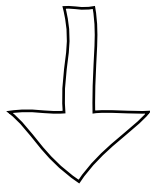


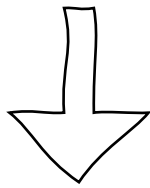
# THINK

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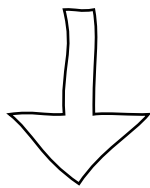
GAME MODEL  
( 4 MOMENTS)



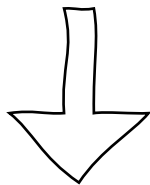
SYLLABUS



AGE APPROPRIATE



PRINCIPLES OF PLAY



SUB / SUB-SUB PRINCIPLES

SEASON PLAN



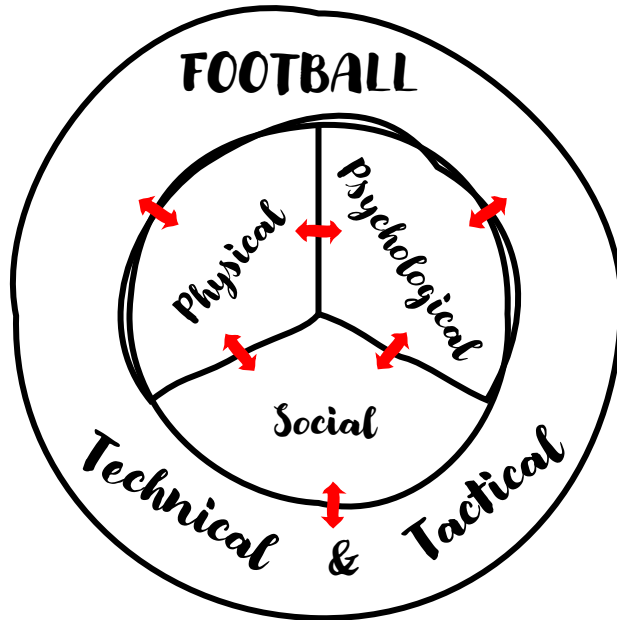
INDIVIDUAL NEEDS



# PLAN

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OBJECTIVES  
(NUFC MODEL)



METHOD

THE STEP

STEP

PACE

TIME/TASK

EQUIPMENT

LAYERS

CONDITIONS

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**DO**

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# **LEARNING TO LOOK**

**REALISM**

**REPETITION**

**RELEVANCE**



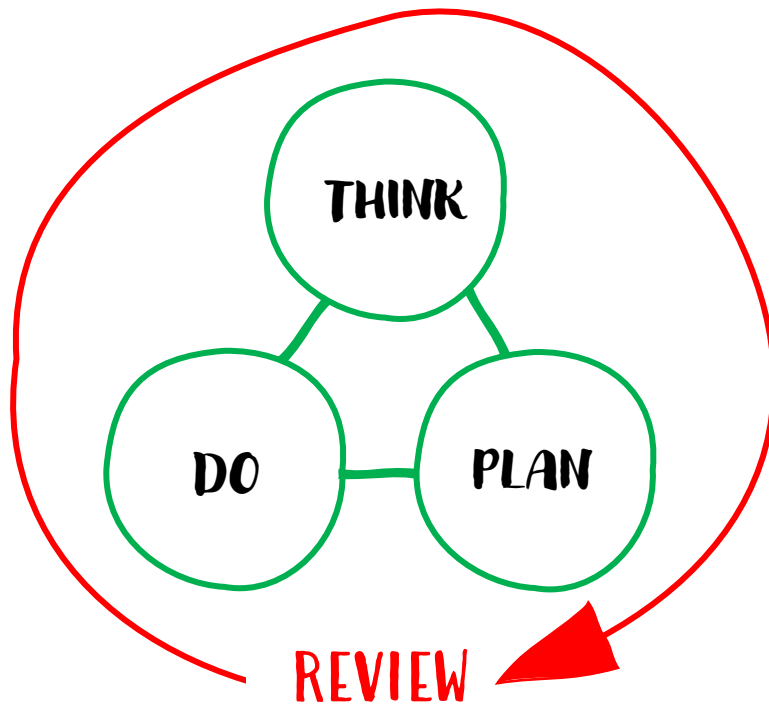
**INTERACTIONS**

**INTERVENTIONS**

**INFLUENCING**

# REVIEW

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3 P'S

PERSONAL

PRACTICES

PLAYERS