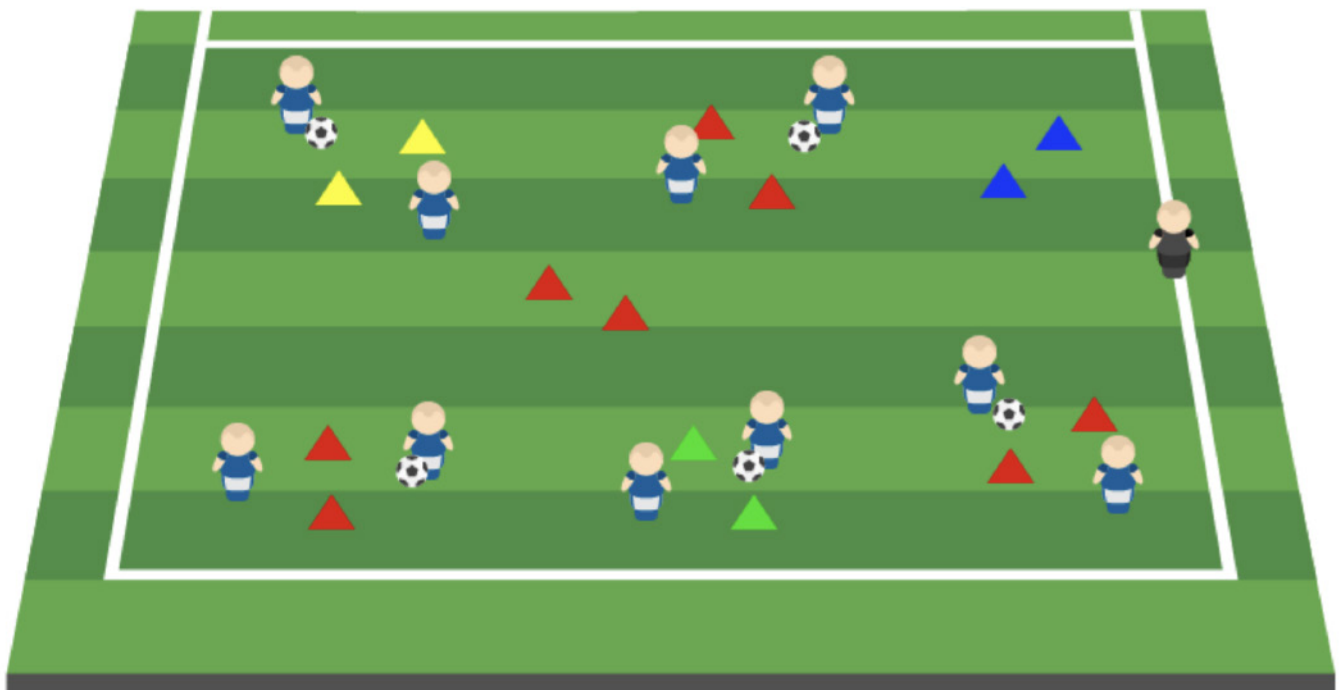
SESSION 1 - GAMES & CHALLENGES

GAME 1: GATES

SETUP: Make a big box using cones. Inside the big box, make multiple small gates using different colored cones.

INSTRUCTIONS: The players work in pairs with one ball between the two of them. When the coach says, "Go!" the pairs attempt to pass the ball through a gate with their partner. For every gate they successfully pass through, the pair gets a point. At the end of a minute, whoever has the most points wins.

OPTIONAL PROGRESSIONS: Add in different color gates. When the coach calls a specific color, the first pair to pass through that gate gets 2 points // Make the players change partners every few rounds instead of going with the same partner every round.



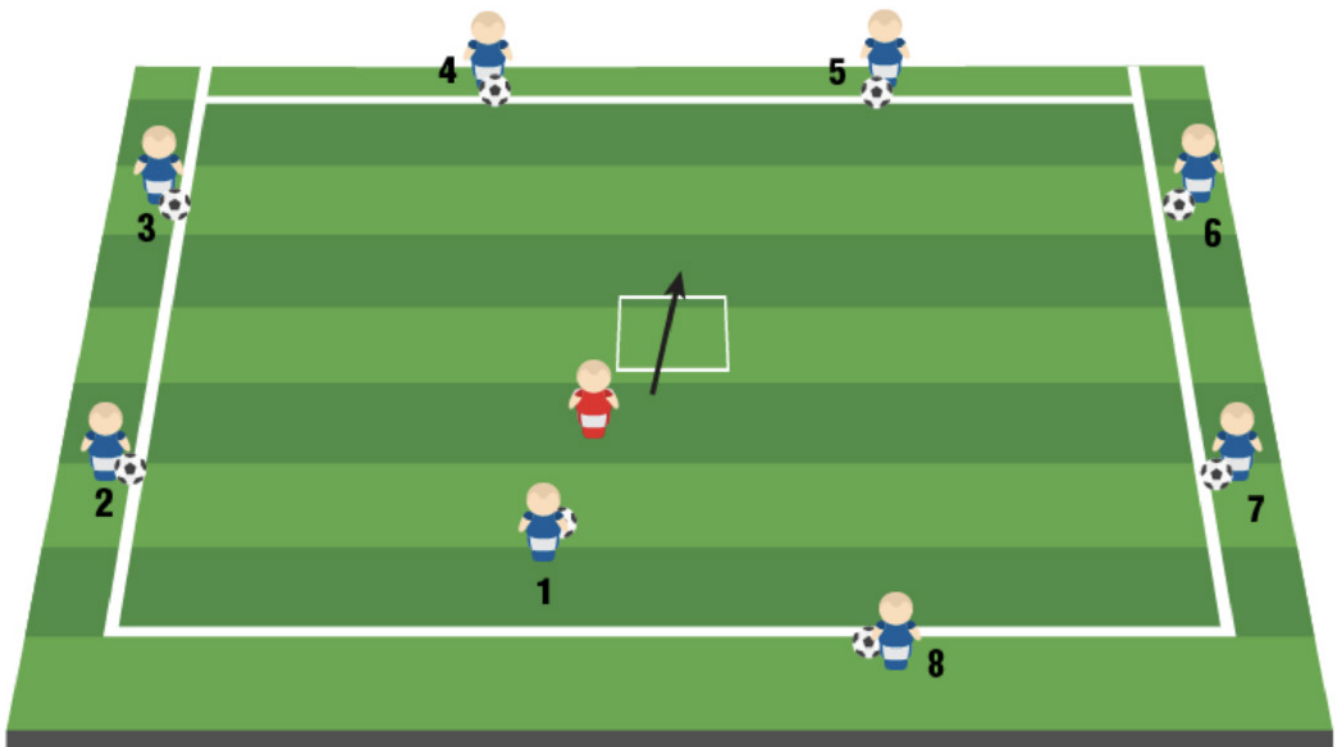
SESSION 1 - GAMES & CHALLENGES

GAME 2: NUMBERS

SETUP: Players are divided into two teams of equal size and every player on each team is assigned a number beginning with “1”. The coach stands facing the goal with one team on both sides of them.

INSTRUCTIONS: Play begins when the coach calls out a number and rolls a ball into the field. The player from each team who has been assigned that specific number must run & touch the goalpost before returning to find the ball. The first player to beat their opponent and score a goal wins a point for their group. If no one scores then no one gets a point. Players then reset back to their group before the coach calls a new number.

OPTIONAL PROGRESSIONS: Assign new numbers so the players face different opponents. // Call out multiple numbers at the same time.



