## Session Plan 4 – Topic: Priority #2 - Playing Around; Flattening Out & Supporting on the Sides

# WARM UP: Keep Away with Multiple Balls & Defenders VIDEO LINK CLICK HERE



STATION 1: 4v2 Keep Away
VIDEO LINK CLICK HERE



**Time:** 10mins (after a warm-up)

Size: 20 x 20 yards

**Organization / Equipment:** Cones, Balls, & Pinnies

**Explanation:** This activity could accommodate 10 players in a 8 v 2 or a 7 v3. Use 2 or 3 balls. If the defenders steal or spoil possession or there is a bad pass the defender and attacker switch roles.

## **Coaching Points:**

- i) Anticipate where the ball is going before it is passed
- ii) Support Timely flattening out (Mobility & Width); support on the sides of the ball carrier
- iii) First touch forward to eliminate players

## **Key Questions:**

- i) If we can't go forward/thru, where is the best option?
- ii) How do you know where a player is passing the ball?
- iii) What are the visual clues where the pass is going?
- iv) How can ensure the pass stays on the ground?

Constraints to Modify or Challenge: Size of playing area or number of defenders

Time: 20mins

Size: 20x10 yards Organization / Equipment: Cones & Balls

**Explanation:** Players try steal or spoil possession to switch roles or change the defenders ever 1-2 minutes.

## **Coaching Points:**

- i) Can you anticipate where the pass is going & move to support before the ball is played?
- ii) Move away from the ball maximize width
- iii) Support in most if not all directions (sides & in front)
- iv) Find an easy angle of support

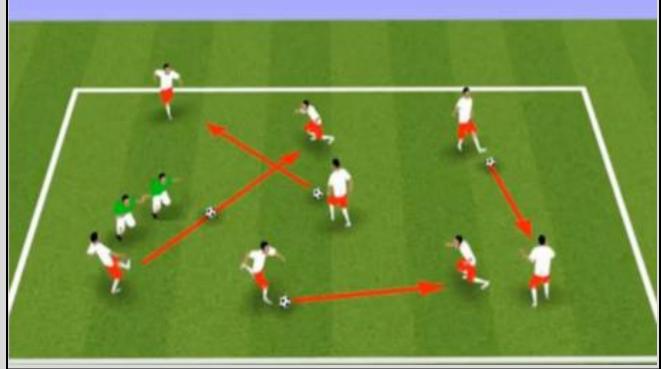
## **Intervention Key Questions**:

- i) What happens to the defenders when we get wider?
- ii) If we can't go forward/thru, where is the best option?
- iii) How do you know where a player is passing the ball?
- iv) What are the visual clues where the pass is going?
- v) How can you ensure the pass stays on the ground?

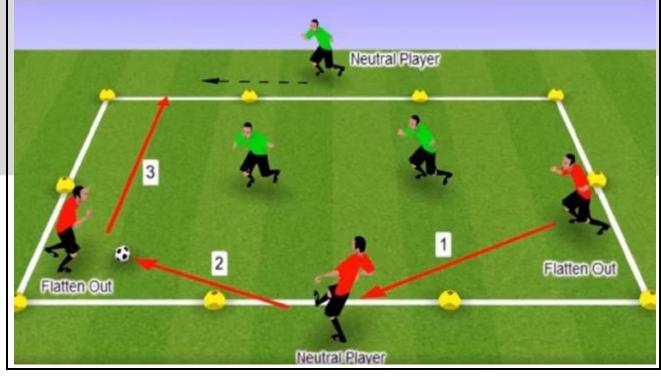
**Constraints to Modify or Challenge**: Size of playing area or the numerical balance (ie could be 5v1)

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## STATION 2: Great Glob Passing – Supply & Support VIDEO LINK CLICK HERE



STATION 3: 2v2+2 Directional Possession VIDEO LINK CLICK HERE



Time: 20mins Size: 20x20 yards

**Organization / Equipment:** Cones & Balls

**Explanation:** Partners try to keep the ball away from the Great Glob (coaches at first). Encourage players to pass and move away from the Great Glob. If the Great Glob captures a partnership's ball they then link arms and become part of the Great Glob.

## **Coaching Points:**

- i) Move away from the ball & defender maximize width
- ii) Support quickly on the side of the defender / great glob
- iii) Find an easy angle of support flatten out!
- iv) Create space to receive by going & showing or showing then going on the sides of the ball

#### **Intervention Key Questions:**

- i) If we can't go forward/thru, where is the best option?
- ii) Who should determine where the pass is going?
- iii) How can you ensure the pass stays on the ground?

**Constraints to Modify or Challenge:** # of defenders/Great Globs. Size of playing area.

**Time:** 20mins Size: 15x10 yards

Organization / Equipment: Cones, Balls, & Pinnies

**Explanation:** A 2v2 in the rectangle with the end players acting as floaters (2v2+2). Players work the ball one way and then back in the opposite direction.

## **Coaching Points:**

- i) Move away from the ball & defender maximize width/ flatten out!
- ii) Support quickly on the side of the defender
- iii) Find an easy angle of support flatten out!
- iv) Create space to receive by going & showing or showing then going on the sides of the ball

## **Intervention Key Questions**:

- i) What happens to the defenders when we get wider?
- ii) If we can't go forward/thru, where is the best option?
- iii) Who should determine where the pass is going?
- iv) How can you ensure the pass stays on the ground?

Constraints to Modify or Challenge: Size of playing area. Change the numerical advantage (2v1 in middle)

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SMALL SIDED END GAME 5v5
(Regular FIFA Rules)

Time: 20mins

**Size:** May vary but ideally 35x20 yards

**Organization / Equipment:** Cones, Balls, Pinnies & two goals

Explanation: A regular even strength game to see if the players can implement the session topics in a

realistic and representative performance context. Regular FIFA rules.

**Coaching Points: -**Previous coaching points

**Intervention Key Questions** - Previous questions