

MINUTE TO WIN IT

STAGES COVERED BY ACTIVITY

Stages 2, 3 & 4- 6-14 year old players

THEMES & COMPETENCIES

Theme:

- + Dribbling and turns.
- + Attacking as an individual.
- + Defending as an individual.

Competencies:

- + Dribbling basics.
- + Turning basics.
- + Feints and dribble.
- + Beating an opponent.
- + Escaping an opponent.

WHY USE IT

This activity focuses on players' speed and angle of approach when defending.

SET UP

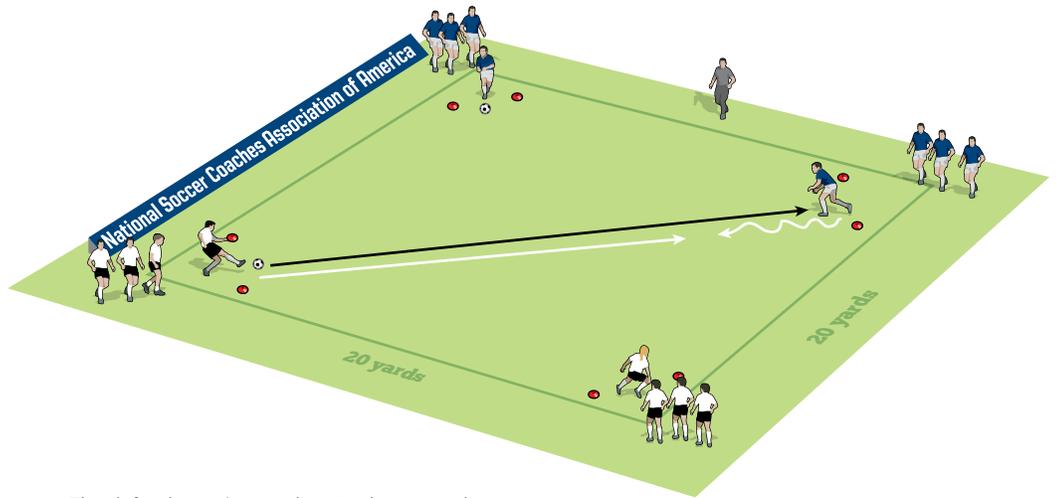
Create a 20x20 grid. Players are in lines of 3-4 players in the corners of the area. There is a 2 yard gate goal in each corner of the field.

HOW TO PLAY

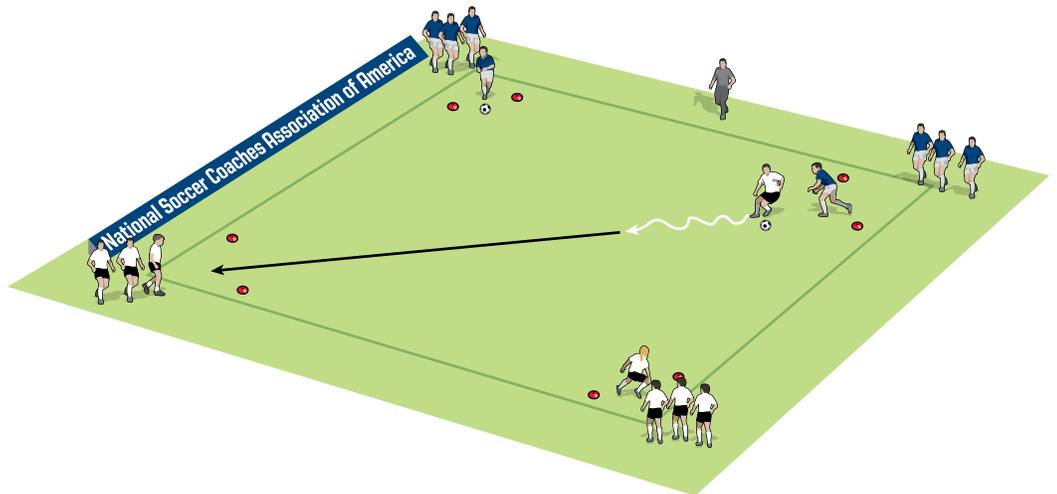
The first person in first line plays a ball across the area on the diagonal to line 3 and then runs to defend. If the player from line 3 can dribble through the 'gate' defended by the player from line 1, he/she earns a point. If the defender from line 1 can win possession, he/she has 2 options - 1) attempt to play back to his/her team for a point or 2) play it through the gate of line 3 for 2 points. Once the game has finished, the first player from line 2 plays the ball across to line 4 for a similar game. Play for 2 minutes and then switch roles.

COACHING NOTES

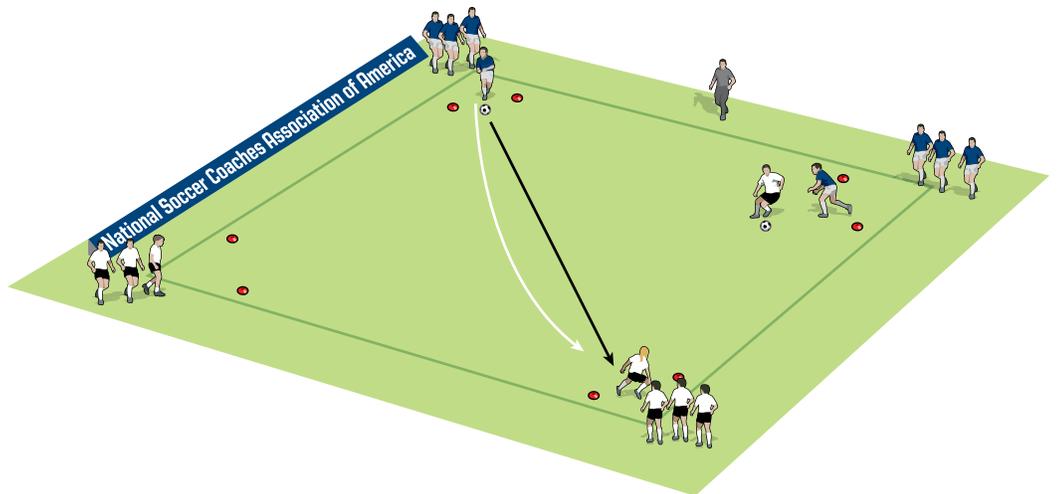
- + Main coaching objectives - defenders angle of approach to force the attacker away from goal; defenders speed of approach
- + Coaching tips - create teaching moments and talk to players as they are waiting in line to allow for more repetitions
- + Adaptations - have more than one group play at the same time; or have a trigger word to stop play if players are static and not attacking the goal



- + The defender sprints to the attacker to apply pressure.
- + Slow down and take smaller steps as the defender gets close to the attacker.



- + The defender needs to read when the ball comes off the attacker's foot, so that they can win it.
- + If the defender wins the ball, he/she should look to see if they can penetrate to goal or play back to a teammate.



- + As two players are working, a second group can start to play to keep the game active.

