



Football Activity Placemat

Three finish-anytime activities for ages approximately 6–10

Match: write the matching letter—A, B, C or D—in each blank.

1 • MATCH FOUR PICTURES



1. Football _ _ _ _



2. Flag belt _ _ _ _



3. Field cone _ _ _ _



4. Water bottle _ _ _ _

PICTURE-PURPOSE KEY

A. A container used for water breaks.

B. The ball players carry, pass, catch, or kick.

C. A marker that shows a boundary, station, or safe path.

D. A belt with flags used in non-contact flag football.

2 • BUILD TWO SCORES

Touchdown 6 • Extra-point kick 1 • Two-point conversion 2 • Field goal 3 • Safety 2

For these puzzles, every named kick and two-point conversion is successful.

1. One touchdown and one successful extra-point kick

SHOW THE MATH AND TOTAL

2. Two field goals

SHOW THE MATH AND TOTAL

3 • QUICK TEAM IDEA

TEAM NAME

TEAM TRAIT

DRAW AN ORIGINAL SYMBOL FOR THE TEAM

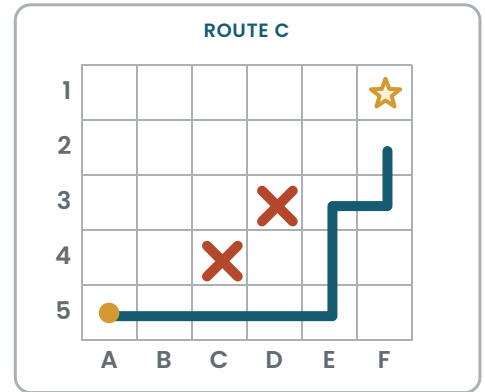
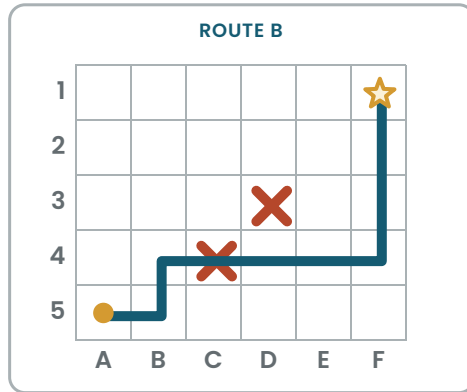
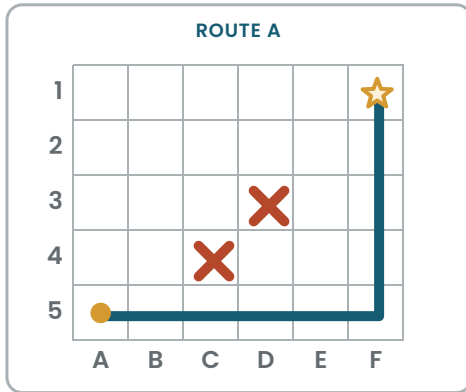


Choose the Safe Route

Trace each choice; circle the one that reaches the star without touching X

A. Snack Stand Route

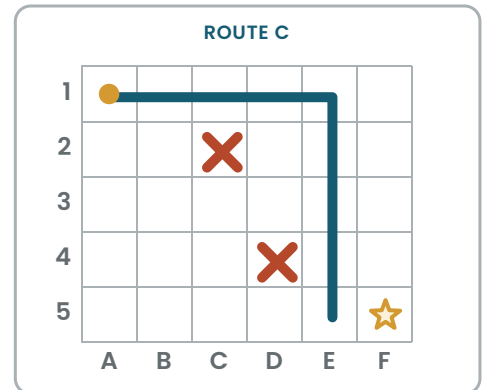
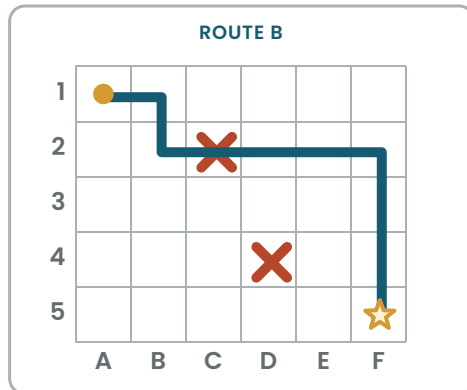
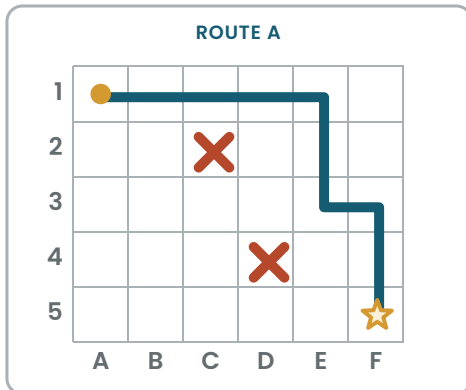
Start A5 • Goal F1 • X means blocked



Circle the one route that reaches the star without touching an X.

B. Seat Finder Route

Start A1 • Goal F5 • X means blocked



Circle the one route that reaches the star without touching an X.



Design Your Own Team

Create an original team—do not copy a real logo or uniform

Use your team idea from page 1. Develop its logo, design a jersey, and write a cheer or welcome message.

TEAM NAME

THREE TEAM TRAITS

DRAW AN ORIGINAL TEAM LOGO

DESIGN A JERSEY PATTERN



CHEER OR WELCOME MESSAGE

Use your own shapes, words, and colors. Do not copy a real team logo or uniform.



Parent Answer & Support Guide

Answers for pages 1–2 plus age-appropriate help

ACTIVITY	WORKED ANSWER
Equipment	1—B football; 2—D flag belt; 3—C field cone; 4—A water bottle
Score 1	$6 + 1 = 7$ points
Score 2	$3 + 3 = 6$ points
Routes	A: route A reaches F1. B: route A reaches F5.

READING SUPPORT

Ages approximately 6–10. An adult may read directions and clue cards aloud. Children can point, circle, draw, or write.

USE IT YOUR WAY

- Print pages 1–3 for the child and keep page 4 as the answer guide.
- The first three pages can be completed before, during, or after a football gathering.
- None of the independent pages requires a live game.

SUPPORT WITHOUT GIVING AWAY THE ANSWER

- Point to the picture key, read one direction at a time, and ask the child to explain what they notice.
- For route pages, trace each choice with a finger and stop at every X.
- For score math, build each total from the printed point-value key.
- Praise careful thinking, not speed. Let a child skip or return later.