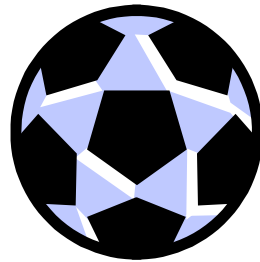


Behaviour



Manager



It is your job to manage all the different parts of your team and make them work together to score as many goals as you can.

**Manager**

Your name:

**Goalkeeper**

A member of staff who can help you protect your goal:

The goalkeeper is your last line of defence. They should only be used if you are having trouble with the rest of your team.

# Defenders

Identify your problem areas / lessons where your behaviour could leak goals. (Situations)

People:

Subjects:

Places:

Times:

# Midfield

Things you need to do to help you score your goals: (Strategies)

Strategy 1:

Strategy 2:

Strategy 3:

# Strikers

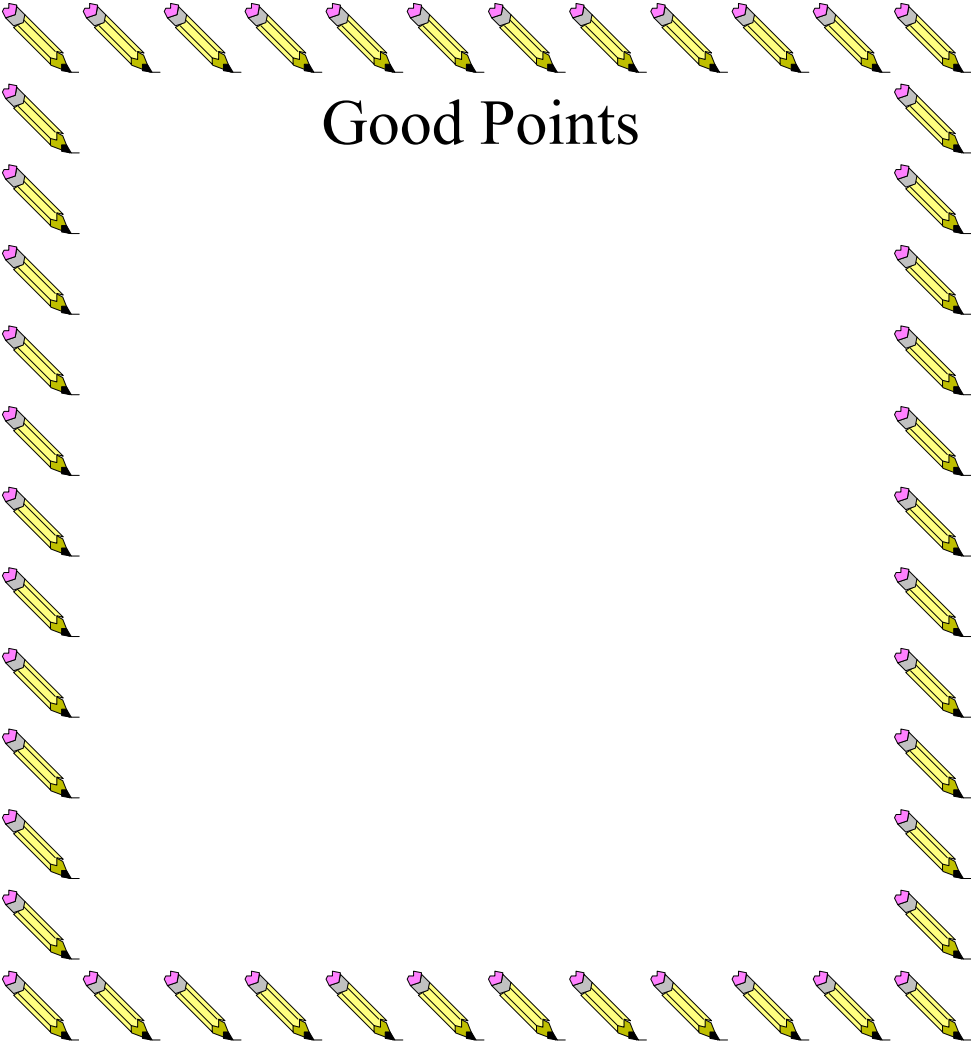
Rewards which you would like when a goal is scored: (Rewards)

Reward 1:

Reward 2:

Reward 3:

As team manager you have to keep notes for your half time talk. Use this sheet to record how you have been getting on with your targets.



