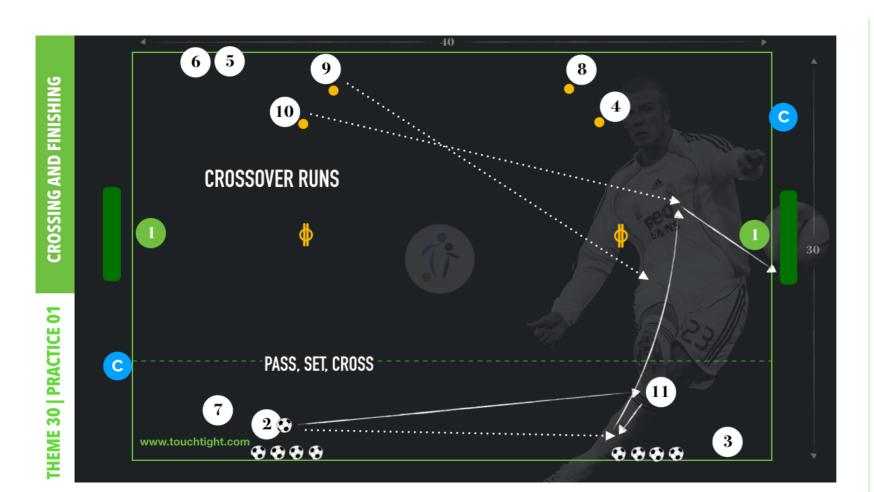
30 **P1** 

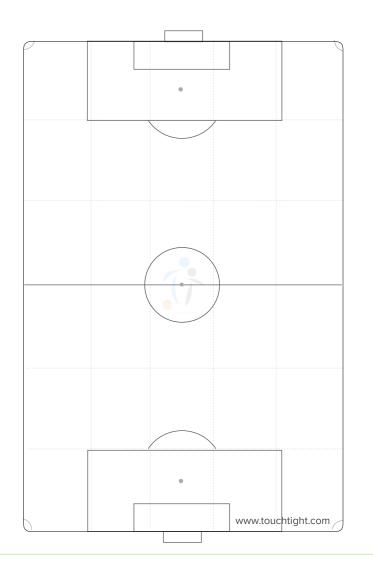
Team:

Coach:

Type: Technical Practice

Area:





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## **Set Up & Organisation:**

- · Our Beckham based Crossing and Finishing theme, begins with this technical practice. Based on a 442 attacking situation, we begin with crosses from the right hand channel with a quick combination between full back and winger. 2 Strikers make crossover runs to attack the crosses in the box, before a second combination produces a cross at the opposite end for another 2 attacking players to attack. Work both sides to ensure you develop left and right footed crosses
- Ensure you have enough pairs that allow play to be continuous (3 attacking pairs and 4 wide players)

## **Progressions / Constraints**

- · Add competition between all pairs of attacking players and goalkeepers, with points for goals, shots on target, effective crosses in certain areas and saves made.
- Develop crossing situations from the byline, encouraging cutbacks forcing attacking players to adjust their runs.

## **Key Individual Coaching Points:**

- Crossing delivery using pitch areas as markers for players
- Strikers movement and finishing technique must be detailed throughout.

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Session Date:		Team:	Co	pach:	
Session Object	iive/s:				
Detail any Individual	ls, pairs, trios and units to work on in th	e group and specify what detail you will be developin	g within each session element.		
Player initials	Technical	Tactical	Social	Psychological	
Player Pairs init	tials Objectives				
	I I				<
Player Trios initi	ials Objectives				N.
					touc
					htig
			/		www.touchtight.com
	I				3
Player Units init	ials <b>Objectives</b>				
				•	
D. I.O. I. O. I.	1			www.touchtight.com	
Post Session Outco				Big Game Question	
What went wel	?	What did we learn?		How will we apply this session to a game situation	n?
		-			
Absentees: init	tials	© Touchtight Co	aching 2019		/

Session Date:	Team:	Coach:	(7)
Session Objective/s:			

Detail all Individual player objectives for the session and provide an evaluation on progress made

Player	Objective 1	Objective 2	Objective 3	Evaluation
			\	