SESSION 1 - GAMES & CHALLENGES

CHALLENGE 1 (June 13)

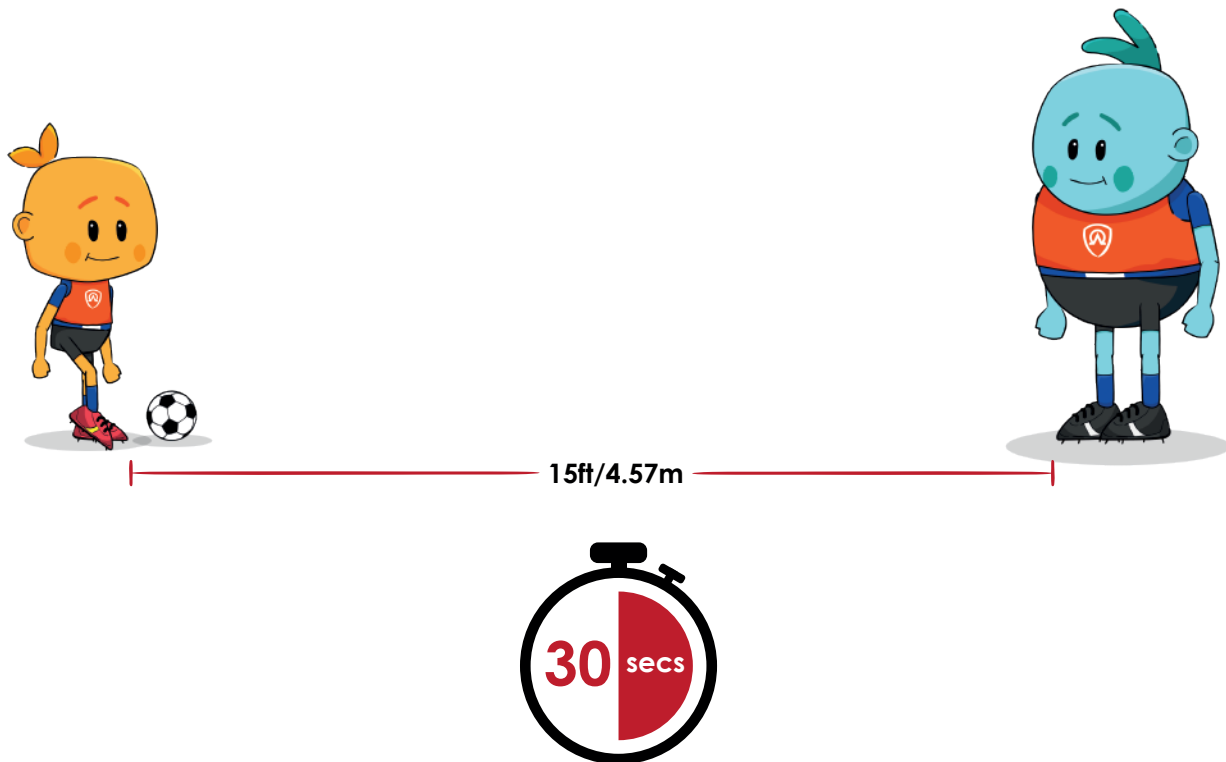
PASSING COMPETITION (ONE TOUCH)

Players must be 15 ft (4.57m) apart in pairs. Who can complete the most passes in 30 seconds?

First round: Half of the group in pairs passing – the other pair waiting counts the passes. Then change.

Final: The best three are set up next to each other. Have a coach for each pair count, while you film.

NOTE: Only videos that have measuring proof for correct distance can win!



SESSION 2 - GAMES & CHALLENGES

GAME 1: BLOB TAG

SETUP: Make a big box using cones. Two players are designated as the Blob and wear bibs of the same color. The Blob link arms or hold hands. Other players start inside the square on their own.

INSTRUCTIONS: The Blob is trying to tag each player, while every player is trying to avoid being tagged by the Blob while staying inside the square. When a player is tagged or when they leave the square, they join the Blob. The last player who is still free from the Blob is the winner.

CREATIVE ELEMENT: The Blob loves to eat and will gobble up anything it touches. Everyone must stay away otherwise they may be eaten and become part of the ooey-gooey Blob!

OPTIONAL PROGRESSIONS: The coach can split a larger Blob into two or three smaller Blobs.



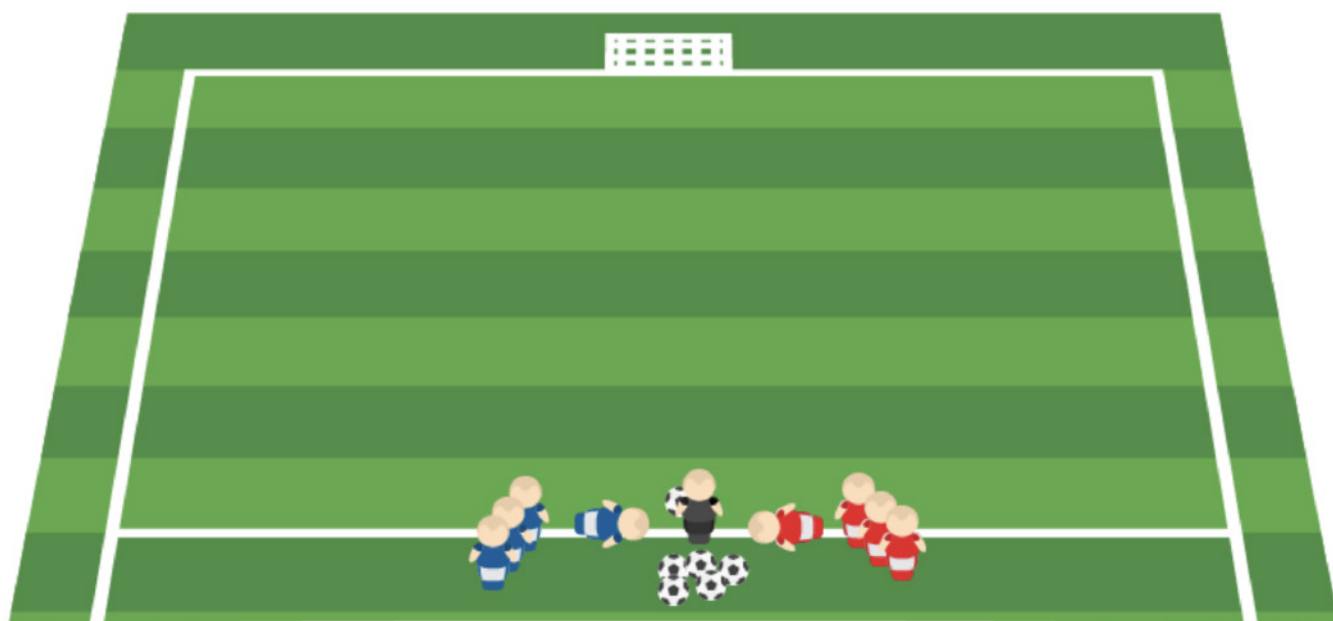
SESSION 2 - GAMES & CHALLENGES

GAME 2: REACTION FINISHING

SETUP: Players are divided into two teams of equal size. The coach stands facing the goal with one team on both sides of them.

INSTRUCTIONS: One player from each group begins in different positions (standing, facing backwards, laying down, with their foot on the ball, with eyes closed). The coach yells "Go!", rolls a ball into the playing area, and the players have to locate the ball and then score. If someone scores it counts as a point for their team.

OPTIONAL PROGRESSIONS: Be creative with the players' starting position! // For younger players, have the players go one at a time instead of competing against each other.



