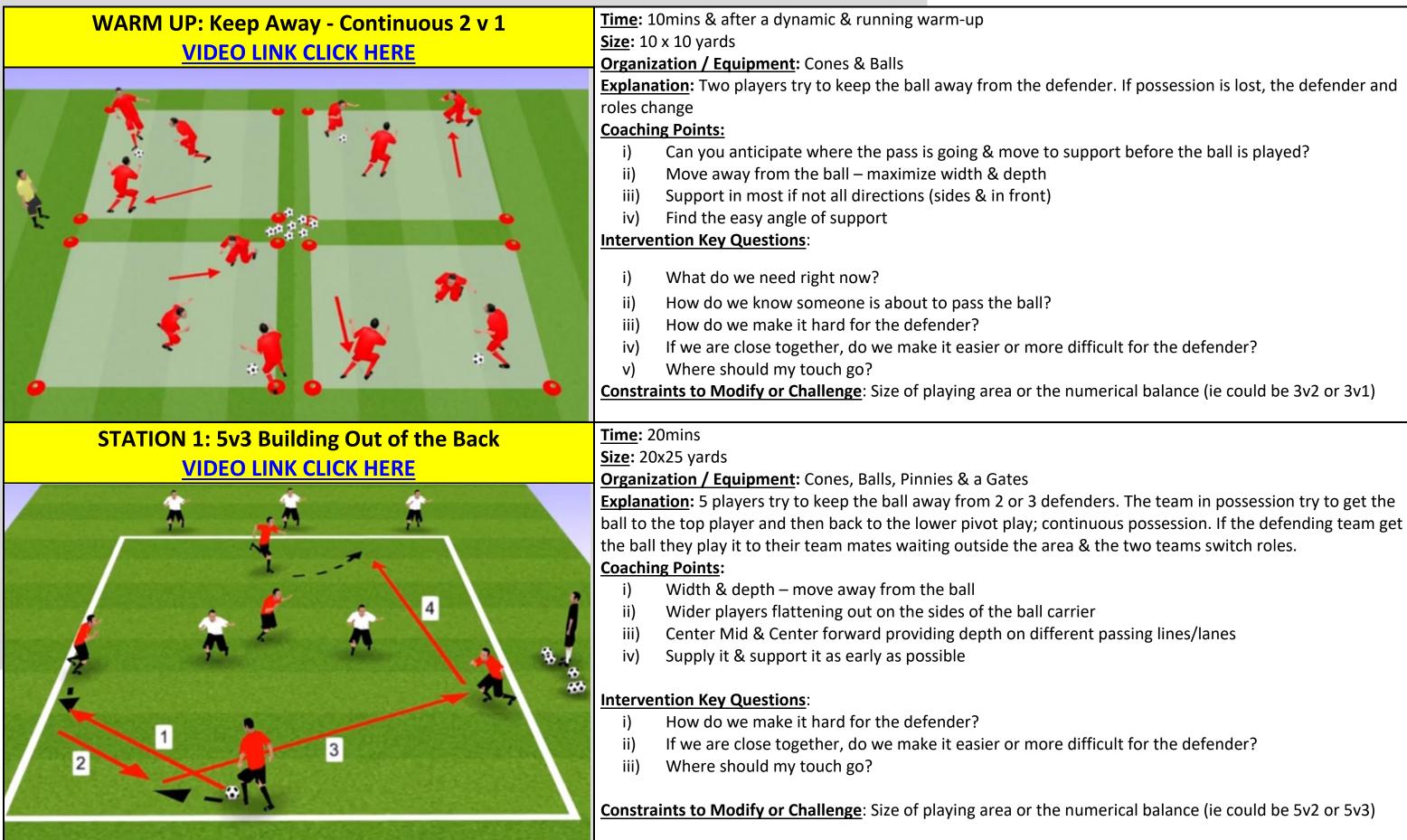
Session Plan 2 – Topic: Shape - Width & Depth



| STATION 2: Octo-Rondo VIDEO LINK CLICK HERE | Time: 20minsSize: 10x10 yardsOrganization / Equipment: Cones, Balls, Pinnies & a GoalExplanation: A 3v1. The 3 try to maintain possession by providin supporting advance to the red cones to ensure maximum supporCoaching Points:v)Can you anticipate where the pass is going & move to support of the easy angle of support – try & get to the red coreIntervention Key Questions:vi)How do we make it hard for the defender?vii)If we are close together, do we make it easier or more ofviii)Where should my touch go?Constraints to Modify or Challenge: Size of playing area. Changed |
|---|--|
| STATION 3: Odd Man Out VIDEO LINK CLICK HERE | Time: 20mins Size: 25 x 30 yards Organization / Equipment: Cones, Balls, & Pinnies Explanation: 4v4+2 directional game. The team in possession trifield to the other for a point. Each time one of the players must a defenders acquire the ball, they find their players behind the line Coaching Points: i) In possession, maximize the shape of the team's area – ii) Support on the sides & flatten out iii) Support on the half turn – can your first touch go forwa iv) 360 degree support Intervention Key Questions: i) Look at our shape, does it allow us to advance the ball? ii) What do we need right now? Constraints to Modify or Challenge: Size of playing area. # of floback equals a point. |

ding quick support & shape. Can the players port.

support before the ball is played?

one

e difficult for the defender?

ge the player numbers (ie 3v2?)

tries to advance the ball from one side of the st act as an end player to provide depth. If the ine.

– width & depth

ward?

||?

loaters/neutral players decreased. There and

| Session Plan 2 – Topic: Shape - Width & Depth | |
|---|--|
| SMALL SIDED END GAME 4v4 or 5v5 (Regular FIFA Rules) | <u>Time</u> : 20mins <u>Size</u> : May vary but ideally 30x40 yards or more <u>Organization / Equipment</u> : Cones, Balls, Pinnies & two goals <u>Explanation</u> : A regular even strength game to see if the players realistic and representative performance context. Regular FIFA r <u>Coaching Points</u> : -Previous coaching points <u>Intervention Key Questions</u> - Previous questions |

rs can implement the session topics in a A rules.