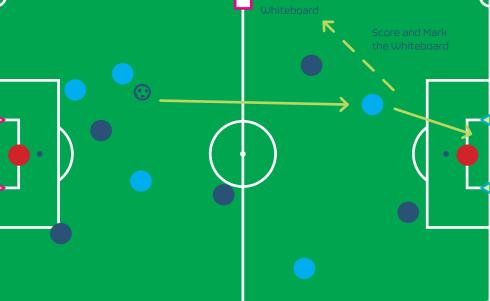
GAME NAME: '5 GOALS FIVE WAYS'

To Consider	The Plan	
What CONTENT will I offer to the players? Relevance Is it appropriate for the age / ability of players? Repetition Is there a chance to practice the learning focus lots of times? Realism Does this happen in the game?	Game Challenge: 1st team to score 5 different goals from a checklist wins the game e.g. 1 × left foot, 1 × right foot, 1 × header, 1 × volley & 1 × nutmeg. Only 1 goal ticked off at any one time. * Possible Alternative: Introduce a point system for each goal (easier less, harder more). Score as many points as possible.	
How will I CONNECT with the Players? Conversation	Ensure you get around the pitch to INTERACT with ALL players Set rules at the start / ensure GKs are	•
How do I build rapport with ALL players? Consistency Do I do, what I say? Challenge	changed regularly Praise effort and intention Challenge players to 'match' the teams	
How do I challenge the players appropriately?	Offer a technical challenge (see right)	Technical
How will I COORDINATE the session? Play Is it easy for me to setup and progress? Position Where do I position myself to see ALL	<ul> <li>HARDER</li> <li>Introduce all goals first time finish</li> <li>Smaller pitch – up the pressure</li> <li>EASIER</li> </ul>	<ul> <li>Shooting &amp; Passing – inside / outside of foot, laces, volley &amp; header, shooting fro distance, back heels, chips, curling shots</li> <li>Dribbling – trickery to beat players</li> </ul>
players? <b>Observation</b> Is there an opportunity to interact with the players and develop the game?	<ul> <li>Play without GKs - 1 goals scored</li> <li>Larger pitch will provide more time to make decisions</li> <li>Introduce crossing boxes (wings)</li> <li>Don't forget: Time Limit / Keep Score</li> </ul>	<ul> <li>Physical</li> <li>Running, kicking, striking &amp; jumping. Agility, balance, coordination &amp; speed</li> <li>Acceleration and deceleration – is the counter attack on?</li> </ul>



hnical	Psychological
Shooting & Passing – inside / outside of foot, laces, volley & header, shooting from distance, back heels, chips, curling shots	<ul> <li>Opportunities to increase confidence, motivation, self-esteem both individually &amp; collectively – score / create a goal!</li> </ul>
Dribbling – trickery to beat players	<ul> <li>Encourages players to try new techniques</li> <li>&amp; challenge existing ones</li> </ul>
jsical	Social
Running, kicking, striking & jumping. Agility, balance, coordination & speed	Teamwork & communication. Discussions     around team strategies & tactics to score

Healthu competition, bradding rights &





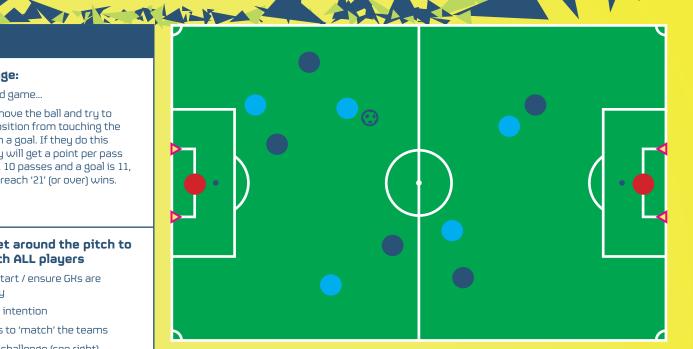
GAME NAME: '215'

#### To Consider

#### - -- --

The Plan...