SESSION 2 - GAMES & CHALLENGES

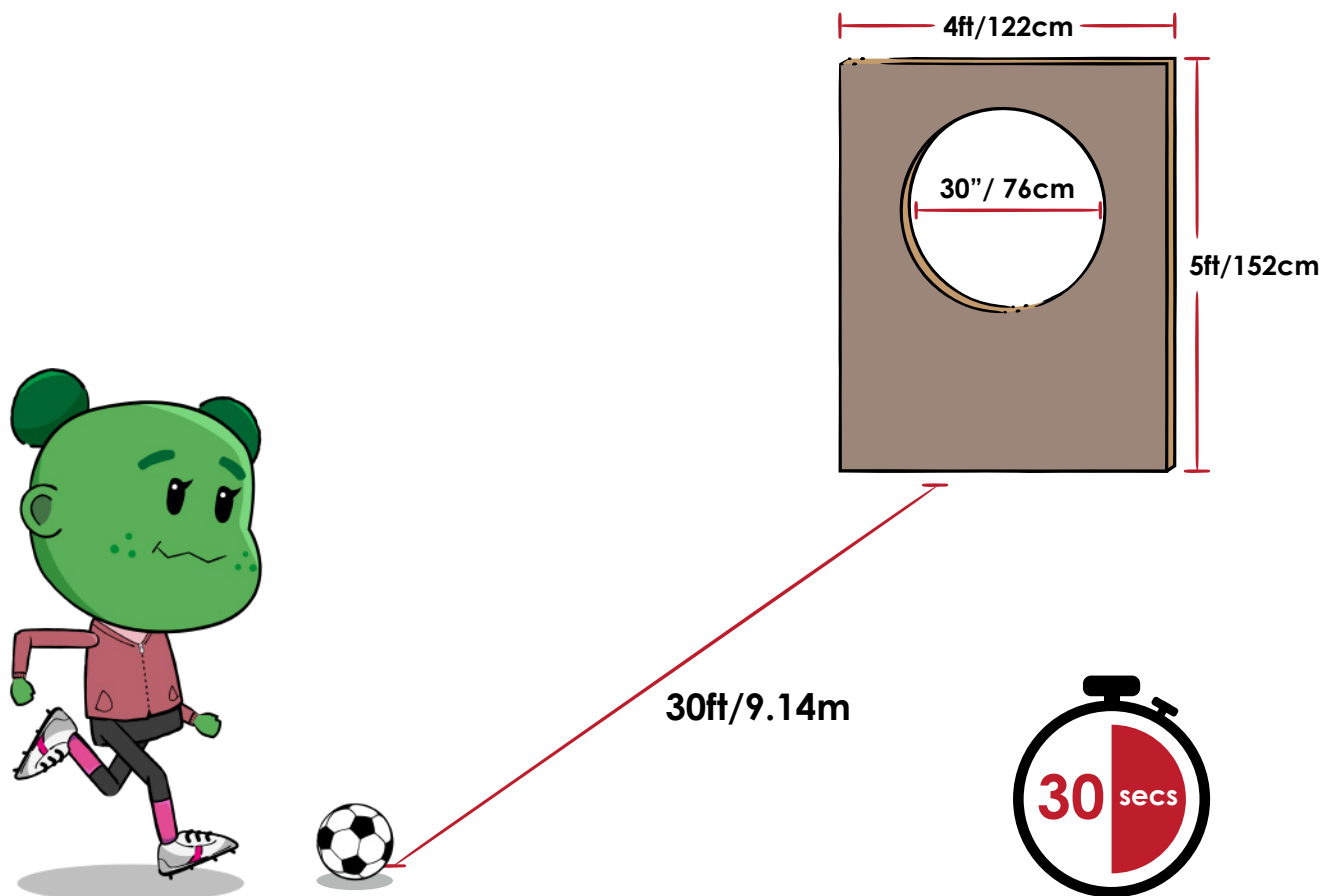
CHALLENGE 2 (June 20)

FINISHING ACCURACY COMPETITION (FIRST TIME)

Get a wood/plywood board 4ftx5ft (1.22x1.52m) with a 30-inch (76cm) diameter hole in the upper third. Balls kicked from behind a line in 30 feet (9.14m) distance. 30 seconds to get as many balls through the hole!

Have each team (for the WC competition) choose one of their players to represent the team.

NOTE: Only videos that have some measuring proof for correct distance and hole can win.



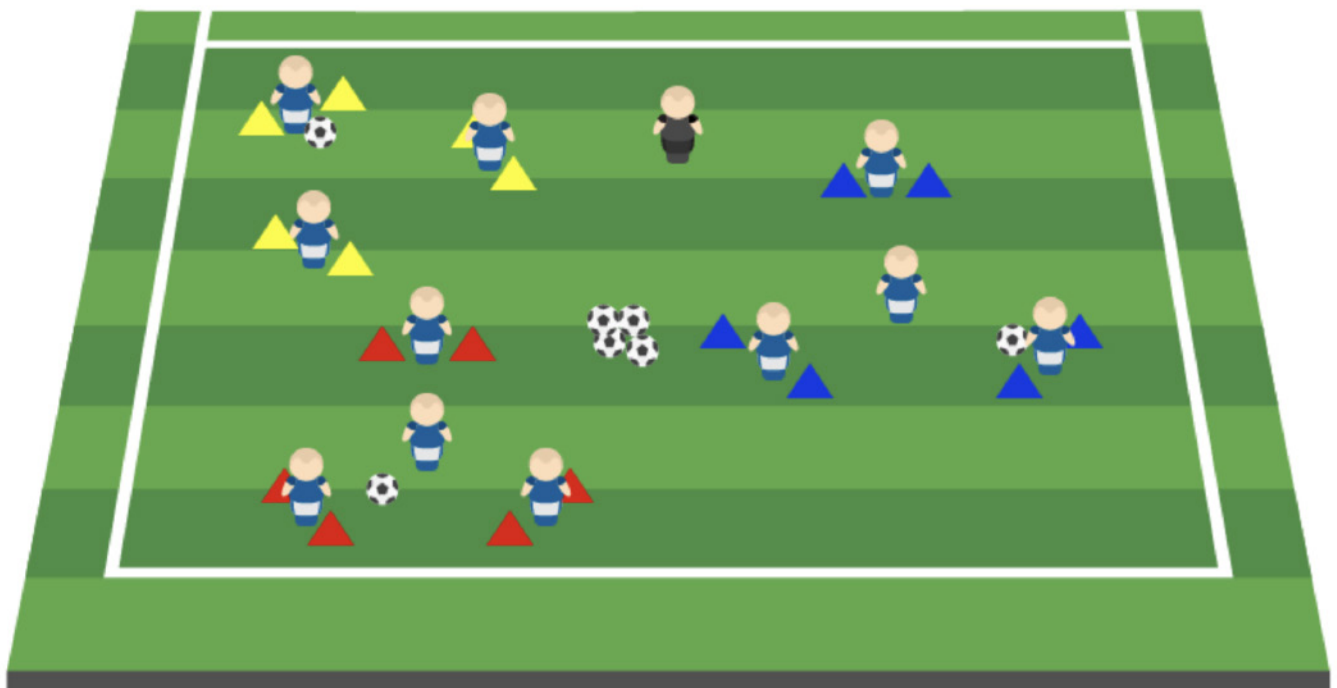
SESSION 3 - GAMES & CHALLENGES

GAME 1: TRIANGLES

SETUP: Make multiple triangles using cones.

INSTRUCTIONS: Players work in groups of 3 with one player on each point of the triangle or in groups of 4 with one player on each point of the triangle and one player in the middle. One ball per group and extra balls should go in the middle. Players pass the ball within their group to reach a target number that is given by the coach. There are no defenders - everyone is working to pass the ball as quickly as possible. At the end of one minute, whoever did not reach the target number does Star Jumps.

OPTIONAL PROGRESSIONS: Increase the target number to make it more difficult. // Make the players change groups instead of staying in the same group the whole time. // If players are in a group of 4, change the central player every round.

