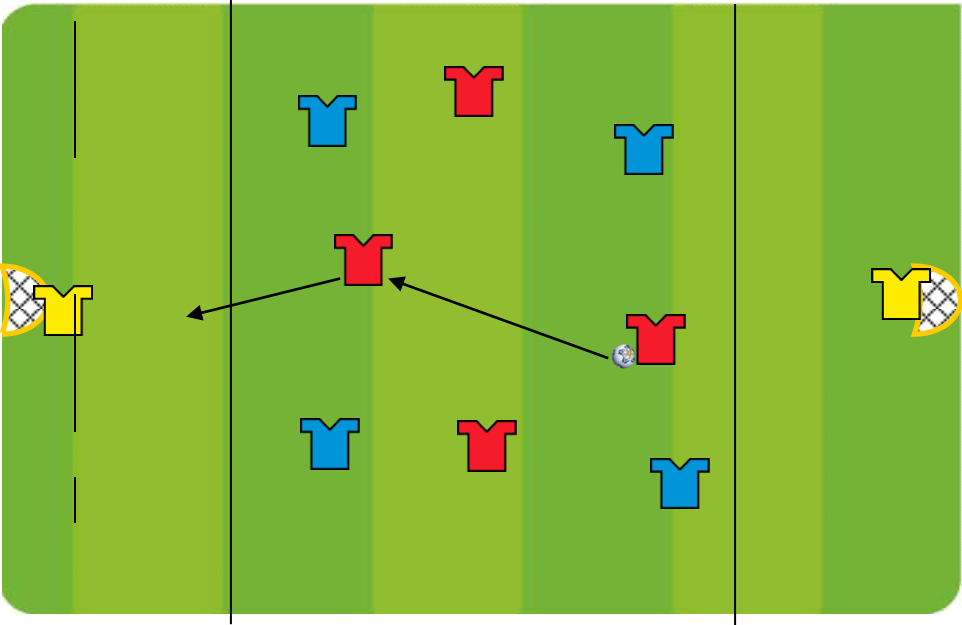
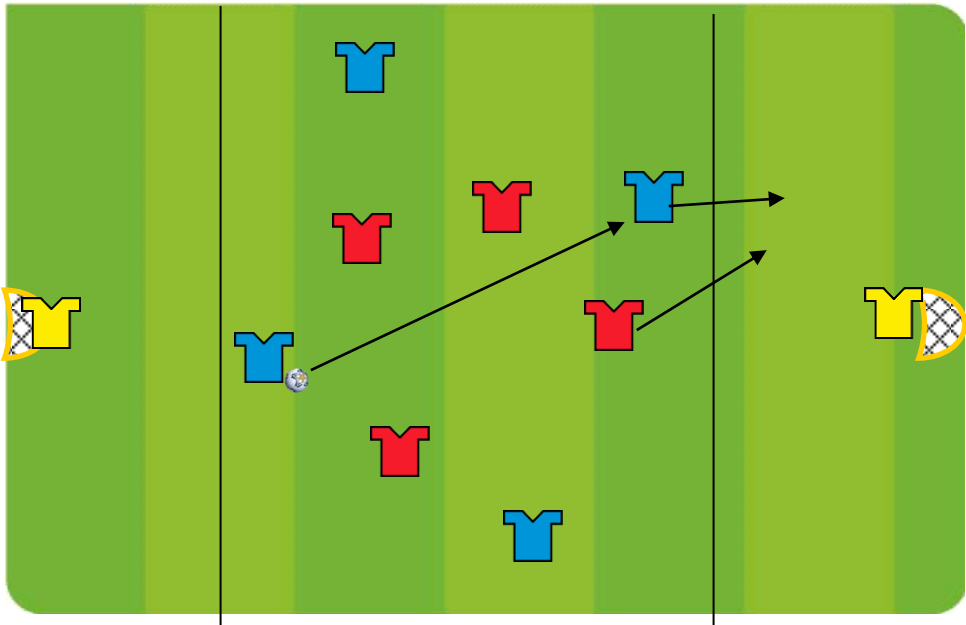


THEME: 1v1 breakout game



KEY

- goal
- cone
- team 1
- team 2
- ball
- ball movement
- player movement



HOW TO PLAY

- Mark 3 thirds. One Goalkeeper at either end outfield players 4v4 in a middle (may less or more depend on numbers). To score the attacker look to dribble or run with the ball into attacking third and beat the goalkeeper. Defenders are not allowed retreat into defensive third.

PROGRESSIONS

- The nearest defender can retreat into defensive third to stop the attacker from scoring. Once won the ball try to get the ball back into middle third and game restart again
- The attacker can drop into defensive third to get the ball from their own goalkeeper unopposed to enter middle third
- Play 1-2-1 plus goalkeepers: breakout from middle third to attacking third to create 2v1 against defender to score

DECISIONS AND CHALLENGES WITHIN THE GAME

- Recognise opportunity to breakout into attacking third
- Recognize space that allowed you to breakout from midfield third to attacking third
- Think about ways to beat goalkeeper in 1v1 game scenario
- If you cannot beat the defender what other options you may have available?
- If you beat the goalkeeper or defender with less than 5 touches goal count double
- If you play through the thirds, breakout and score team start with the ball again

<ul style="list-style-type: none"> ● Improve dribbling ● Improve first touch ● Improve ball control 	<ul style="list-style-type: none"> ● Develop perception and anticipation ● Improve mind memory
<ul style="list-style-type: none"> ● Develop changing direction ● Improve coordination 	<ul style="list-style-type: none"> ● Learning from others ● Improve self-centre approach (society perception)