What CONTENT will 1 offer to the players?         Relevance         Is it appropriate for the age / ability of players?         Repetition         Is there a chance to practice the learning focus lots of times?         Realism         Does this happen in the game?	Based on the card game Players pass 'n' move the ball and try to prevent the opposition from touching the ball finishing with a goal. If they do this successfully they will get a point per pass plus the goal e.g. 10 passes and a goal is 11, the first team to reach '21' (or over) wins.
How will I CONNECT with the Players? Conversation How do I build rapport with ALL players? Consistency Do I do, what I say? Challenge How do I challenge the players appropriately?	Ensure you get around the pitch to INTERACT with ALL players Set rules at the start / ensure GKs are changed regularly Praise effort and intention Challenge players to 'match' the teams Offer a technical challenge (see right)
How will I COORDINATE the session? Play Is it easy for me to setup and progress? Position Where do I position myself to see ALL players? Observation Is there an opportunity to interact with the players and develop the game?	<ul> <li>HARDER</li> <li>Introduce 1 touch passes only</li> <li>Smaller pitch – up the pressure</li> <li>EASIER</li> <li>Play without GKs - 1 goals scored</li> <li>Larger pitch will provide more time to make decisions</li> <li>Don't forget: Time Limit / Keep Score</li> </ul>



#### Technical

- Shooting & Passing inside / outside of foot, laces, volley & header.
- When to pass? When to dribble? When to protect / shield ball?

#### Physical

• Running, Kicking, Striking & Jumping. Agility, Balance, Coordination & Speed.

#### Psychological

- Opportunities to increase Confidence, motivation, self-esteem both individually & collectively – score / create a goal!
- Encourages players to try new techniques & challenge existing.

#### Social

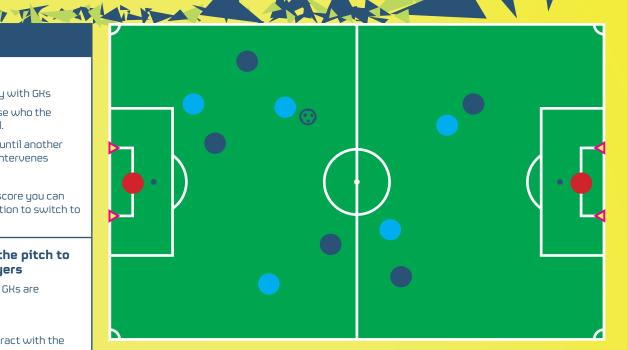
- Teamwork & communication. Discussions around team strategies & tactics to keep ball & score a goal to maximise points.
- Healthy competition, bragging rights & appropriate banter.





GAME NAME: 'DREAD'

To Consider	The Plan
What CONTENT will I offer to the players? Relevance Is it appropriate for the age / ability of players? Repetition Is there a chance to practice the learning focus lots of times? Realism Does this happen in the game?	Game Challenge: * Setup with two teams – play with GKs * If you score – you can choose who the opposition has to put in goal. * That player will stay in goal until another goal is scored or the coach intervenes Alternative Idea – when you score you can choose a player of the opposition to switch to your team.
How will I CONNECT with the Players? Conversation How do I build rapport with ALL players? Consistency Do I do, what I say? Challenge How do I challenge the players appropriately?	Ensure you get around the pitch to INTERACT with ALL players Set rules at the start / ensure GKs are changed regularly Praise effort and intention Ensure you motivate and interact with the GKs also
How will I COORDINATE the session? Play Is it easy for me to setup and progress? Position Where do I position myself to see ALL players? Observation Is there an opportunity to interact with the players and develop the game?	<ul> <li>HARDER</li> <li>1 Touch finish</li> <li>EASIER</li> <li>When a team score, the opposition choose a player to join their team. This should offer success to everyone and even it up</li> <li>Don't forget: Time Limit / Keep Score</li> </ul>



<ul> <li>Technical</li> <li>Accuracy of Passing / Shooting</li> <li>Various Finishing Techniques</li> <li>Creating space and opportunities to score</li> </ul>	<ul> <li>Psychological</li> <li>How are your team going to overcome this challenge?</li> <li>Is there an order that we should score in?</li> <li>Can you make decisions under pressure?</li> </ul>
Physical	Social
<ul> <li>Quick bursts to create space to get onto the ball</li> </ul>	<ul> <li>Ensure you give the players time to discuss team tactics / problem solve</li> </ul>

• Can players get up and down the pitch to support attack and defence?