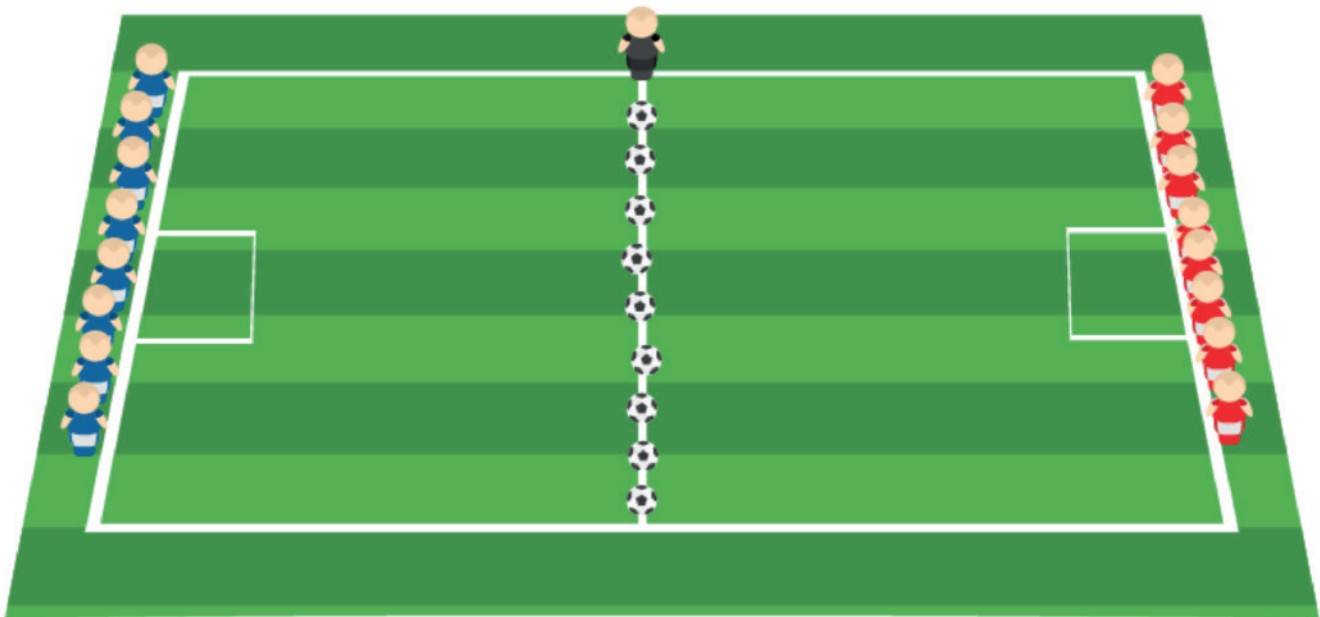


SESSION 3 - GAMES & CHALLENGES

GAME 2: CASTLES

SETUP: Make a giant box using cones and a halfway line down the middle. Create two small endzone boxes at the opposite end of each half. All the balls begin on the halfway line. The players are split into two teams and start on opposite sides.

INSTRUCTIONS: When the coach calls out, "Go!", all of the players collect the balls and place them in their own endzone box. Players are safe in their own half but can venture into the other half and try to steal more balls and return the balls to their endzone. If a player is tagged when they are in their opponents half, they are frozen in place. If they also had a ball, the ball gets returned to their opponents endzone. Frozen players can be rescued if a team mate safely makes it to them and links arms with them. Those two get safe passage back to their half. If a player makes it into their opponents endzone box, they are safe - but as soon as they leave the endzone box, they can be tagged. Whoever has the most balls in their endzone at the end of the time wins.

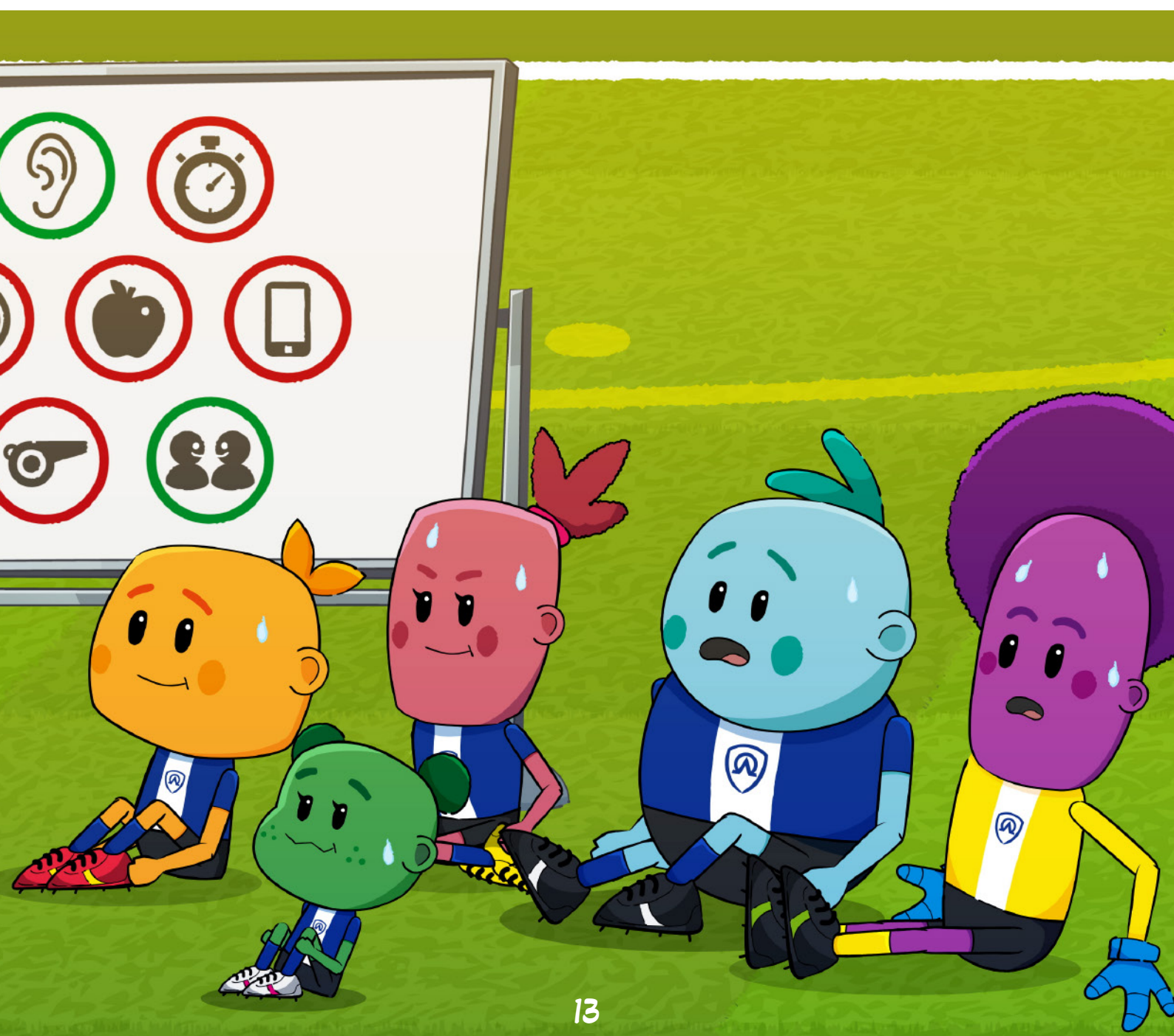


SESSION 3 - GAMES & CHALLENGES

CHALLENGE 3 (June 27)

10 MINUTE QUIZ

A quiz about participating countries from around the world and some fun football facts (Questions to be provided).



