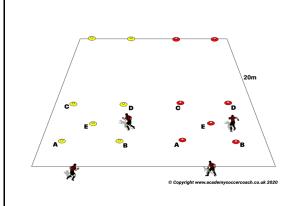
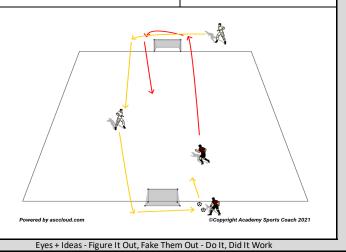
MANAGE ONESELF		MANAGE SPACE				
	Perceive and conceive Decide and deceive Execute and assess		Organize de	nd close space efense on offer ressure quickly	nse Defen	k 1,2, 3 d 1, 2, 3 n
	IC3 - INTELLIGENCE, COMPETENCE, COURAGE, CHARACTER					
		FOLUE	MENT	FMP	HASIS/THEME	

IC3 - INTELLIGENCE, COMPETENCE, COURAGE, CHARACTER						
SPORTS	EQUIPMENT	EMPHASIS/THEME				
205	Balls, cones, bibs					
TEAM	DATE	SESSION TIME				
JV	Mar 29 2021	4p				
TOTAL SPACE	LOAD	SESSION DURATION				
1/2 field	Lo	90:00				

ACTIVITY 1	Warm-up/activation
PHYSICAL ACTIVATION	FUNCTIONAL/SPORTS SKILLS
Box-5 Jog, hips in/out, high knees, butt kickers, hamstring scoop, Frankenstein, 2x front plank 1-leg, 2x lateral plank, 4x glute-bridge, jog w/arm circles,	Seated arm swings A-walk, A-skip Ankle dribbles Review CMJ
jog w/arm swings, high skips	
	10x 5 push-ups, 10 sit-ups, 15 air squats RST 12x15m 0:30r
	Partner small-space 2-touch



ACTIVITY 3		1v1 circle and go	
SPACE	DURA	ATION	EXPLANATION
	TOTAL		Players start on opposite sides of
	SETS/REPS		grid - ball supply at one end,
	WORK		on signal both players circle
	REST		opposite goal, player opposite
COACHING POINTS		ball supply picks up a ball and	
Defender - attempt to close space quickly		enters grid	
Attacker - look for early shot, if not attempt one			
feint to beat defender			
		PROGRESSION	

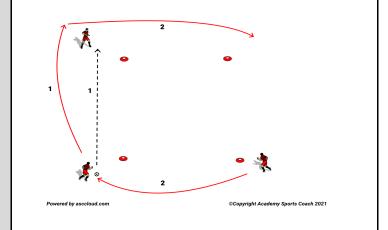


MANAGE THE BAI

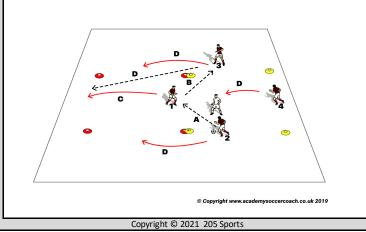
Play what you see Receive with intent Pass with purpose Keep and move the ball Advance the ball

TIME	DESCRIPTION
	Warm-up/activation
	RST 12x15m 0:30r
	3 player box, overlap right and left
	1v1 circle and go
	Grid to grid 4v1
	2v2+2 switch teams on goal, diagonal ends
	8v8 line game with GKs
	Dragon lizard butterfly nigeon

ACTIVITY 2		3 pla	ayer box, overlap right and left
SPACE	DURATION		EXPLANATION
	TOTAL		Players organized as shown below -
	SETS/REPS		as ball is passed (#1), passing
	WORK		player must make overlap (#1/#2)
	REST		receiver has support on left
COACHING POINTS			while 3rd man makes run (#2)
Runs should be angled (as shown) so that player		to take space on teammate's right	
arrives with open body position - balls			
played should be to "rear" foot to allow receiver			
to switch ball		PROGRESSION	
Provide relationship to rondos and positional play			



ACTIVITY 4			Grid to grid 4v1
SPACE	DURATION		EXPLANATION
	TOTAL	15:00	Players are 4v1 with 2 adjacent
10x10x2 yds	SETS/REPS		grids - the player in the central position
10/10/2 yus	WORK		(1) dictates the movement of the
	REST		group by checking back to the
COACHING POINTS			"rear" grid, other players move in
Rear player - anticipate option as ball moves thru			response
teammates, quickly ba	ckpedal and		
the	ball		
Teammates - make sure that ball to central player			PROGRESSION
is in response to movement and not just to a space			
Defender - try to close off the long option			



WANAGE UNESELF	MANAGE SPACE	<u> </u>
Perceive and conceive	Create and close space	Attack 1,2, 3
Decide and deceive	Organize defense on offense	Defend 1, 2,
Execute and assess	Pressure quickly on	transition

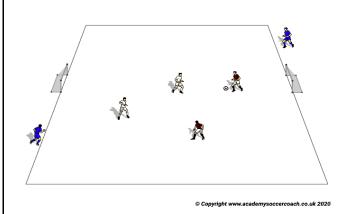
IC3 - INTELLIGENCE, COMPETENCE, COURAGE, CHARACTER					
SPORTS	EQUIPMENT	EMPHASIS/THEME			
205	Balls, cones, bibs				
TEAM	DATE	SESSION TIME			
JV Mar 29 2021		4p			
TOTAL SPACE	LOAD	SESSION DURATION			

90:00

ACTIVITY 5		2v2+2 sv	2v2+2 switch teams on goal, diagonal ends		
SPACE	DURATION		EXPLANATION		
	TOTAL	15:00	Teams play 2v2 with 2 neutral		
15x15 yds (age	SETS/REPS		players positioned diagonally on		
appropriate)	WORK		the end lines - when a goal is		
	REST		scored, the defending team switches		
COACHING POINTS			with the neutrals and the scoring		
Attackers - look to use the neutral players to create			team switches directions		
combinations with the 3rd player who should be					
making angled supporting runs					
Defenders - avoid chasing passes at the neutrals,			PROGRESSION		
stay with central players to avoid give+go			Limit interior touch count		
			Limit neutrals to 1-2 touch		

Lo

1/2 field

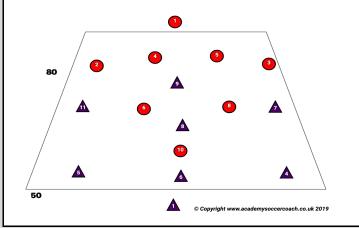


MANAGE THE BA

Play what you see Receive with intent Pass with purpose Keep and move the ball Advance the ball

TIME	DESCRIPTION			
	Warm-up/activation			
	RST 12x15m 0:30r			
	3 player box, overlap right and left			
	1v1 circle and go			
	Grid to grid 4v1			
	2v2+2 switch teams on goal, diagonal ends			
	8v8 line game with GKs			
•	Dragon, lizard, butterfly, pigeon			

ACTIVITY 6			8v8 line game with GKs
SPACE	DURATION		EXPLANATION
	TOTAL	15 mins	2 teams with GKs play 8v8
60x50 yds	SETS/REPS	2	1pt for stopping the ball on the line
ouxou yus	WORK	4 mins	GKs are in neutral zone behind line
	REST	4 mins	
COACHING POINTS			
Look for quick combos to change POA, open gaps			
Use GK as part of build-up to switch			
Possession w/purpose - avoid cheap turnovers			
On loss of possession, immediately step and control			PROGRESSION
Look for overloads to beat defenders		Touch count limits	



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