



THEME 56:

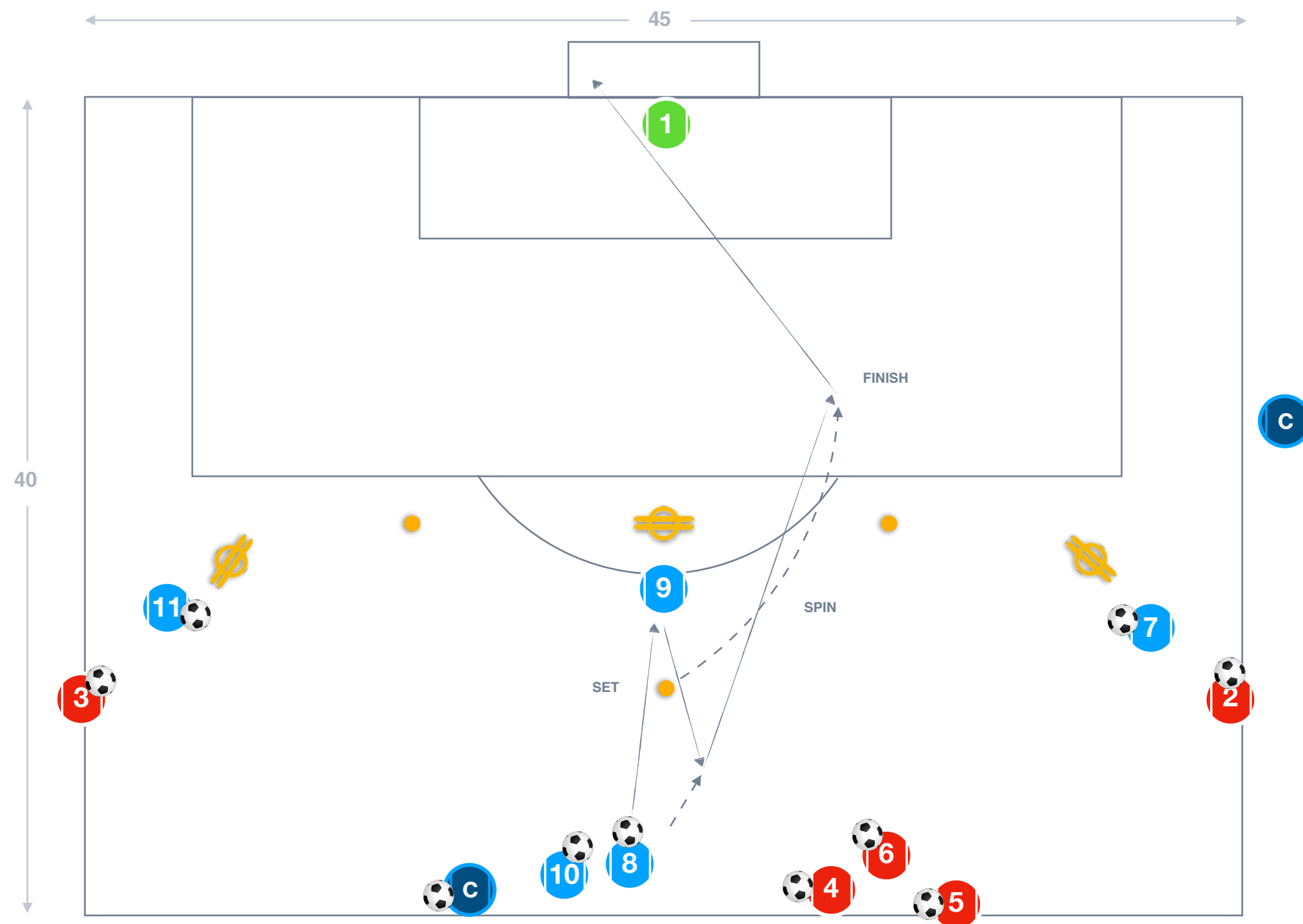
STRIKER / WINGER COMBINATIONS

PRACTICE 3: TECHNICAL FINISHING

AGE GROUP: 10+

Title	Date	Start Time	Duration	No. of Players	Area Size

HOW TO CONNECT IN AND AROUND THE BOX



ORGANISATION:

This session plan is to support practice 3 in theme 56 striker / winger combinations. It is set up in a 45 wide by 40 yard long area, with 5 players attacking a goal at any one time with 4 combinations.