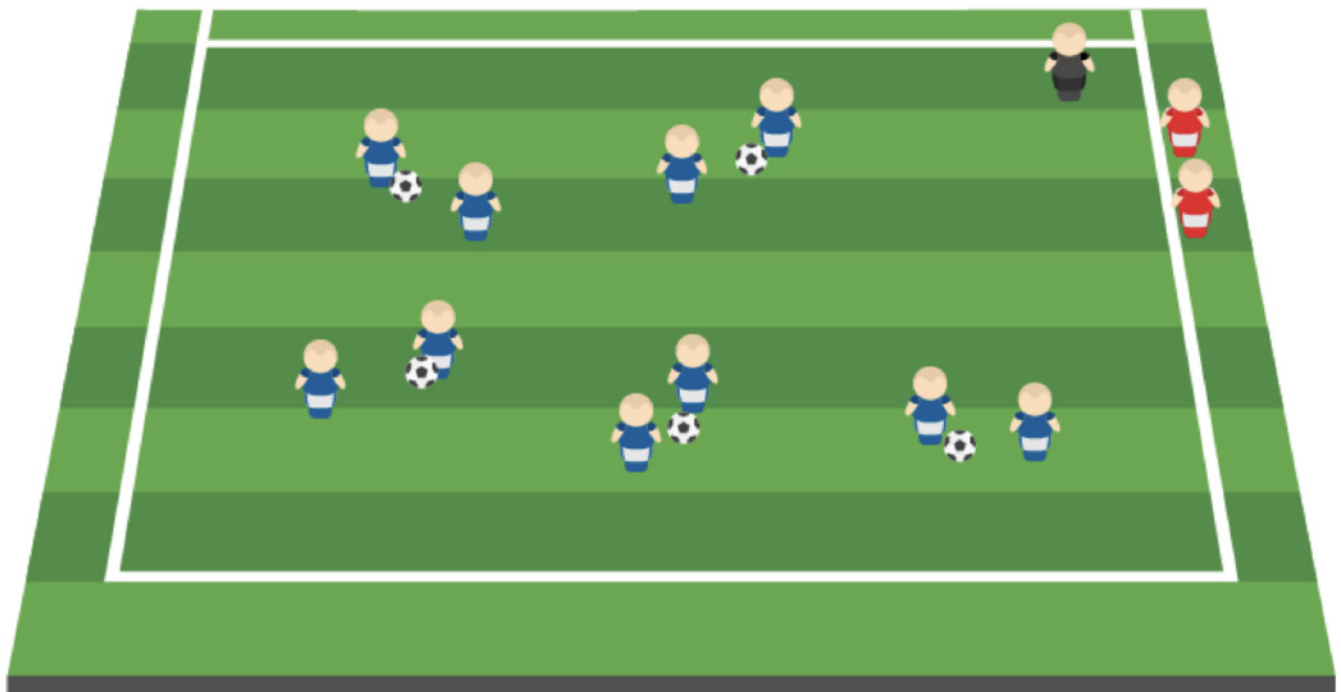
SESSION 4 - GAMES & CHALLENGES

GAME 1: THE MEANIES

SETUP: Make a big box using cones. Two players are designated as the Meanies and wear bibs. The remaining players divide into pairs and have one ball between the two of them.

INSTRUCTIONS: Players begin by passing the ball back and forth with their partner anywhere within the box. At the coach's command, the Meanies enter the box and try to kick the balls outside of the box. The pairs try to avoid having their ball stolen by the Bullies. When a pair's ball is kicked outside the box, they must collect the ball and wait outside the area. The final remaining group inside the box is the winner.

OPTIONAL PROGRESSIONS: Decrease the box size and/or increase the number of Bullies!

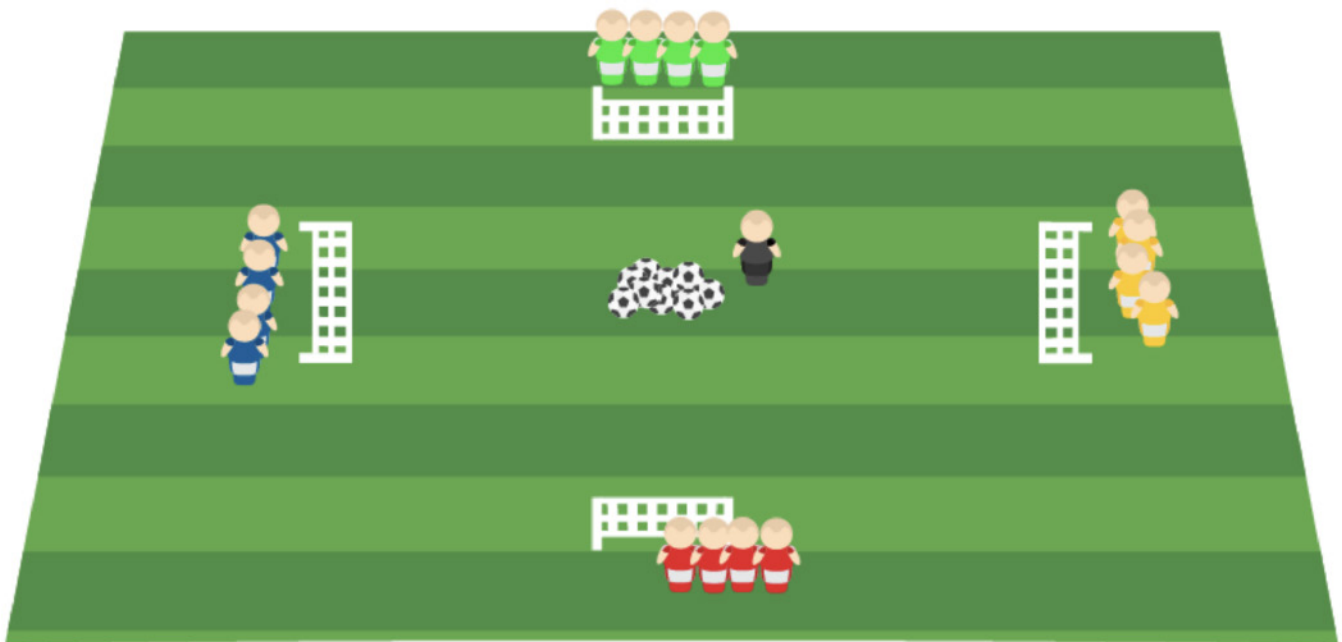


SESSION 4 - GAMES & CHALLENGES

GAME 2: MULTI GOAL SOCCER

SETUP: Use one goal for each team and place the goals forming a big box shape. All the balls go in the middle. The goals are placed facing AWAY from the middle. Create a goalbox of cones about 5 paces by 5 paces in front of each goal and no players are allowed inside the goalbox.

INSTRUCTIONS: When the coach yells, "Go!", each team attempts to score on any other team's goal while protecting their own goal. No one from either team is allowed inside of the goalbox. At the end of the time, the team with the fewest amount of balls in their goal is the winning team. There must be one coach by each goal to enforce rules & keep the balls inside the goals once they are scored. No one is allowed to shoot above knee height. If a player shoots above knee height, they must sit out the remainder of the round. Strategize on how many players from each team should go & attack vs stay & defend.