Good Points



Bad Points

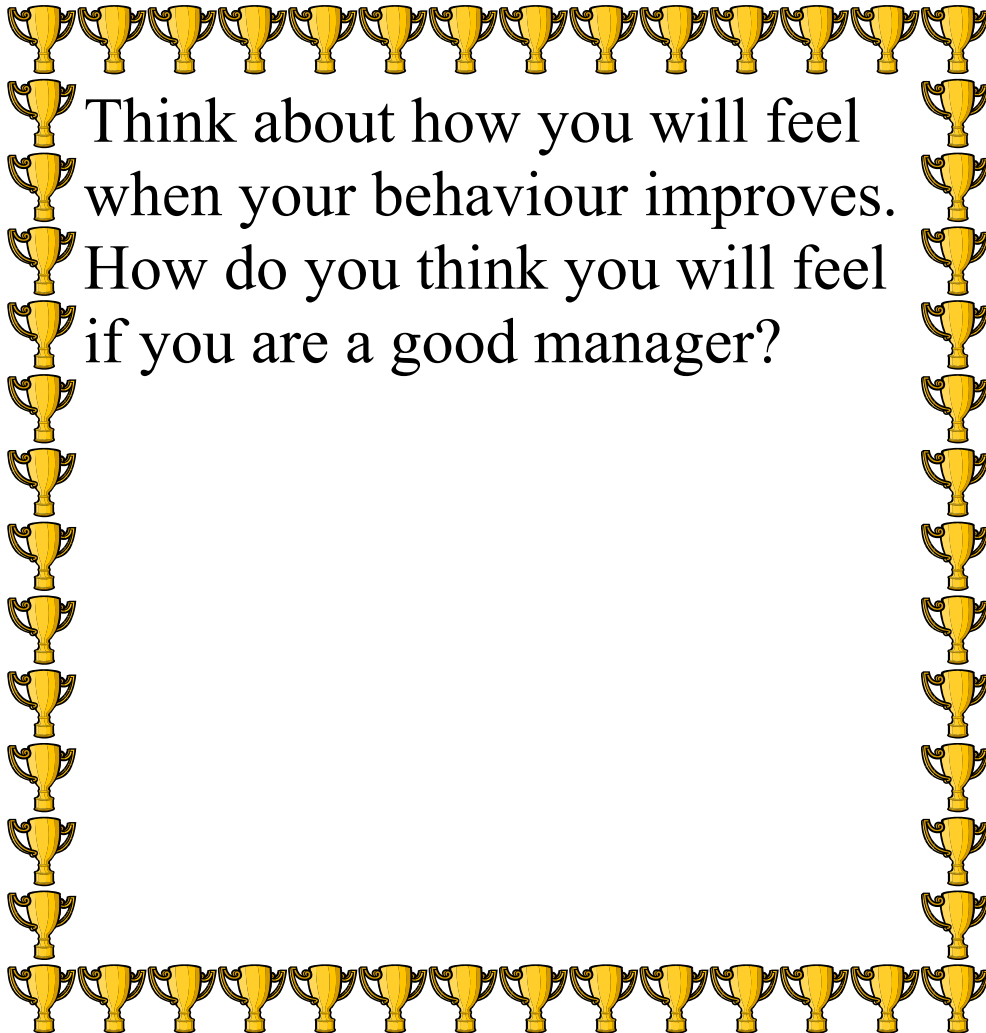
# The Supporters

Think carefully about who will be pleased when you manage to score goals by your improved behaviour.