We begin with player 1 playing a pass into the striker player 2 who sets and spins for a through ball who must finish in a 1 v 1 against the GK.

These 2 players will then need to readjust for player 3 in a wide area to connect with a 1-2 to deliver a cross from wide zones.

We continue with 2 further progressions from our 2 remaining players

KEY COACHING POINTS:

- Player connections that allow quick combinations
- Movement to create angles for better passes
- Through balls (weight and accuracy of passes)
- Delivery and finish from wide areas

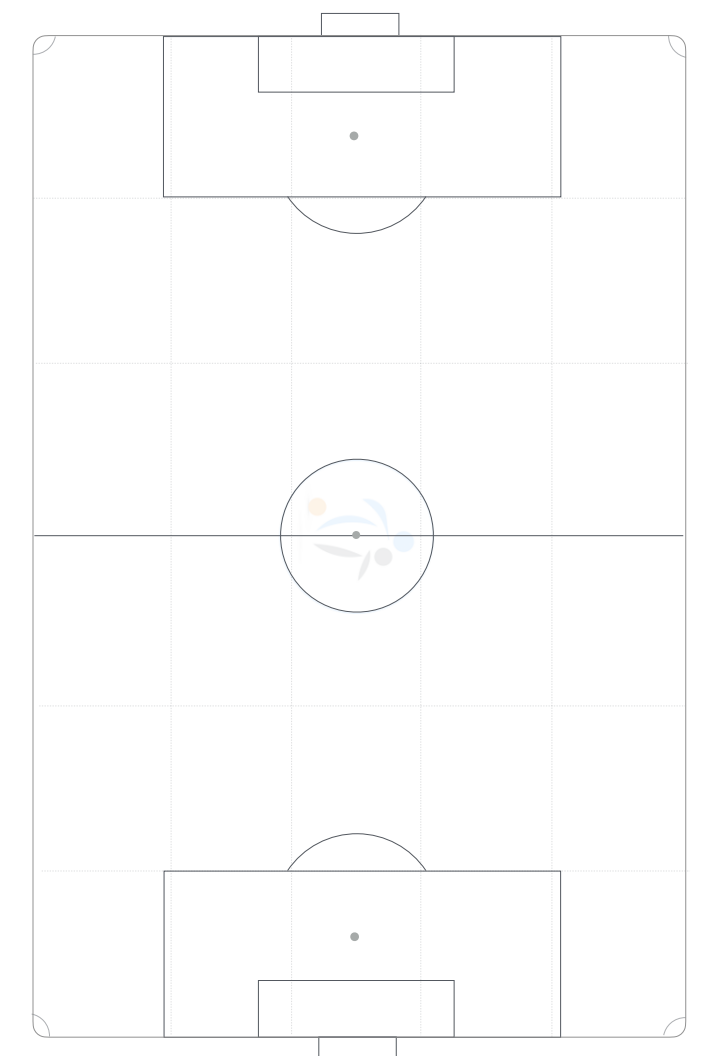
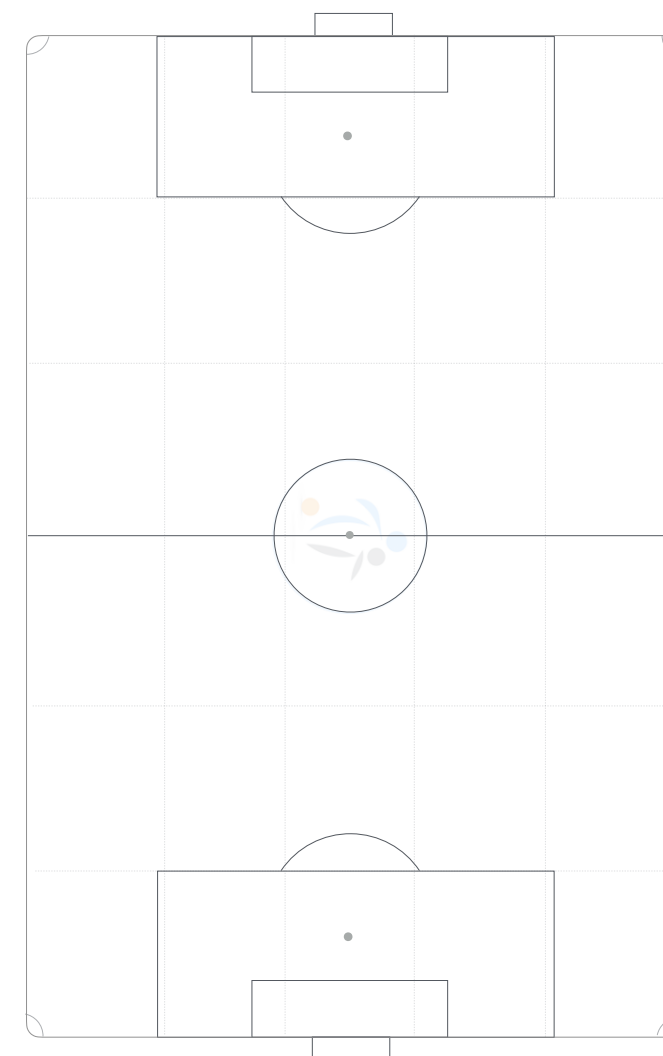


