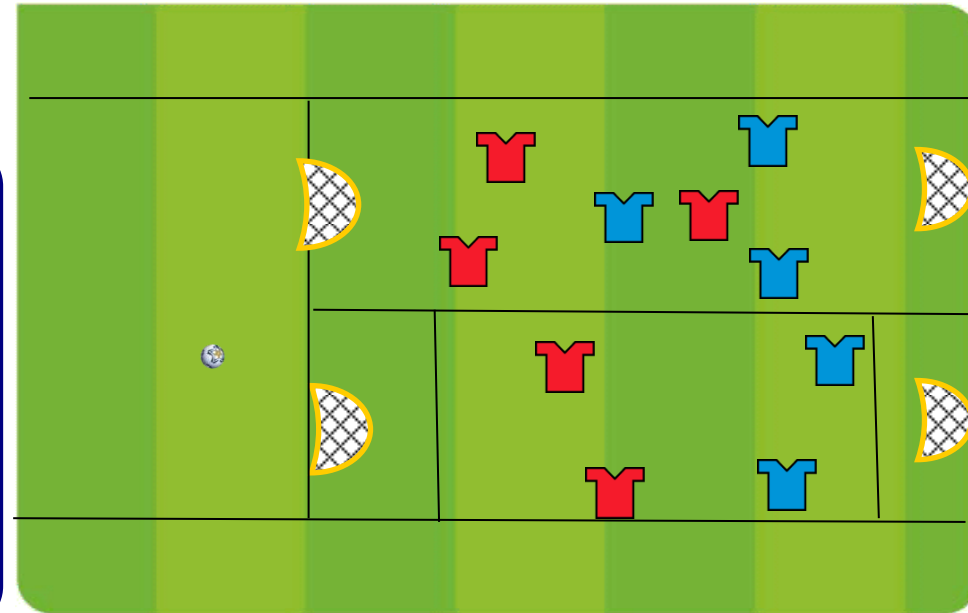
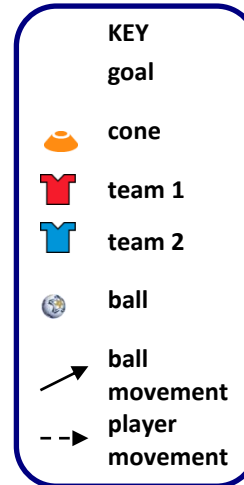
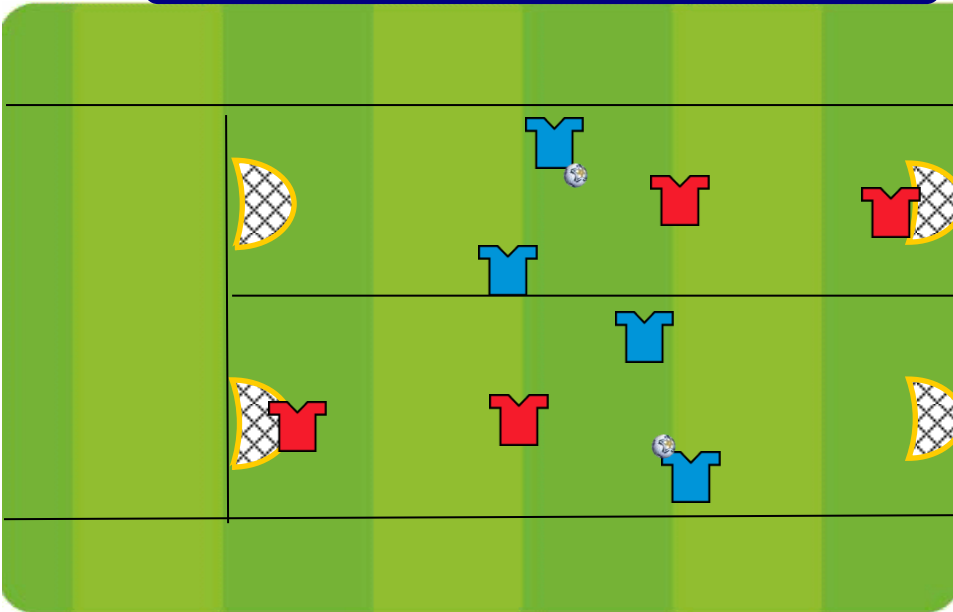


## Individual defending & attacking in 2v1 & 2v2 scenario



**Learning focus for attacker: when to dribble and when to pass in 2v1 and 2v2 game situations**

**Learning focus for the defender: defending habits/behaviours in 2v1 and 2v2**

### How to play

- Play 2v1 plus GK on large goal. Players are pair up, seek to score and move clockwise to next pitch. If the defender wins the ball seek to score on opposite goal in 1v2 or use the GK and make 2v2 game to score.

**Game levels (progressions)-children can move to next level Only when they feel ready and achieved success in previous level.**

- Play 3v3 & 2v2 on 2 pitches next to each other. If a team member score i.e. red, he/she then moves to next pitch to play for his/her team and create 3v2 situation on one pitch and 2v1 on the other pitch. Players not moving the pitch once is 1v1. In second pitch players can only score from smaller outer zone.
- Mark an offside line on each pitch

### Decisions, challenges & questions within the game

- When to pass and when to dribble?
- Recognize moment to pass or dribble?
- Recognize how to be unmarked to help player on the ball-movement?
- What distance we need to have between each other to make successful 1-2?
- When to take risk and play 1v1 and when not to?
- When to shield and when to run with the ball?
- Individual challenges-in relation to players abilities/personalities

**I will stay on the ball under pressure  
2v2, 1v1 scenarios  
First touch forward away from danger  
Further foot away from defender**

**Change directions to lose marking  
opponent with and without the  
ball  
Feet-eye coordination when make  
decisions**

**Decision when to pass and when to  
dribble  
Develop confidence on the ball-wanted  
the ball  
Determination to stay on the ball  
Risk v reward-understanding the  
difference**

Learning from others  
Positive environment  
Discussion in pairs with social game-player  
reflection