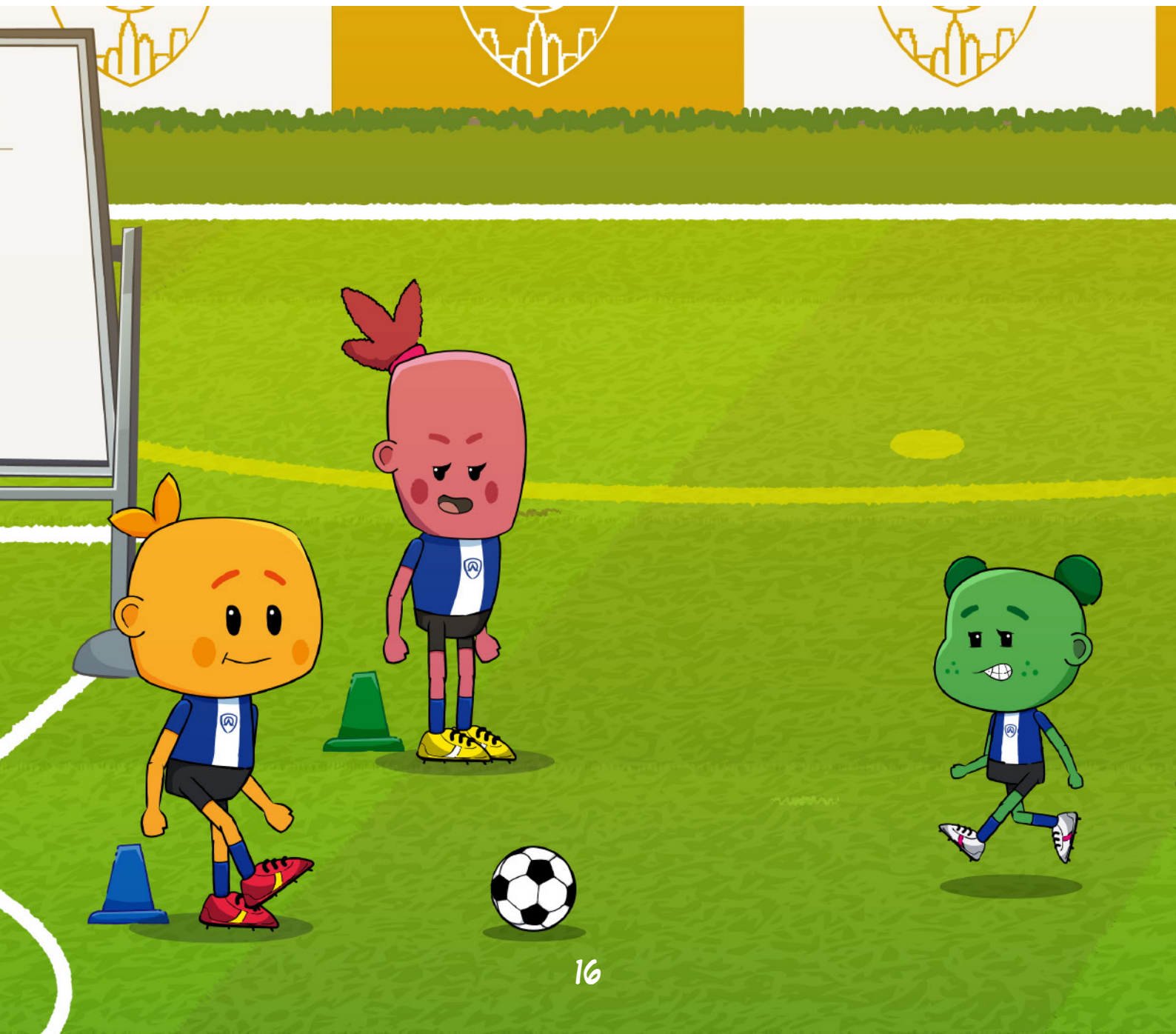
SESSION 4 - GAMES & CHALLENGES

CHALLENGE 4 (July 4)

PASSING COMPETITION (ROUND 2)

(The program could be move to Sunday 5th in the US – as churches see fit.)

First time passing competition - 2nd Round - to improve and beat what has already been set by others! Refer to Page 7 in this booklet for the rules.



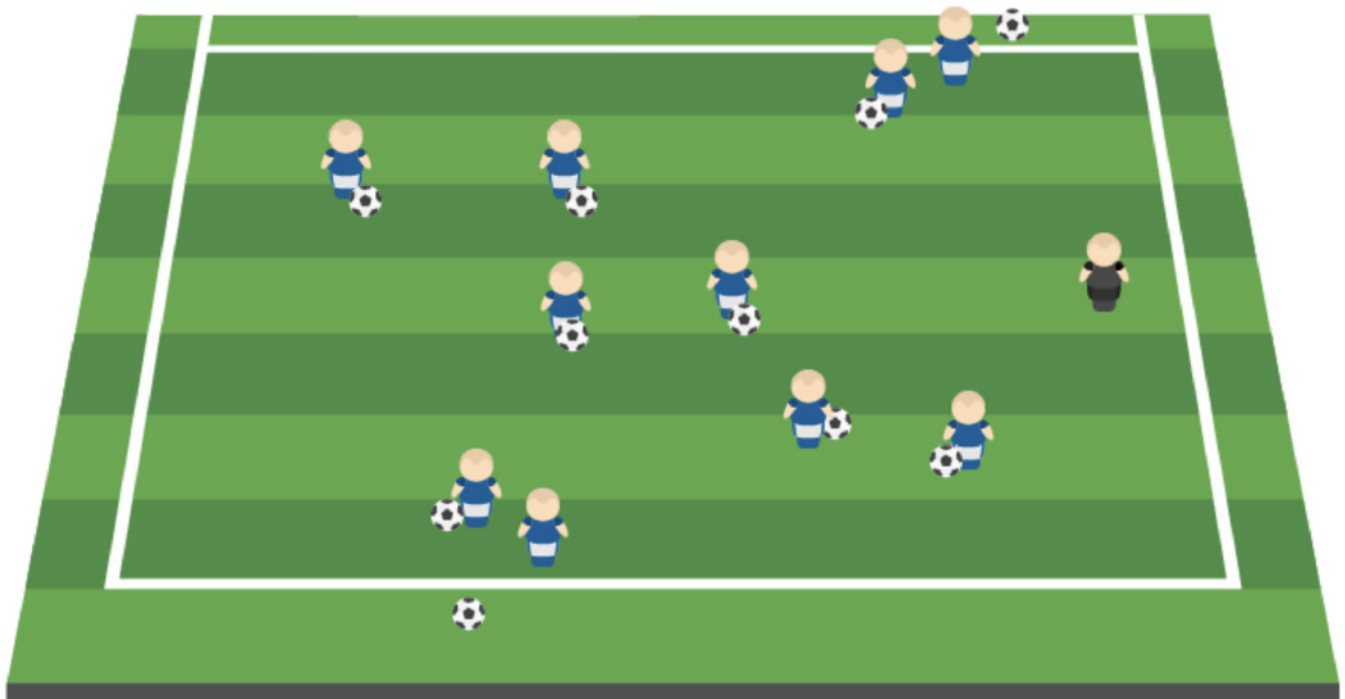
SESSION 5 - GAMES & CHALLENGES

GAME 1: KNOCKOUT

SETUP: Make a medium box using cones. Every player has their own ball and starts inside the box.

INSTRUCTIONS: The players begin by dribbling around inside the box. When the coach calls “Knockout”, the players try to kick everyone else’s ball outside the box while protecting their own ball. When a player’s ball is kicked out of the box, they are knocked out and must collect their ball and begin dribbling laps around the box. Play continues until only one player remains in the box.

OPTIONAL PROGRESSIONS: Decrease the size of the box as the game progresses to force players into each other.