• Ensure you get around ALL the players to





GAME NAME: 'EMPTY THE NET'

o Consider	The Plan	
What CONTENT will I offer to the blayers? Relevance s it appropriate for the age / ability of blayers? Repetition s there a chance to practice the learning ocus lots of times? Realism Does this happen in the game?	<ul> <li>Game Challenge:</li> <li>* Setup with two balls in each net and one ball in play.</li> <li>* When a goal is scored, that ball remains in the goal and the goal-scoring team restarts play using a ball from their net.</li> <li>* Empty your net of all your footballs and score them in your opponents net to win</li> <li>* Encourages playing out from the back</li> </ul>	
How will I CONNECT with the Players? Conversation How do I build rapport with ALL players? Consistency Do I do, what I say? Challenge	Ensure you get around the pitch to INTERACT with ALL players Set rules at the start / ensure GKs are changed regularly Praise effort and intention Challenge players to 'match' the teams Offer a technical challenge (see right)	
How do I challenge the players appropriately? How will I COORDINATE the session? Play s it easy for me to setup and progress?	<ul> <li>HARDER</li> <li>Introduce 1 touch finish to replicate a match</li> </ul>	<ul> <li>Technical</li> <li>Can you get yourself in a position to receive the ball?</li> <li>Can you be in a position to be able to play forward quickly?</li> </ul>
<b>osition</b> There do I position myself to see ALL ayers? <b>bservation</b> There an opportunity to interact with the ayers and develop the game?	<ul> <li>Smaller pitch – up the pressure</li> <li>EASIER</li> <li>Play without GKs - 1 goals scored</li> <li>Larger pitch will provide more time to make decisions</li> </ul>	<ul> <li>Physical</li> <li>Quick bursts to create space to get onto the ball</li> </ul>
	Don't forget: Time Limit / Keep Score	Can players get up and down the pitch to support attack and defence?

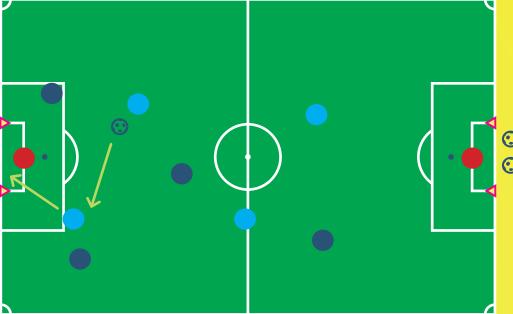


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GAME NAME: 'HANDBALL / THROW-VOLLEY-CATCH' 

To Consider	The Plan	
What CONTENT will I offer to the	Game Challenge:	
players? Relevance	* Setup with two teams and balls in the net to allow quick play – Play Offside	
Is it appropriate for the age / ability of players?	* To start, ball remains in hands – you can move 3 steps with the ball before passing	
<b>Repetition</b> Is there a chance to practice the learning	* You cannot tackle – only intercept a pass	
focus lots of times?	* Throw the ball into the net = 1 point	
Realism	* Introduce use of feet slowly:	
Does this happen in the game?	Score with your feet = 3 points	
	Pass with kick out of your hands	
How will I CONNECT with the Players?	Ensure you get around the pitch to INTERACT with ALL players	
<b>Conversation</b> How do I build rapport with ALL players?	Set rules at the start / ensure GKs are changed regularly	
Consistency	Praise effort and intention	
Do I do, what I say?	Offer a technical challenge (see right)	
Challenge How do I challenge the players appropriately?		Tech
		• Cr
How will I COORDINATE the session?	HARDER	op th
<b>Play</b> Is it easy for me to setup and progress?	<ul> <li>If passing within a 1/3 throw must be below shoulder height - 1 quality of movement</li> </ul>	• Tir
<b>Position</b> Where do I position myself to see ALL players?	<ul> <li>Allow ball on floor – but can be tackled if playing with feet</li> </ul>	Phys
Observation	EASIER	• Qu th
Is there an opportunity to interact with the players and develop the game?	<ul> <li>Play without GKs - 1 goals scored</li> </ul>	• Ca
אומעפר 2 מיום מפעפוטא גרופ צמרוופי	Remove Offside	SU
	Don't forget: Time Limit / Keep Score	TBALL



Technical Creating Space – can you create angles to open the 'passing line' between you and the person on the ball Timing is everything!	<ul> <li>Psychological</li> <li>When to play on the floor and when to keep in hands?</li> <li>Can you make decisions under pressure</li> <li>Can you recognise a Counter-Attack and react quickly?</li> </ul>
Physical	Social

- uick bursts to create space to get onto ne ball
- an players get up and down the pitch to upport attack and defence?

