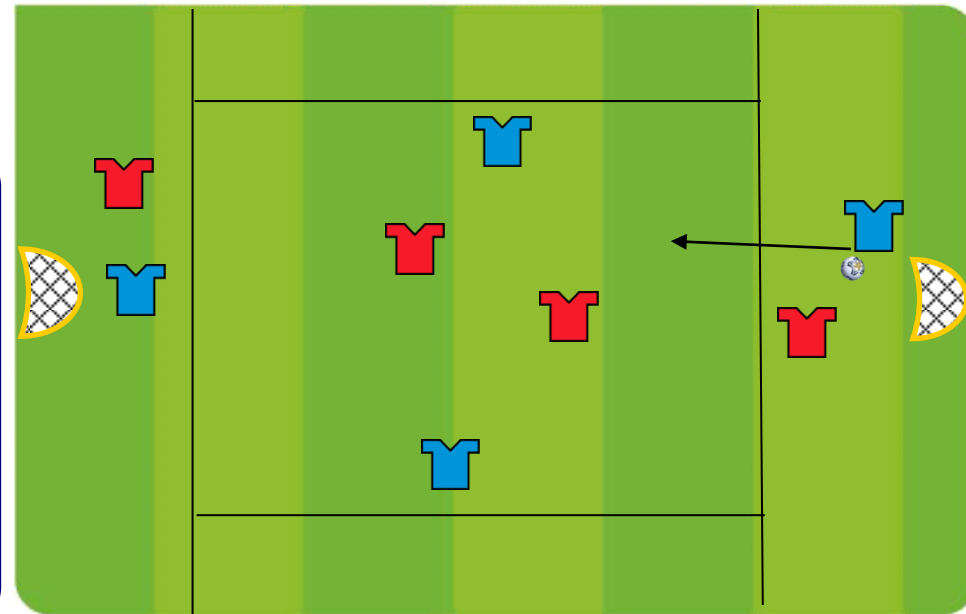
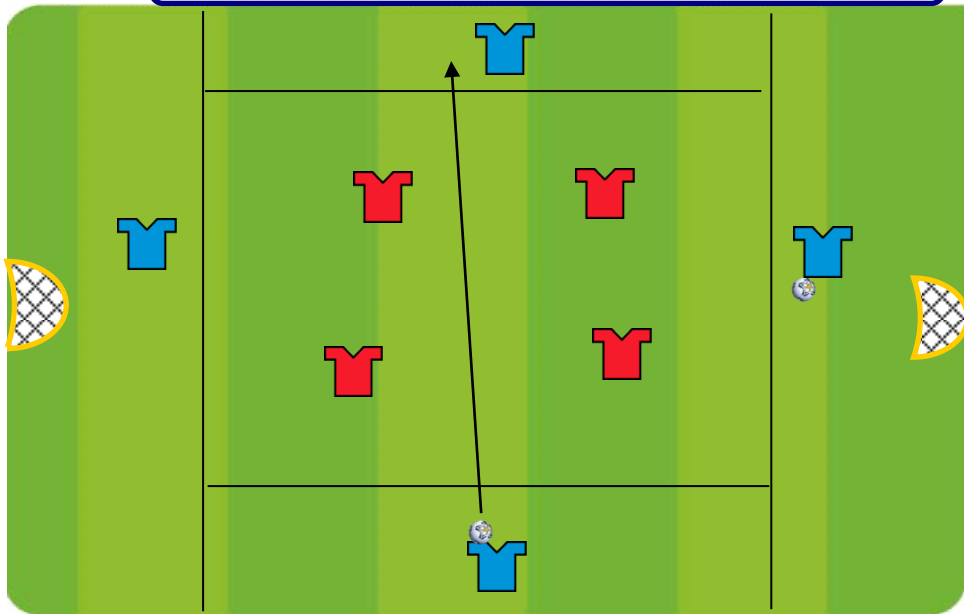


## When to dribble forward and when to pass forward?



**Attacking Learning focus:** a) for player with the ball-recognize when to pass forward and when to dribble 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 direct dribbling forward? How to prevent forward passing line?

### How to play?

Blues to score must dribble or pass forward through central area defending by reds. Every successful attempt blues gains a point. Reds upon regain possession need to get the ball out of the central area under control.

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

- Progression 1: Blues seek to link up with central players to get the ball to another end and score. They can do so by dribbling into central area to make 3v2 overload there.
- Progression 2: Red defensive player can make recovery runs to make 3v3 in central area

### Decisions, challenges & questions within the game

- When to pass forward to central area and when to dribble forward?
- How to create space in central area to received forward pass?
- How to create clear forward passing line to end zone player?
- Recognize moment to dribble forward into central zone to make 3v2
- When to pass forward in central area and when to final third?
- Challenge 1: if you make forward pass that beat 2 opposition central players and score-double points awarded
- Challenge 2: can you break the line with the least number of forward passes through central area
- Individual challenges in relation to players ability and experience

- Weight, accuracy of pass
- Type of receiving forward pass, how, when and where?
- Dribbling under pressure

\*maintain balance when receiving forward pass  
\*changing direction to lose marking opponent  
\*type of movement

- Positive body language of wanting the ball-positional play 1v1/3v2/3v3
- Confidence of wanting the ball
- Focus and awareness of free space to pass or dribble forward
- Problem solving 2v2/3v2

- Learning environment promote repetition of same situation-but different solutions 3v3/3v2
- Peer to peer feedback
- Failure v success balance