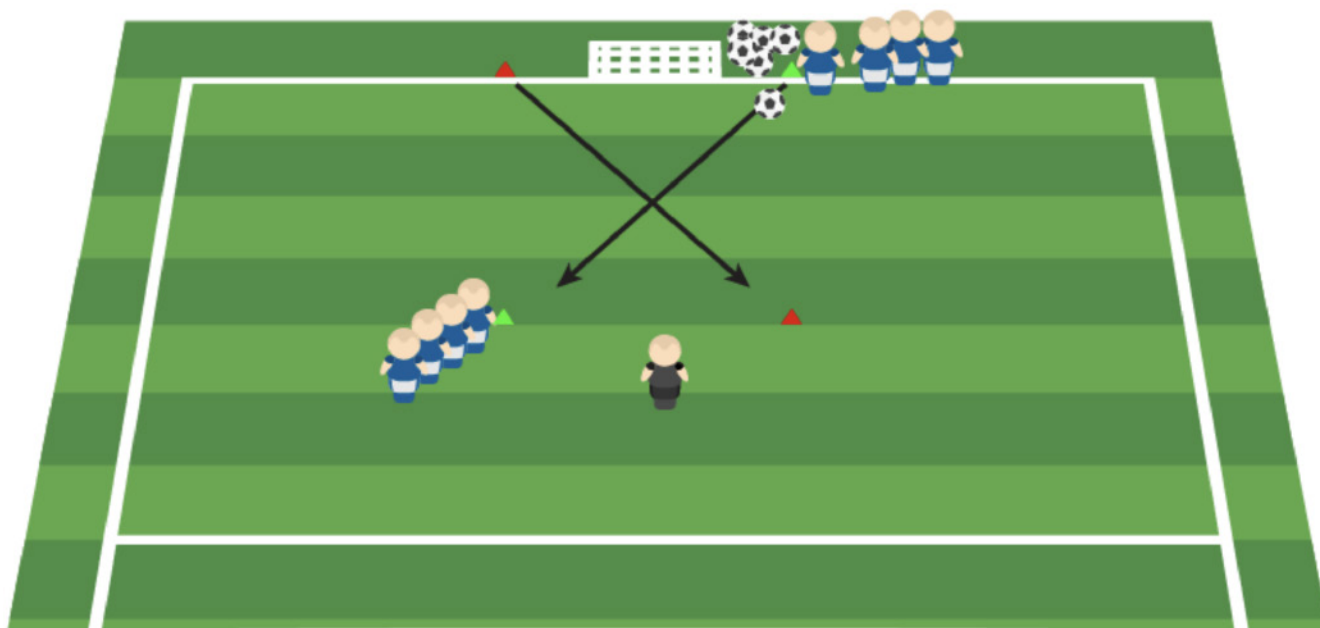
SESSION 5 - GAMES & CHALLENGES

GAME 2: FAST FINISHING

SETUP: Place half of the players, along with all of the balls, about 3 big steps to the side of a goal. The other half of the players stand in a line at a cone that is about 10 paces in front of the goal and is at a diagonal angle from the other players.

INSTRUCTIONS: Play begins as a ball is played out to the line of players in front of the goal. The first player in the line has one touch to score a goal. Immediately after that shot, the next ball gets played to the next player. Players switch places after each pass or shot. Play continues for 1 minute or until the balls need to be collected.

OPTIONAL PROGRESSIONS: Both sets of players switch to the opposite sides of the goal so that the ball comes in from a different angle. // Players can “bounce” passes to encourage a volleyed shot or control and then shoot.



SESSION 5 - GAMES & CHALLENGES

CHALLENGE 5 (July 11)

FINISHING ACCURACY COMPETITION (ROUND 2)

First time finishing competition - 2nd Round - to improve and beat what has already been set by others! Refer to Page 10 in this booklet for the rules.



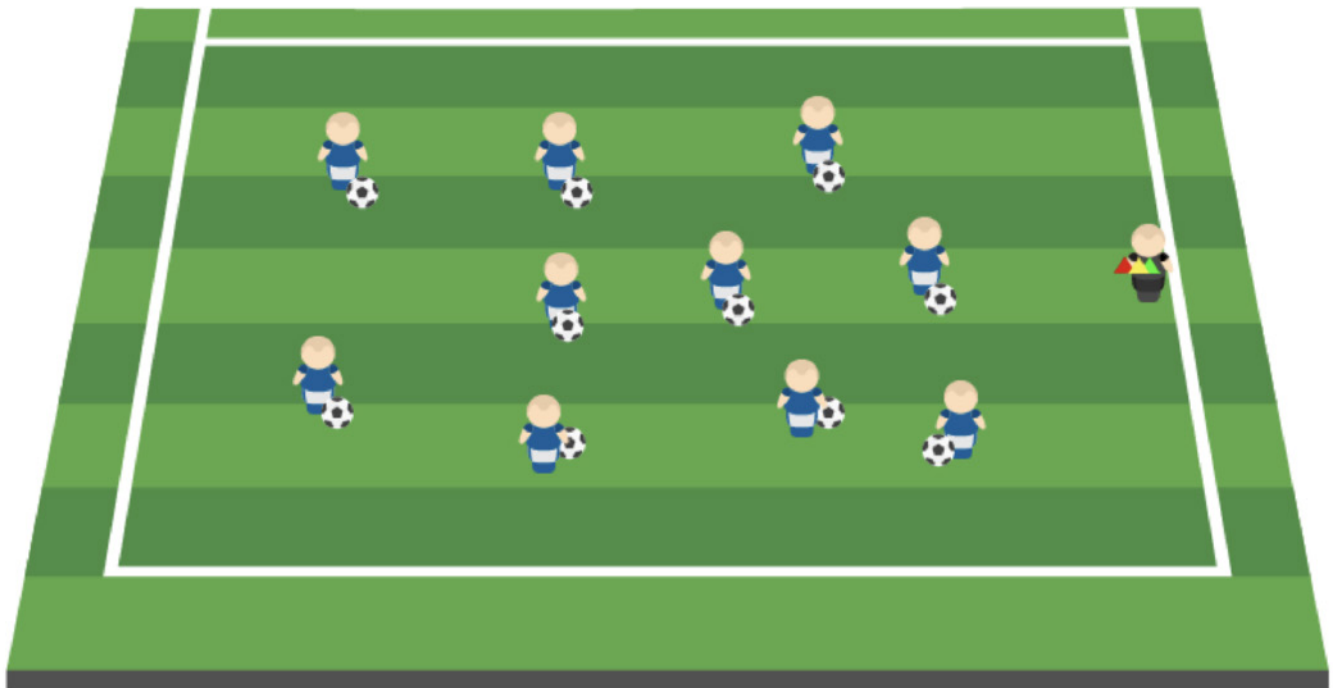
SESSION 6 - GAMES & CHALLENGES

GAME 1: TRAFFIC LIGHTS

SETUP: Make a big box using cones. Every player has their own ball and starts inside the box. The coach has a green cone, red cone, and yellow cone (or can use bibs or call out colors).

INSTRUCTIONS: When the coach holds up the green cone/bib and calls out “Green Light”, the players begin dribbling. When the coach holds up the red cone/bib and calls out “Red Light”, the players must stop. When the coach holds up the yellow cone/bib and calls out “Yellow Light”, the player must dribble in super slow motion.

OPTIONAL PROGRESSIONS: Begin the game without balls.
// Change between “Green Light” and “Red Light” more often.