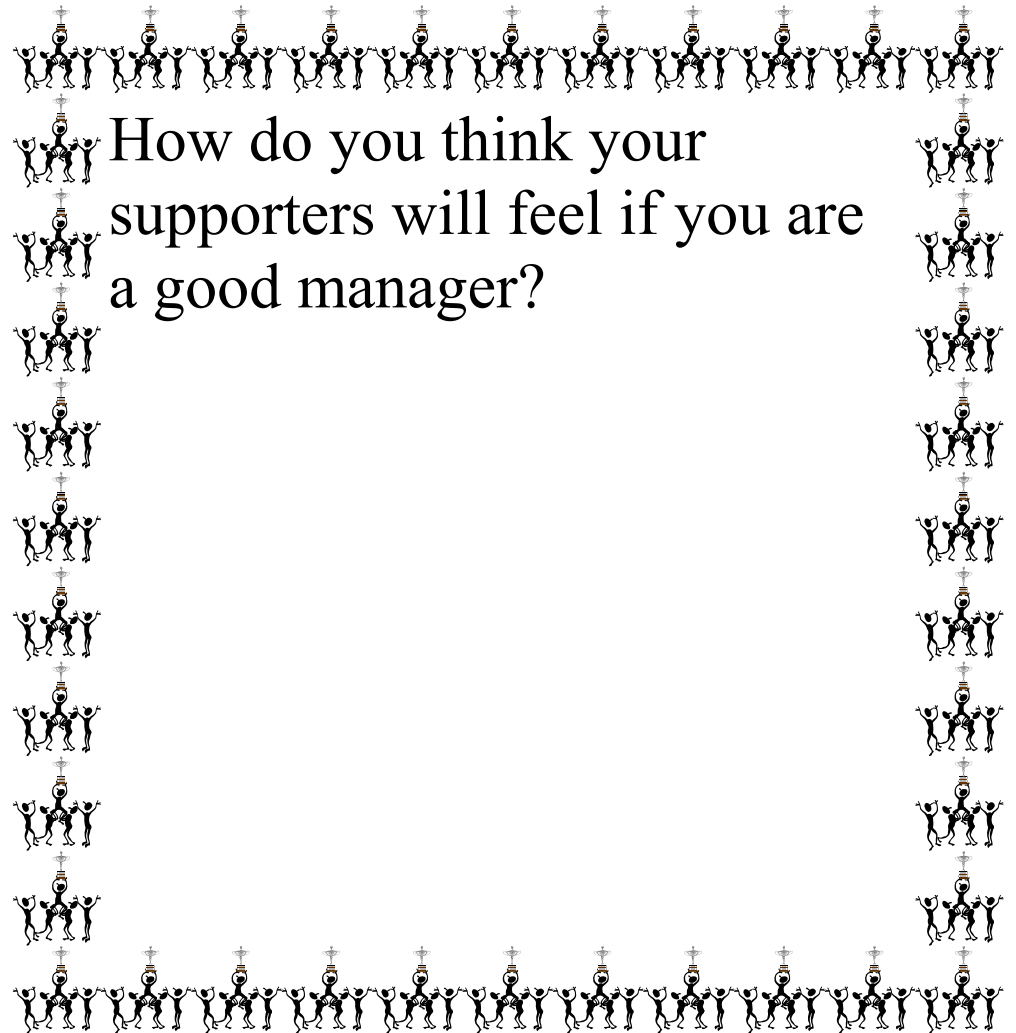
Make a list of all those you can think of.



# The Manager



Think about how you will feel when your behaviour improves. How do you think you will feel if you are a good manager?



How do you think your supporters will feel if you are a good manager?

# The Referee

After the match the referee writes a report to say how the match went.  
Here is the report on how good a manager you are.



Signed:

Date:



