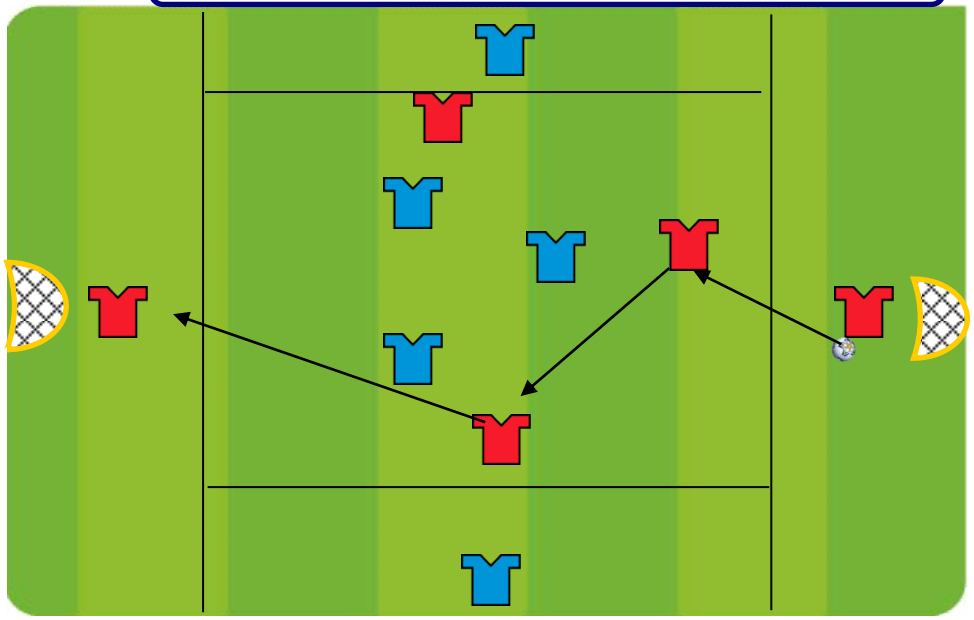
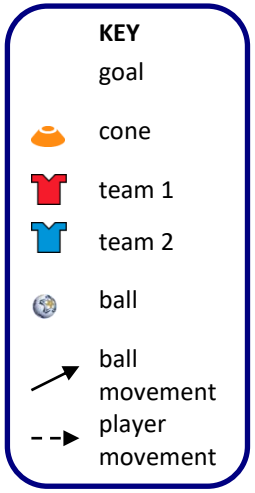
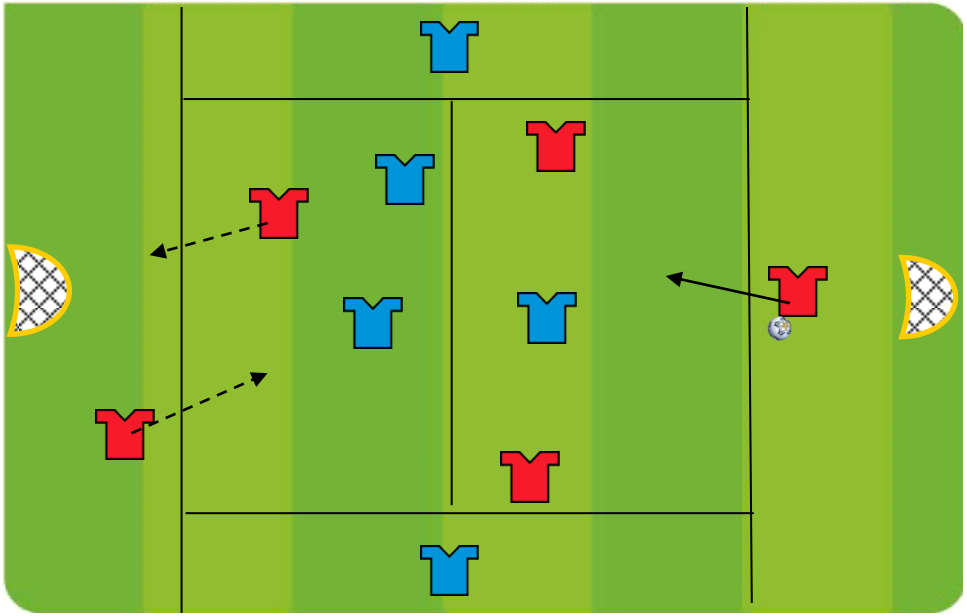
Problem to solve: when to pass forward to break the line







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

Defending Learning focus: how to defend forward passing line?

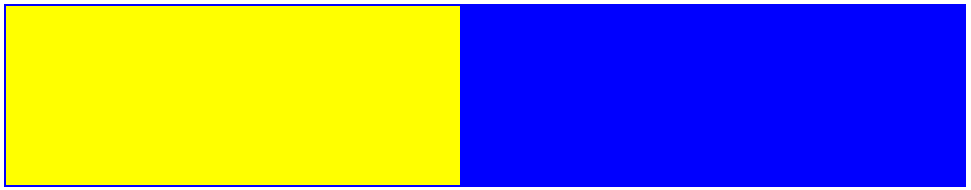
How to play?

Reds must play the ball from one end zone to the other and back to score a point.
Blues once regain possession must use both of their end zones to score a point.
End zone players are unopposed and can be limited with time on the ball or number of touches dependable on ability of the players.

Progressions-use them only if players understand when to pass forward

- Progression 1: Marked half way line in central area of the pitch. Team in possession must not have all 3 central players in same half
- Progression 2: One or both end zone players can move in to central zone to create overload 4v3/5v3, but then they have to pass forward with one touch to both end zones to score

Decisions, challenges & questions within the game

- When to pass forward to central area and when to end zone to score?
- How to create space in central area to received forward pass?
- How to create clear forward passing line to end zone player?
- Recognize moments to play 1 touch forward pass?
- Can you show me where do you move to support player with the ball?
- When to run forward and when to pas forward?
- Challenge 1: if you make forward pass that beat all 3 opposition central players and score-double points awarded
- Challenge 2: can you break the line with the least amount of forward passes

• Weight, accuracy of pass • Type of receiving forward pass, how, when and where? • Quality of first touch	• 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 3v3/4v3 • Problem solving 4v3/5v3/3v3
*maintain balance when receiving forward pass *changing direction to lose marking opponent in central more challenging area *type of movement	• Learning environment promote repetition of same situation-but different solutions 3v3/4v3/5v3 • Peer to peer feedback • Failure v success balance