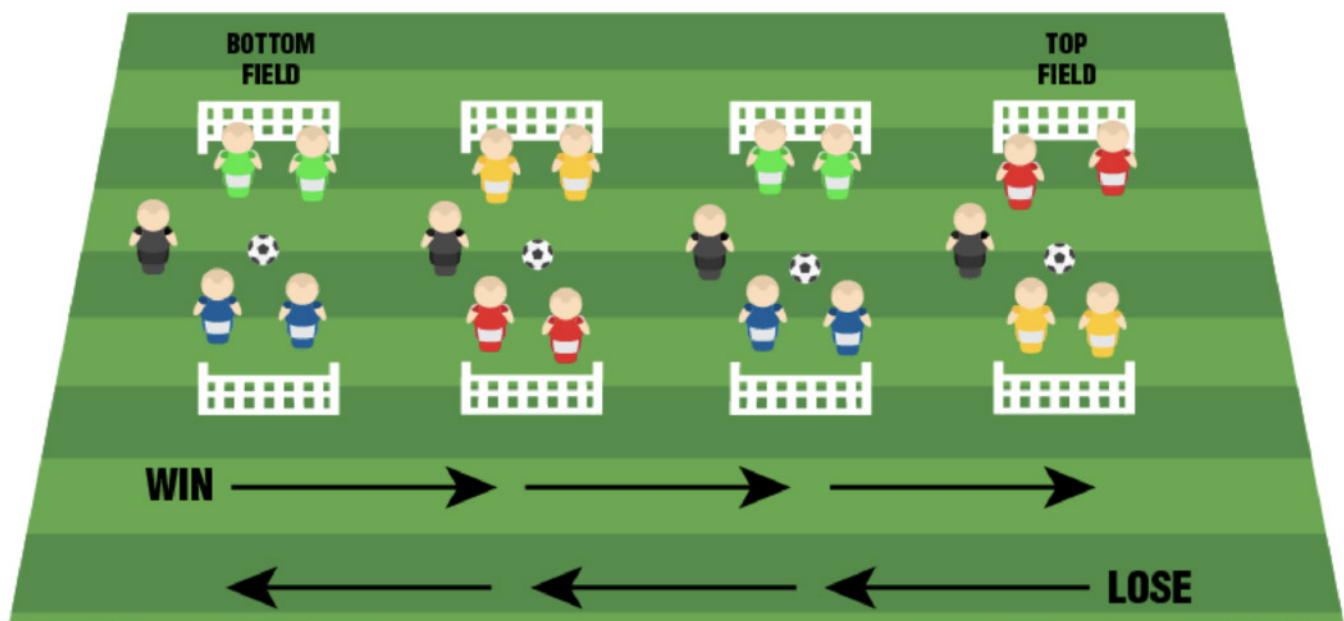


SESSION 6 - GAMES & CHALLENGES

GAME 2: SMALL-SIDED GAMES

SETUP: Make multiple 2v2 or 3v3 sized fields next to each other using cones and mini goals.

INSTRUCTIONS: Coaches referee the games, one coach per field. Players are divided into teams of 2 or 3 players per team. Players play 1v1 games, 2v2 games and 3v3 games. Each game lasts 1-2 minutes. After every game, the winning team moves UP one field - the losing team moves DOWN one field. The top team and bottom team stay on the same field. Players can substitute in on any dead ball. Keep the same teams for the duration.



SESSION 6 - GAMES & CHALLENGES

CHALLENGE 6 (July 17)

MEMORY VERSE RECITAL

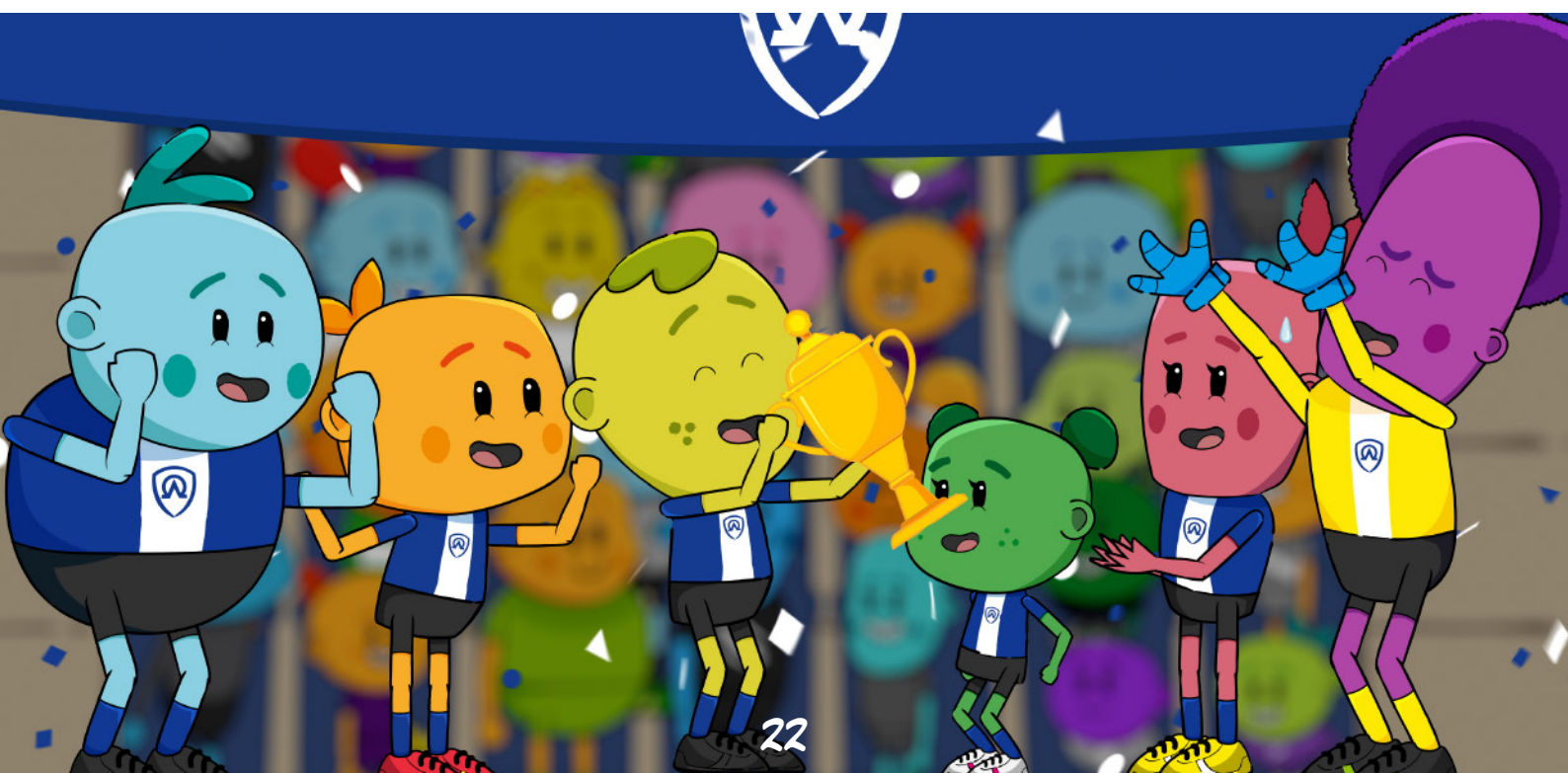
Record the children reciting the memory verse. There will be a 24h window in the week after where people from around the world can vote for their favorite, most passionate, inspiring video!

Plus church handing out prizes for their local champions (Passing, shooting accuracy, WC competition, and anything else they want to award (fair play, character...))

WINNERS

Competition 1 and 2 winners are announced on July 18.
Bible verse video is voted on and announced in the week after.

The Church will receive a prize with something that honors the player.



EXAMPLE TOURNAMENT STRUCTURES

SAMPLE 4 TEAM TOURNAMENT

Team 1	v	Team 2
Team 3	v	Team 4
Team 1	v	Team 3
Team 2	v	Team 4
Team 1	v	Team 4
Team 2	v	Team 3

SAMPLE 5 TEAM TOURNAMENT

Team 1	v	Team 5
Team 2	v	Team 4
Team 3	v	Team 1
Team 5	v	Team 4
Team 4	v	Team 3
Team 2	v	Team 5
Team 4	v	Team 1
Team 3	v	Team 2
Team 3	v	Team 5
Team 2	v	Team 1

FOR AN ODD NUMBER OF TEAMS:

Assign to each team a number and then use only the figures in drawing up the schedule. For example, in a league with 7 teams start with 1. Then put down figures in the following order:

7-bye	6-bye	5-bye	4-bye	3-bye	2-bye	1-bye
6-1	5-7	4-6	3-5	2-4	1-3	7-2
5-2	4-1	3-7	2-6	1-5	7-4	6-3
4-3	3-2	2-1	1-7	7-6	6-5	5-4

FOR AN EVEN NUMBER OF TEAMS:

With an even number of teams, the plan is the same except the position of Number 1 remains stationary and the other numbers revolve about it until the original combination is reached. For example, with 8 teams the following occurs:

1-2	1-8	1-7	1-6	1-5	1-4	1-3
8-3	7-2	6-8	5-7	4-6	3-5	2-4
7-4	6-3	5-2	4-8	3-7	2-6	8-5
6-5	5-4	4-3	3-2	2-8	8-7	7-6

4 VS 4

Mini goals
No Keepers
15m x 25m

6 VS 6

Small goals
30m x 40m

8 VS 8

Small Goals
40m x 50m

*adjust field size based on age



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