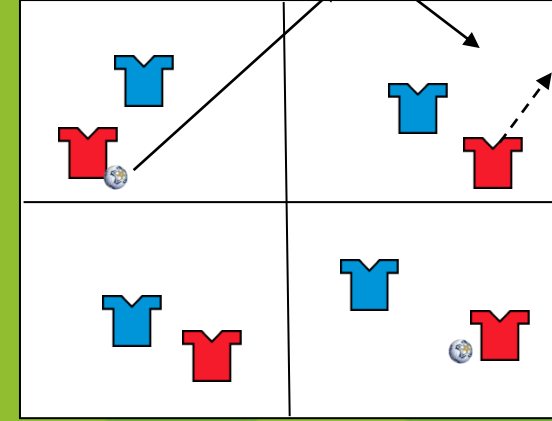
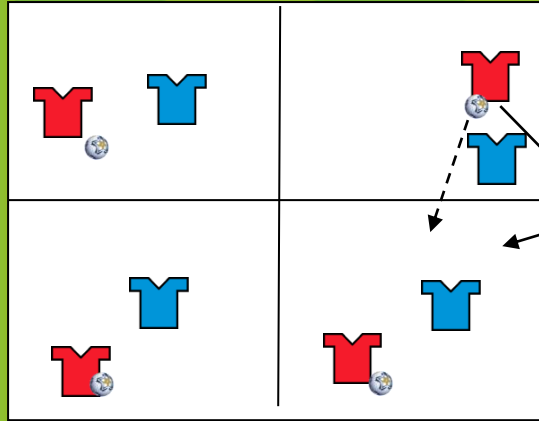


Problem to solve: Dribbling or passing forward?



Attacking Learning focus: a) for player with the ball (reds)-recognize when to dribble and when to pass forward b) for player without the ball (yellow)-recognize, move to and exploit space to support player with the ball

Defending Learning focus: how to defend in 1v1 and 1v2 situations?

How to play?

Reds can change the square only when beat the blue defender by dribbling forward or combine with yellow support player who play forward with 1 touch. Upon regain possession blue defender need to dribble the ball out of his own square to gain 1 point.

Progressions-use them only if players are ready for next challenge

- Play 2v2 + 2 support yellow players two games at the same time with an aim to score a goal. If scored by dribbling or passing forward 1 touch from support players the team will start with the ball again.
- Play 4v4 +4 with same conditions applied. Take away 4 squares and play without them.

Decisions, challenges & questions within the game

- When to dribble and when to pass?
- When to dribble forward and when to pass forward?
- Why would you delay play in 1v2 defensive situation?
- What may happen if you press the ball in 1v2 situation?
- Can you show me where do you move to support player with the ball?
- What things might you need to be good at/be able to do, to play 2v1 or 4v2?
- Are there other ways to "beat" a defender, could you beat a defender in 2v1 with a pass, if so what type of pass?
- Individual challenges in relation to players ability and experience

- First touch in relation to position of defender
- Dribbling-further foot away from defender
- Quality of pass-accuracy

*changing direction when dribbling
 *maintain balance prior, during and after releasing the ball
 *changing speed-managing in 2v1 situation or 3v2

- Positive body language of wanting the ball-positional play 2v1/3v2
- Confidence of wanting the ball
- Focus and awareness of free space to received the pass in 2v1/3v2
- Problem solving 2v1/3v2

- Learning environment promote repetition of same situation-but different solutions 2v1/3v2
- Peer to peer feedback
- Failure v success balance