PROGRESSIONS:

ADDITIONAL INFORMATION

PLAYER QUESTIONS:

COACH PLANS



ADDITIONAL INFORMATION:



Detail any individuals, pairs, trios and units to work on in the group and specify what detail you will be developing within each session element.

Player initials	Technical	Tactical	Social	Psychological

Player Pairs initials	Objectives

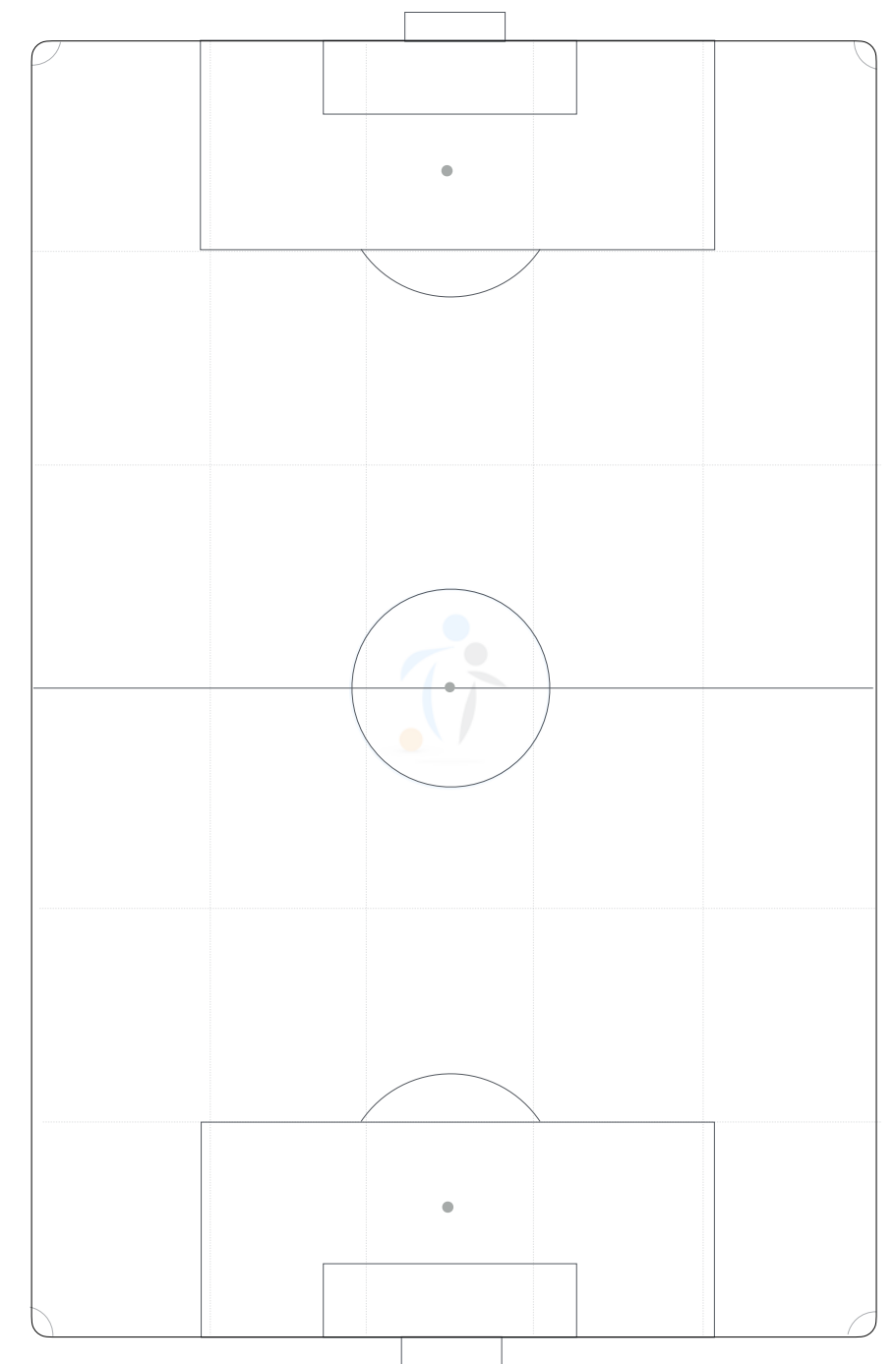
Player Trios initials	Objectives

Player Units initials	Objectives