- Ensure you give the players time to discuss team tactics / problem solve
- Ensure you get around ALL the players to

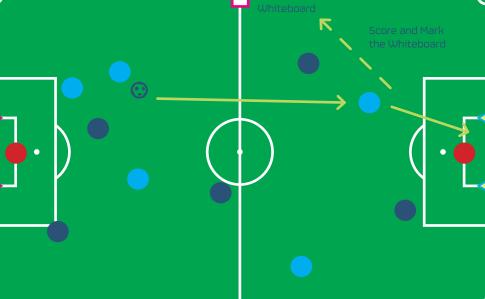




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GAME NAME: 'HIT THE WOODWORK'

To Consider	The Plan	
What CONTENT will I offer to the players? Relevance Is it appropriate for the age / ability of players? Repetition	<ul> <li>Game Challenge:</li> <li>* Setup with two teams – play without GKs</li> <li>* To win the game a team must score 4 specific 'goals'</li> <li>1 x Hit the left post</li> </ul>	
Is there a chance to practice the learning focus lots of times? <b>Realism</b> Does this happen in the game?	<ul> <li>1 x Hit the right post</li> <li>1 x Hit the crossbar</li> <li>1 x 'Nothing but net' – no bounce</li> <li>* Use a whiteboard with a goal drawn on – players mark 'x' for their specific goal</li> </ul>	
How will I CONNECT with the Players? Conversation How do I build rapport with ALL players? Consistency Do I do, what I say? Challenge How do I challenge the players appropriately?	Ensure you get around the pitch to INTERACT with ALL players INTERACT with ALL players Set rules at the start / ensure GKs are changed regularly Praise effort and intention – particularly shooting and getting into opportunities to score, BUT also Defending and Work Rate	Technical • Accuracy of
How will I COORDINATE the session? Play Is it easy for me to setup and progress? Position Where do I position myself to see ALL players? Observation Is there an opportunity to interact with the	<ul> <li>HARDER</li> <li>Introduce GKs</li> <li>Play offside</li> <li>EASIER</li> <li>Turn the game to use 'Points' so any of the specific goals count as 3 A 'regular' goal counts as 1 – play first to 10. This will still reward players for good play/goals</li> </ul>	<ul> <li>First touch to</li> <li>Creating spanners</li> <li>Physical</li> <li>Quick bursts the ball</li> <li>Can players set</li> </ul>
players and develop the game?	Don't forget: Time Limit / Keep Score	support atta



<ul> <li>Technical</li> <li>Accuracy of Passing / Shooting</li> <li>First touch to allow setup of shot</li> <li>Creating space and opportunities to score</li> </ul>	<ul> <li>Psychological</li> <li>How are your team going to overcome this challenge?</li> <li>Is there an order that we should score in?</li> <li>Can you make decisions under pressure?</li> </ul>
<ul> <li>Physical</li> <li>Quick bursts to create space to get onto the ball</li> </ul>	<ul> <li>Social</li> <li>Ensure you give the players time to discuss team tactics / problem solve</li> </ul>

yers get up and down the pitch to Ensu : attack and defence? to int

Balance - Shooting

 Ensure you get around ALL the players to interact





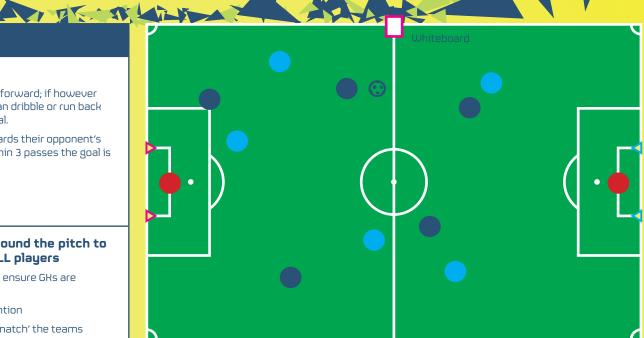
GAME NAME: 'HOW FAR CAN YOU GO?'

