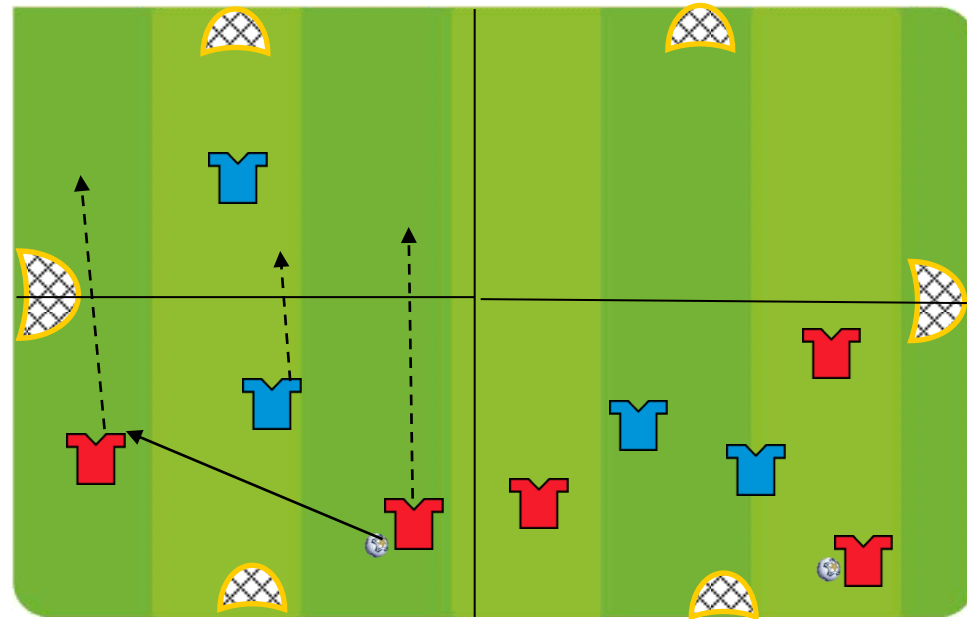
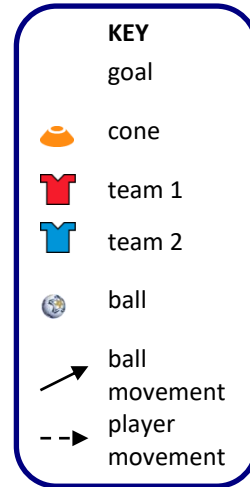
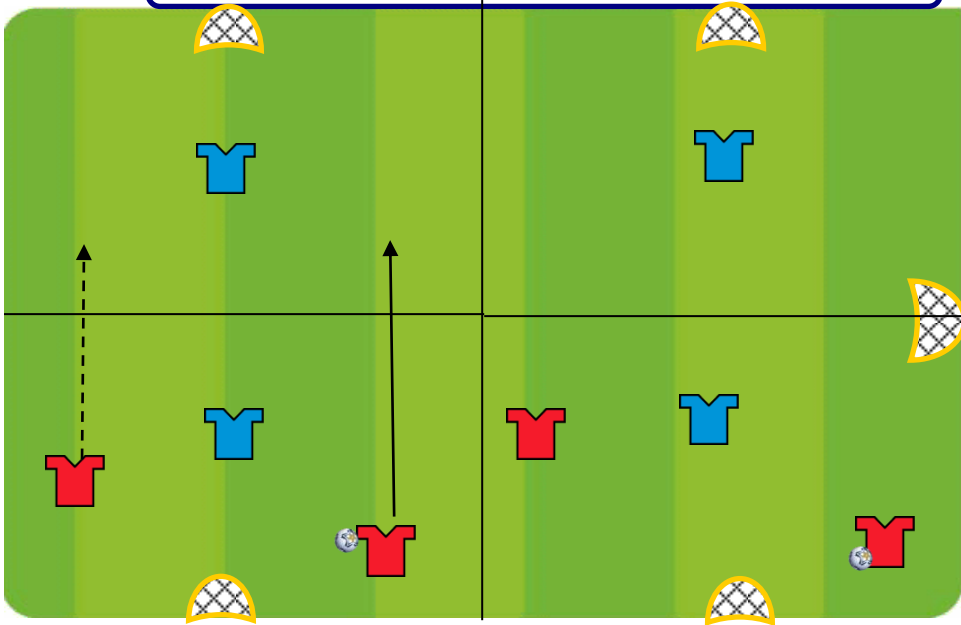


Problem to solve: Dribble or pass in 2v1 & 3v2



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

Defending Learning focus: how to defend in 1v2 and 2v3 situations?

How to play?

Reds must beat the blue defender in own defensive half first in order to progress to an opposition attacking half. Then they must beat the blue defender in attacking half in order to score. If blue defender wins the ball back on reds own defensive half seek to score. If blue defender wins the ball back on his own defensive half seek to pass to his/her teammate so he/she seeks to score a goal. The blues become an attacking team once score a goal or reds failed to score a goal.

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 3v2?
- 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

Progressions-use them only if players understand how to solve 2v1 game situation

- Progression 1: blue defender once beaten can make recovery run to support his teammate and make 2v2
- Progression 2: Add player for reds to make 3v2

- 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