Post Session Outcomes

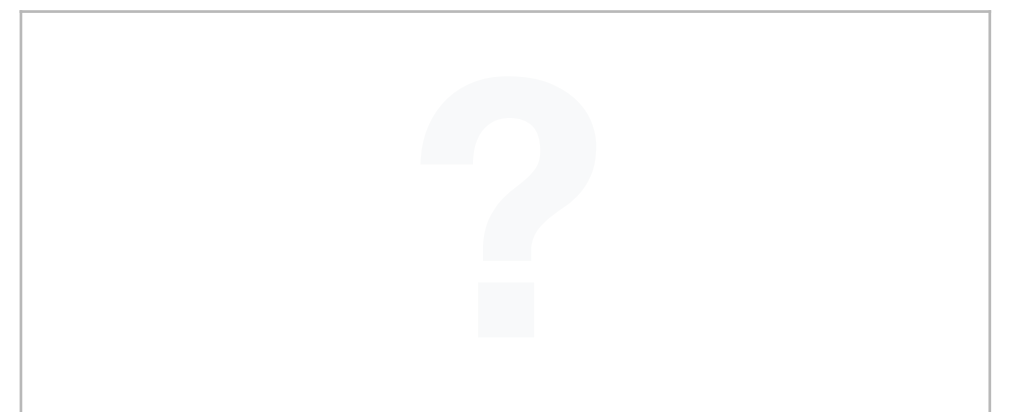
What went well?	What did we learn?

Absentees: initials



LINK TO THE BIG GAME

How will we apply this session to a game situation?



Individual Player objectives by team to measure progress

Player	Objective 1	Objective 2	Objective 3	Player Evaluation



Individual Player objectives by team to measure progress

Player	Objective 1	Objective 2	Objective 3	Player Evaluation