To Consider	The Plan		Whiteboard
What CONTENT will I offer to the players? Relevance Is it appropriate for the age / ability of players? Repetition Is there a chance to practice the learning focus lots of times? Realism Does this happen in the game?	Game Challenge: * Setup with two teams – no GKs * No players allowed in the areas * To win the game, a team must score 2 goals from each half of the pitch * Possible Alternative: To increase the challenge place a cone in the centre of the goal – if that cone is hit whilst shooting – the goal does not count		
How will I CONNECT with the Players? Conversation How do I build rapport with ALL players? Consistency Do I do, what I say? Challenge How do I challenge the players appropriately?	Ensure you get around the pitch to INTERACT with ALL players Set rules at the start / ensure GKs are changed regularly Praise effort and intention – particularly shooting and getting into opportunities to score, BUT also defending, willingness to close down opponents and work rate	<b>X2</b> Technical • Accuracy of Passing / Shooting	<b>Psychological</b> <ul> <li>How are your team going to overcome this challenge?</li> </ul>
How will I COORDINATE the session? Play Is it easy for me to setup and progress? Position Where do I position myself to see ALL players? Observation Is there an opportunity to interact with the players and develop the game?	<ul> <li>HARDER</li> <li>1 touch finish</li> <li>Split pitch into ¼ - teams have to score 1(or 2) in each ¼</li> <li>EASIER</li> <li>Players (or only Defenders) are allowed in the areas</li> <li>Don't forget: Time Limit / Keep Score</li> </ul>	<ul> <li>First touch to allow setup of shot</li> <li>Creating space and opportunities to score</li> <li>Physical         <ul> <li>Quick bursts to create space to get onto the ball</li> <li>Can players get up and down the pitch to support attack and defence?</li> </ul> </li> </ul>	<ul> <li>Is there an order that we should score in?</li> <li>Can you make decisions under pressure?</li> </ul> Social <ul> <li>Ensure you give the players time to discuss team tactics / problem solve</li> <li>Ensure you get around ALL the players to interact</li> </ul>



GAME NAME: 'IS IT ON?'

Play       • Introduce 1 touch passes only       • Uarious         Is it easy for me to setup and progress?       • Smaller pitch – up the pressure       • When to protect         Position       • Play without GKs - 1 goals scored       • When to protect         players?       • Play without GKs - 1 goals scored       • Physical         Observation       • Larger pitch will provide more time to make decisions       • Running         Jayers and develop the game?       • Don't forget: Time Limit / Reep Score       • Agility,	To Consider	The Plan	
Players?         Conversation         How do I build rapport with ALL players?         Consistency         Do I do, what I say?         Challenge         How do I challenge the players appropriately?         How will I COORDINATE the session?         Play         Is it easy for me to setup and progress?         Position         Where do I position myself to see ALL players?         Observation         Is there an opportunity to interact with the players and develop the game?         Observation         Is there an opportunity to interact with the players and develop the game?	<ul> <li>players?</li> <li>Relevance</li> <li>Is it appropriate for the age / ability of players?</li> <li>Repetition</li> <li>Is there a chance to practice the learning focus lots of times?</li> <li>Realism</li> </ul>	Players can only pass forward; if however this "is not on" they can dribble or run back towards their own goal. Forwards means towards their opponent's goal, if they score within 3 passes the goal is	
How will I COORDINATE the session?       HARDER       • Creating move for move for setup and progress?         Play       • Introduce 1 touch passes only       • Various         Is it easy for me to setup and progress?       • Smaller pitch – up the pressure       • When the protect         Position       • Play without GRs - 1 goals scored       • When the protect         players?       • Larger pitch will provide more time to make decisions       • Physical         Don't forget: Time Limit / Reep Score       • Running	Players? Conversation How do I build rapport with ALL players? Consistency Do I do, what I say? Challenge	INTERACT with ALL players Set rules at the start / ensure GKs are changed regularly Praise effort and intention Challenge players to 'match' the teams	Technical
	PlayIs it easy for me to setup and progress?PositionWhere do I position myself to see ALLplayers?ObservationIs there an opportunity to interact with the	<ul> <li>Introduce 1 touch passes only</li> <li>Smaller pitch – up the pressure</li> <li>EASIER</li> <li>Play without GKs - 1 goals scored</li> <li>Larger pitch will provide more time to make decisions</li> </ul>	<ul> <li>Creating move for</li> <li>Various</li> <li>When to protect</li> </ul>



