31 **P3** 

Team:

Coach:

Type: Opposed 1 v 1

Area:

**Team Objectives:** 





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## Set Up & Organisation:

• This practice is a 2 v 1 possession practice. With a 433 against a 343 we look at how our central midfielder can connect with our central defender to eliminate an opposition striker. The possession area is a 15 by 18 with 2 mini goals replicating a midfielder (8) and striker (9). Our defender must begin in the first zone, with our opposed striker beginning the press in the third zone shown, together with our supporting midfielder (4). The attacking pair can gain 2 points for playing the midfielder in behind the striker to a finish.

## **Progressions & Constraints:**

- Allow the striker to high press, with the coach having to play the pass into the central defender first.
- Play the midfielder first, who can score if they gain entry into the final zone.

## **Key Coaching Points:**

- If the midfielder receives possession off the shoulder to score they will gain one point.
- If our centre back can break into the final third to finish after a 1/2 the pair gain 3 points.

## **Questions & Notes:**

- Where is the space created to play in behind and how can we achieve this?
- When you can be brave to break defensive pressure with runs on and off the ball?

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Session Date:		Team:	Coad	ch:	
Session Object	ive/s:				
Detail any Individual	ls, pairs, trios and units to work on in the	group and specify what detail you will be develop	oing within each session element.		
Player initials	Technical	Tactical	Social	Psychological	
Player Pairs init	tials <b>Objectives</b>				
				•	
Player Trios initi	ials <b>Objectives</b>				
Player Units initi	ials <b>Objectives</b>				
- Indyer Office and	Objectives				
Doot Coopies Outes	'			www	w.touchtight.com
Post Session Outco		W/I - 1: 1 - 0		Big Game Questio	on
What went wel	?	What did we learn?		How will we apply this session to a	

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Absentees: initials

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
			I	