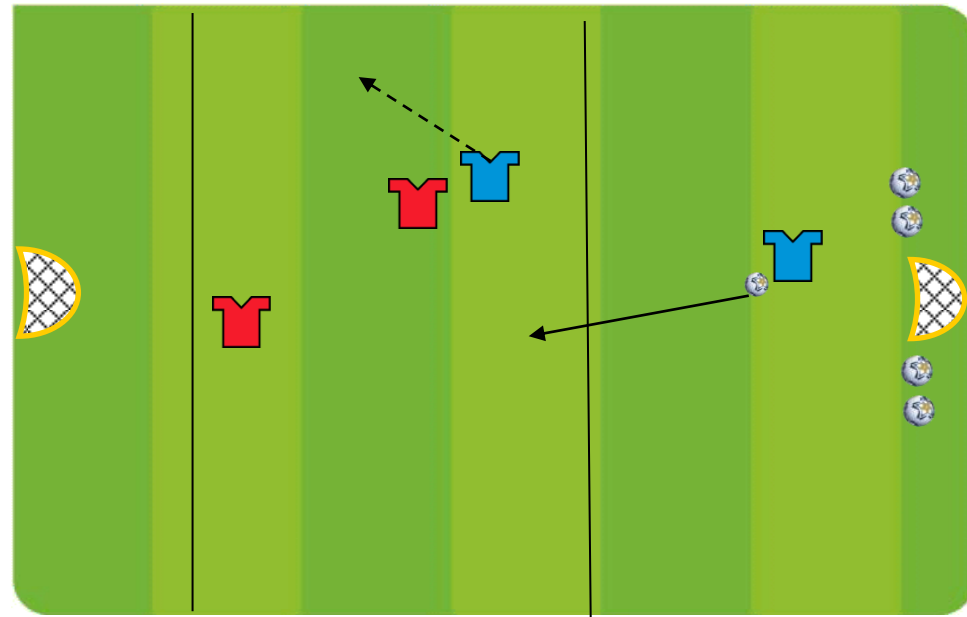
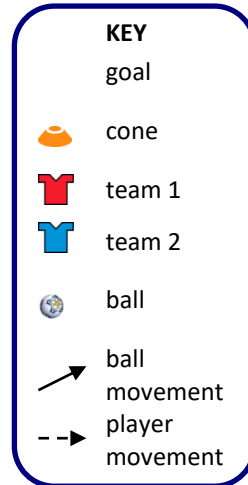
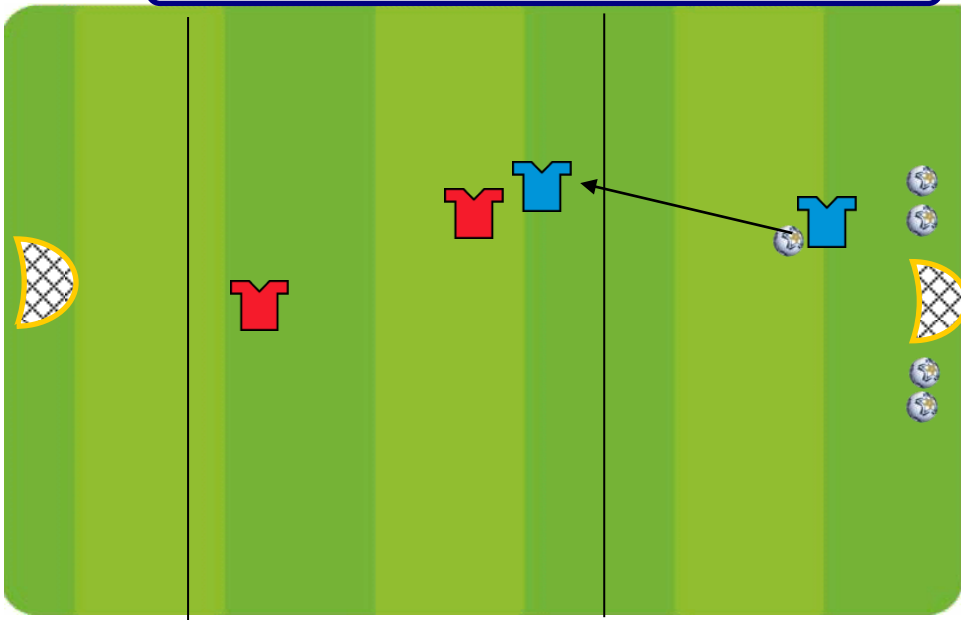


Problem to solve: creating space to receive and score in 1vs2



Attacking Learning focus: create space to receive and score in 1vs2 game scenario
Defending Learning focus: a) how to defend 2v1, deny attacking player turning and force him/her away from the goal

How to play?

Size of playing area 15x25 yards. 1 play against 2 trying to score. Blue server starts the practice by passing to his teammate. Ball can be pass back to retain possession. Red defenders locked in their areas to start off but if they won possession look to counter attack and score. Add appropriate positioned off side line. Play until all 5 or more footballs will be used, then change players.

Progressions-use them only if players gain more success in initial game or they can be part of your next session.

Progression 1: Blue attacking player outside 15x25 yards area can run with the ball or dribbling there to make 2v2. You may add following scoring options:

- a) If you score in 1v2 game scenario, your team gain 2 goals
- b) If you score in 2v2 game scenario, your team gain 1 goal

Progression 2: Add one player to each team. Play 3v3 (2v2 in favour of defending team on each half). Anyone can score, but goals worth double if forward can receive from teammate to score

Decisions, challenges & questions within the game

- When to play 1vs2 and when to play 2vs2?
- If you on your own and under pressure from defender, what do you need to be good at?
- What you may do to lose your marking defender and receiving the ball?
- Feet or space-where to pass in 1-2's?
- What starting position for an attacking player will be without the ball in 1-2's?
- Can you beat a defender by dribbling-does your starting position need it to change in doing so?
- How do I beat marking defender in 1v2 without the ball?

Improve first touch under pressure
 Develop ball control under pressure in 1v2 and 2v2 game scenarios

Decisions where and when to take first touch
 Confidence of wanting the ball
 Commitment to move off the ball-manipulating, creating and exploiting space

Changing direction to be able to take first touch into space away from marking defender
 Ability to turn and twist under pressure

Risk v Reward environment
 Learning from others
 Positive social behaviours