<ul> <li>Technical</li> <li>Creating space (gaps) through which to move forward</li> <li>Unsigns shopting 5 passing techniques</li> </ul>	<ul> <li>Psychological</li> <li>Opportunities to increase Confidence, motivation, self-esteem both individually &amp; collectively – score / create a goal!</li> </ul>	
<ul> <li>Various shooting &amp; passing techniques</li> <li>When to pass? When to dribble? When to protect / shield ball?</li> </ul>	<ul> <li>Encourages players to try new techniques</li> <li>6 challenge existing.</li> </ul>	
Physical	Social	
<ul> <li>Running, Kicking, Striking &amp; Jumping.</li> <li>Agility, Balance, Coordination &amp; Speed.</li> </ul>	<ul> <li>Ensure you give the players time to discuss team tactics / problem solve</li> </ul>	
Acceleration and deceleration	Ensure you get around ALL the players	

Ensure you get around ALL the players



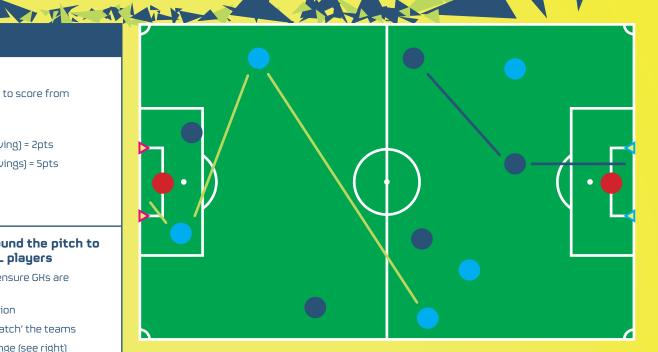
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GAME NAME: 'KRISS CROSS'

#### To Consider

#### The Plan...

What CONTENT will I offer to the players? Relevance Is it appropriate for the age / ability of players? Repetition Is there a chance to practice the learning focus lots of times? Realism Does this happen in the game?	Game Challenge: Players are encouraged to score from crosses: Score normally = 1pt Score from a cross (1 wing) = 2pts Score from a cross (2 wings) = 5pts
How will I CONNECT with the Players? Conversation How do I build rapport with ALL players? Consistency Do I do, what I say? Challenge How do I challenge the players appropriately?	Ensure you get around the pitch to INTERACT with ALL players Set rules at the start / ensure GKs are changed regularly Praise effort and intention Challenge players to 'match' the teams Offer a technical challenge (see right)
How will I COORDINATE the session? Play Is it easy for me to setup and progress? Position Where do I position myself to see ALL players? Observation Is there an opportunity to interact with the players and develop the game?	<ul> <li>HARDER</li> <li>1st time finishing and first time crosses</li> <li>Smaller pitch – up the pressure</li> <li>EASIER</li> <li>Play without GKs - 1 goals scored</li> <li>Defenders can't tackle players crossing the ball</li> <li>Don't forget: Time Limit / Keep Score</li> </ul>



<ul> <li>Technical</li> <li>Crossing &amp; switching play</li> <li>Playing with width / attacking down the wings</li> <li>Shooting &amp; Passing – inside / outside of foot, laces, volley &amp; header.</li> </ul>	<ul> <li>Psychological</li> <li>Opportunities to increase Confidence, motivation, self-esteem both individually &amp; collectively – score / create a goal!</li> <li>Encourages players to try new techniques &amp; challenge existing.</li> </ul>
<ul> <li>Physical</li> <li>Running, Kicking, Striking &amp; Jumping. Agility, Balance, Coordination &amp; Speed.</li> <li>Counter attack, working at pace, Acceleration and deceleration</li> </ul>	<ul> <li>Social</li> <li>Teamwork &amp; communication. Discussions around team strategies &amp; tactics to keep ball moving forward.</li> <li>Where do you want the cross – signal /</li> </ul>



