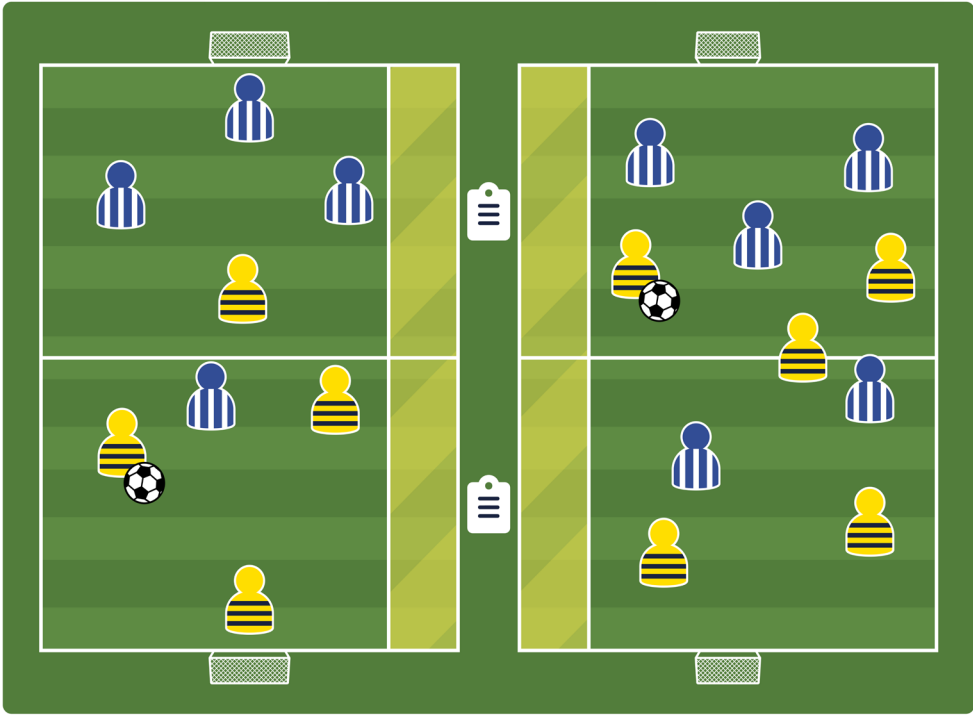
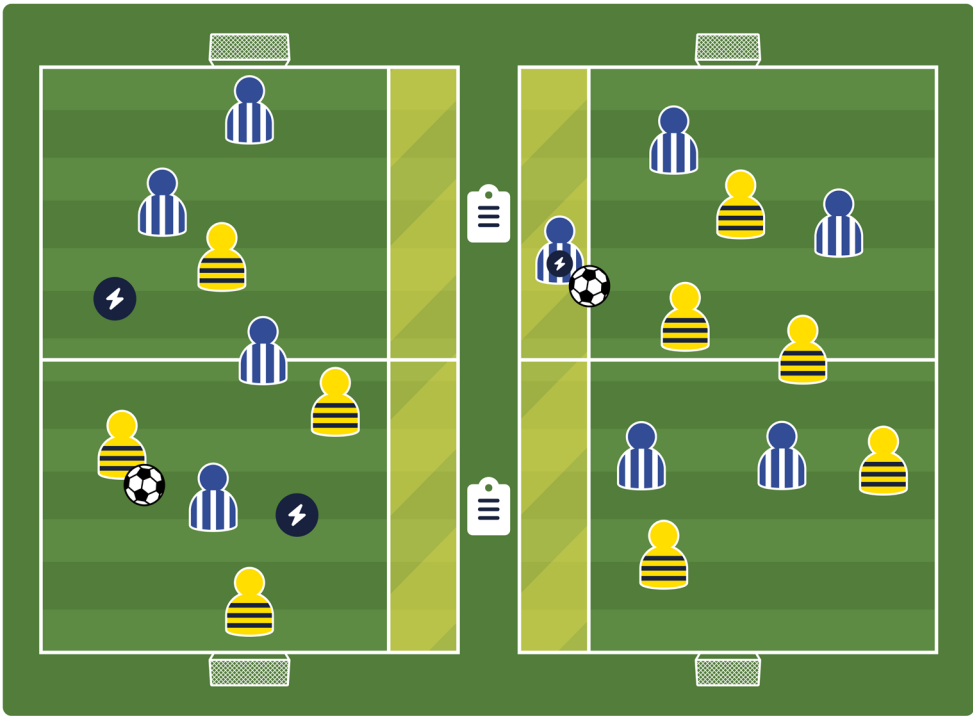


# SESSION PLAN

## CONTROL BOTH PITCHES



- Ball:
- Team 1:
- Team 2:
- Whiteboard:
- Wide area:
- Goal:



- Ball:
- Team 1:
- Team 2:
- Whiteboard:
- Wide area:
- Superpower:
- Goal:

## OBJECTIVES

This session helps players to outwit their opponent by:

- making and tweaking game plans
- detecting key information about the game and the players
- impacting their opponent's next move by setting game problems.

## ORGANISATION

- Set up two areas, appropriate in size for your players, parallel to each other (ensuring there's a small gap between them)
- On each one, mark a halfway line and place a goal at both ends
- Create a wide lane on the left side of one area and the right side of the other area
- You can include offside lines if appropriate for your players
- Place two whiteboards in the gap between the pitches – players will use these to discuss tactics
- We have 18 players split into two teams of nine, but you can adapt the practice to your numbers
- Split the teams across the two pitches to create a 4v4 and a 5v5

## HOW TO PLAY

- First, agree on how long games should be, then set a timer and let the games play
  - Players are aiming to win their game
    - If a team wins on both pitches, they 'level up' for the next game
    - If a team loses on both pitches, they drop a level (a team can't drop below level zero)
    - If neither team wins on both pitches, allow your players to talk tactics and try again
  - We use six levels (but you can adapt to your numbers), and both teams start at level one
    - Level zero: **nobody** can roam both pitches
    - Level one: **one** player can roam both pitches
    - Level two: **two** players can roam both pitches
    - Level three: **three** players can roam both pitches
    - Level four: **four** players can roam both pitches
    - Level five: the boss level challenge
  - Each level requires players to decide who can play on both pitches (roaming), allowing teams to create an overload when needed
  - If a team reaches level five, the 'boss', they face a final challenge – this is to win on both pitches without conceding a goal in the last two minutes; do that, and they win the whole game, achieving the overall mission to control both pitches
  - You can introduce actions for players to use, such as 'save', 'superpower' and 'pause' (described in detail in the article), to help them solve the problems this activity poses
  - Note what levels the teams finish on – you can pick up from where you left off the next time you play
-