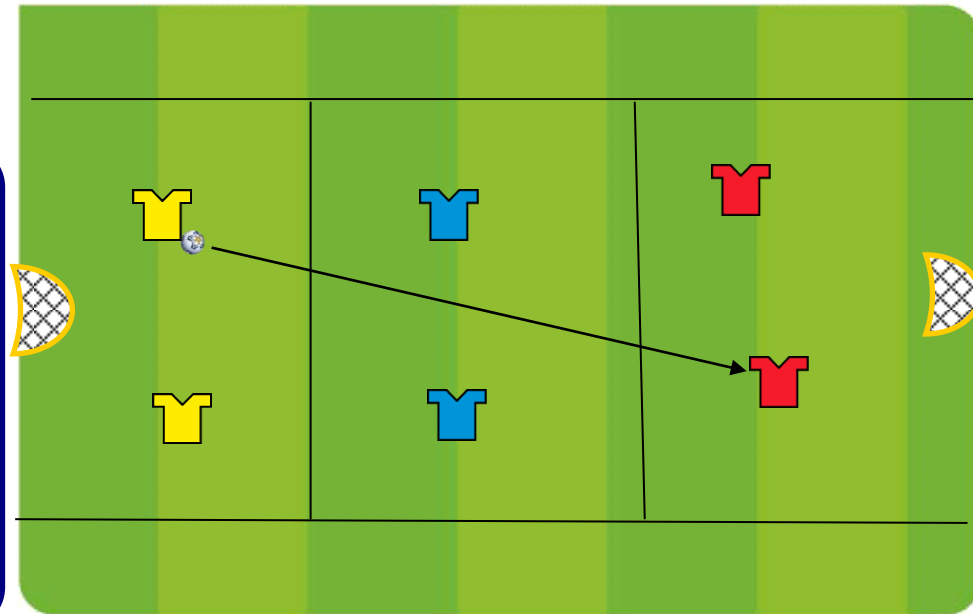
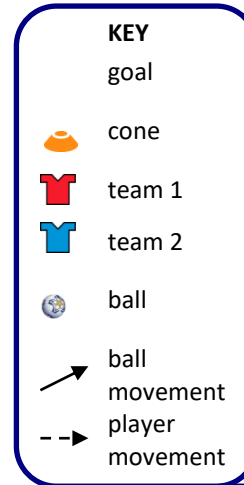
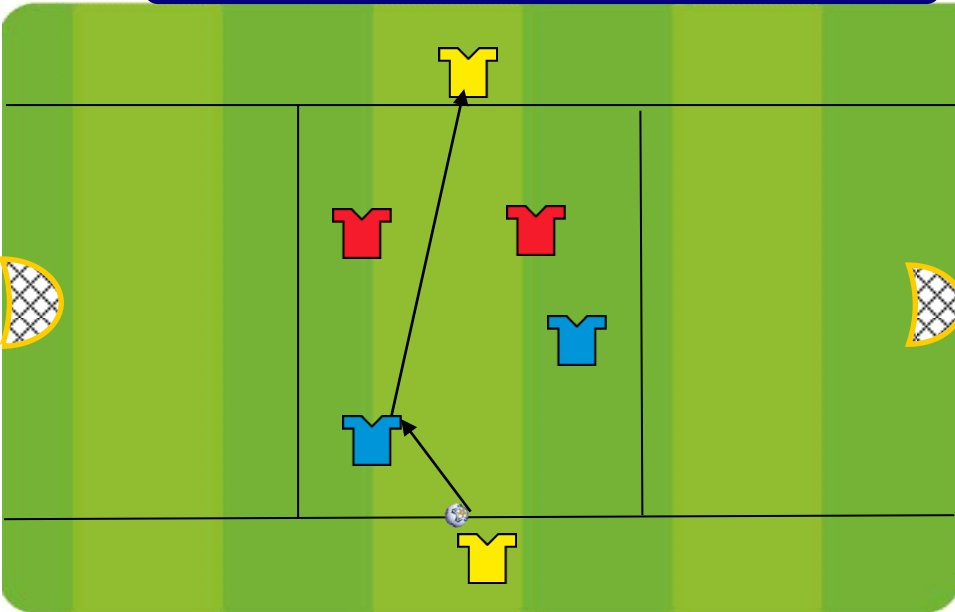


Individual defending & attacking in 2v1 and 2v2/3v3 scenarios



Learning focus for attacker: when to dribble and when to pass in 2v1 and 2v2/3v3 game situations

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

How to play

- 2v2+2 game-blues seek to receive the ball from one end and deliver to the other end. Play 10min or 10 successful deliveries
- Progression: play man to man marking

Decisions, challenges & questions within the game

- When you pass and when you dribble?
- Recognize how to be unmarked in 2v2 game situation or 1v1 game scenario
- Show who can press and who can cover space in this 2v2 situation?
- When to dribble and when to pass forward direction?
- Challenge 1: failing to marking 1v1 means double goal to the other team
- Challenges: Individual in relation to players abilities/personalities

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

- Play 4v2-yellows and red aim is to play the ball to the other end successfully. Blues seek to win the ball and if they do attack the goal and the team the ball was intercepted from. If score, the team which lost the goal became defending team. Play like a tournament or like a computer game with level 1, 2, 3.

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
Foot-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