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GAME NAME: 'LEAGUE TITLE VS LEAGUE SURVIVAL'

To Consider	The Plan		
What CONTENT will I offer to the players? Relevance Is it appropriate for the age / ability of players? Repetition Is there a chance to practice the learning focus lots of times? Realism Does this happen in the game?	Game Challenge: Players play in a scenario game where one team will be champions or the others will be relegated. Light blue team (potential champions) are 2-1 up with 12 minutes to go; blues need a draw to survive. Alternative Idea – Make a defensive team vs attacking team. Play with an overload (ATT)		
How will I CONNECT with the Players?	Ensure you get around the pitch to INTERACT with ALL players		
<b>Conversation</b> How do I build rapport with ALL players?	Set rules at the start / ensure GKs are		
Consistency	changed regularly Praise effort and intention		
Do I do, what I say?	Challenge players to 'match' the teams		
<b>Challenge</b> How do I challenge the players appropriately?	Offer a technical challenge (see right)		
		Technical	Psychological
How will I COORDINATE the session?	HARDER	Attacking principles & combination play	Remain calm under pressure
Play	<ul> <li>Introduce 1 touch passes only</li> </ul>	Attacking with an overload	Decision Making:
Is it easy for me to setup and progress?	Smaller pitch – up the pressure	Team Defending & 1-on-1	o ATT – When & how to gamble?
<b>Position</b> Where do I position myself to see ALL	EASIER	Defending when outnumbered	o DEF – Break & score or keep ball / clear lines?
players?	<ul> <li>Play without GKs - 1 goals scored</li> </ul>		
Observation	Larger pitch will provide more time to	Physical	Social
Is there an opportunity to interact with the players and develop the game?	make decisions	Running, Ricking, Striking & Jumping.	Teamwork & communication. Discuss
plogers and develop the game.	Don't forget: Time Limit / Keep Score	Agility, Balance, Coordination & Speed.	around team strategies & tactics to outsmart opposition
		Acceleration and deceleration –	
		is the counter attack on?	Healthy competition, bragging rights

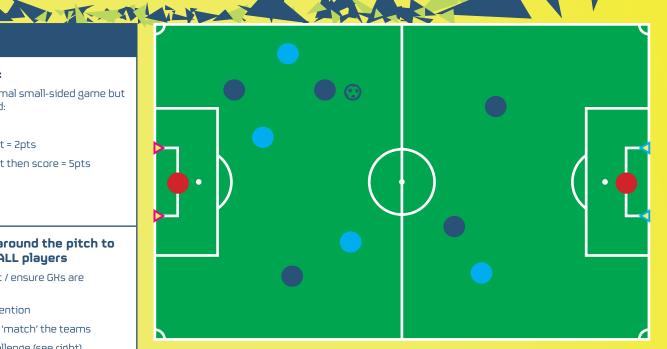




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GAME NAME: 'PANNA SOCCER'

To Consider	The Plan
What CONTENT will I offer to the players?RelevanceIs it appropriate for the age / ability of players?RepetitionIs there a chance to practice the learning focus lots of times?RealismDoes this happen in the game?	<b>Game Challenge:</b> Players play in a normal small-sided game but they will be awarded: Score normally = 1pt Nutmeg an opponent = 2pts Nutmeg an opponent then score = 5pts
How will I CONNECT with the Players? Conversation How do I build rapport with ALL players? Consistency Do I do, what I say? Challenge How do I challenge the players appropriately?	Ensure you get around the pitch to INTERACT with ALL players Set rules at the start / ensure GKs are changed regularly Praise effort and intention Challenge players to 'match' the teams Offer a technical challenge (see right)
How will I COORDINATE the session? Play Is it easy for me to setup and progress? Position Where do I position myself to see ALL players? Observation Is there an opportunity to interact with the players and develop the game?	<ul> <li>HARDER</li> <li>Introduce 1 touch passes only</li> <li>Smaller pitch – up the pressure</li> <li>EASIER</li> <li>Play without GRs - 1 goals scored</li> <li>Larger pitch will provide more time to make decisions</li> <li>Don't forget: Time Limit / Keep Score</li> </ul>



<ul> <li>Technical</li> <li>Dribbling &amp; Trickery – out smart your opponent</li> <li>Shooting &amp; Passing – inside / outside of foot, laces, volley &amp; header</li> </ul>	<ul> <li>Psychological</li> <li>Opportunities to increase Confidence, motivation, self-esteem both individually &amp; collectively – score / create a goal!</li> <li>Encourages players to try new techniques &amp; challenge existing</li> </ul>
<ul><li>Physical</li><li>Running, Kicking, Striking &amp; Jumping.</li></ul>	Social <ul> <li>Teamwork &amp; communication. Discussions</li> </ul>

- Healthy competition, bragging rights &



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Agility, Balance, Coordination & Speed. • Acceleration and deceleration – is the

counter attack on?

GAME NAME: 'RIGHT PLACE, RIGHT TIME'

To Consider	The Plan	ATTACKING ZONE MIDDL	ZONE DEFENSIVE ZONE
What CONTENT will I offer to the players?RelevanceIs it appropriate for the age / ability of players?RepetitionIs there a chance to practice the learning focus lots of times?RealismDoes this happen in the game?How will I CONNECT with the Players?Conversation How do I build rapport with ALL players?Consistency Do I do, what I say?Challenge How do I challenge the players appropriately?	<ul> <li>Game Challenge:</li> <li>* Setup with two teams – play with GKs</li> <li>* 3 Rounds of Play</li> <li>* Shoot from Different Zones to score different points</li> <li>R1: Atk – 5pts / Mid – 2pts / Def – 1pt</li> <li>R2: Atk – 2pts / Mid – 5pts / Def – 1pt</li> <li>R3: Atk – 1pt / Mid – 2pts / Def – 5pts</li> </ul> Ensure you get around the pitch to for the start / ensure GKs are changed regularly Praise effort and intention Ask the Players their tactics for the game	DEFENSIVE ZONE MIDDL	ZONE ATTACHING ZONE
How will I COORDINATE the session? Play Is it easy for me to setup and progress? Position Where do I position myself to see ALL players? Observation Is there an opportunity to interact with the players and develop the game?	<ul> <li>HARDER</li> <li>First time finishing and first time crosses</li> <li>Split pitch into ¼ - teams have to score 1 (or 2) in each ¼</li> <li>EASIER</li> <li>Defenders can't tackle players crossing the ball</li> <li>Don't forget: Time Limit / Reep Score</li> </ul>	<ul> <li>R1 – Build up play, Playing through the middle 1/3</li> <li>R2 – Cut Back / Edge of Box Combinations to Finish</li> <li>R3 – Shooting from Distance</li> </ul> <b>Physical</b> <ul> <li>Quick bursts to create space to get onto the ball</li> </ul>	<ul> <li>How are your team going to overcome this challenge?</li> <li>What tactics do you have for each round?</li> <li>Can you make decisions under pressure?</li> </ul> Social <ul> <li>Ensure you give the players time to discuss team tactics / problem solve</li> </ul>
		• Can players get up and down the pitch to support attack and defence?	<ul> <li>Ensure you get around ALL the players to interact</li> </ul>





# FMU REFLECTION CHECKLIST

To Consider	What Went Well	Even Better If	Do Differently Next Time
What CONTENT will I offer to the players?			
<b>Relevance</b> Is it appropriate for the age / ability of players?			
<b>Repetition</b> Is there a chance to practice the learning focus lots of times?			
<b>Realism</b> Does this happen in the game?			
How will I CONNECT with the Players?			
<b>Conversation</b> How do I build rapport with ALL players?			
<b>Consistency</b> Do I do, what I say?			
<b>Challenge</b> How do I challenge the players appropriately?			
How will I COORDINATE the session?			
<b>Play</b> Is it easy for me to setup and progress?			
<b>Position</b> Where do I position myself to see ALL players?			
<b>Observation</b> Is there an opportunity to interact with the players and develop the game?			





