### **ROSS FLINTOFT**

# **COACHING SESSION PLANNER**

AGE or GROUP:	THEME:	FORMAT:	DATE:
NU WFC	ATTACKING: Switching play to Exploiting space; (Up, back & through) part 2	$T \rightarrow S \rightarrow PoP \rightarrow 11v11$	9-3-17

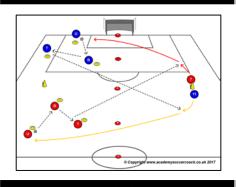
4 Corners:	Key Questions:	Differentiation:	Buzz V	Vords:
Attacking – switch of play	1. How was my through ball?	S – step	SWITCH	UP
Awareness – of the switch of play	2. Are my passes quick to the intended player?	T – task	SWITCH OF	OP .
Communication – non verbal	3. After my pass have I supported player on ball?	E – equipment	BACK THROUGH	
Speed & tempo of the switch	4. What happens next when we are in final third?	P – players		

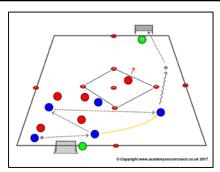
### Practice 1: SoP - Technical

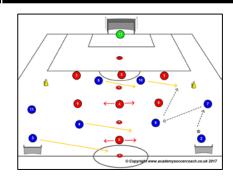
# Practice 2: SoP - Full squad

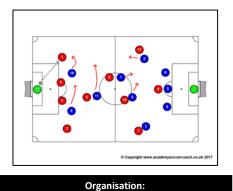
## Practice 3: SoP - PoP

## Practice 4: SoP - 11v11









## Organisation:

Half pitch practice - full squad - 16 players.

Up, Back & Through.

Players pass forward, then back, then through to switch ball into diagonal opposite to the on running player in the diagonal square.

Both reds and blues go simultaneously.

Practice is continuous.

Possession practice.

4v4 in 1 square.

From the technical practice players keep possession to attract/move players in one square.

Organisation:

Once they have done this, the opportunity for the switch is on. Once the receiving player has the ball they have a chance to score in the goal.

If reds regain possession the red player who is in the defending diamond moves into diagonal square so reds can keep possession and every player moves over too.

Phase of play practice.

Same as squad practice.

All blues play in 1 half of the pitch, apart from 1 blue (no.11). No. 4&9 in red can move across into both squares.

Organisation:

Blues passing sequence is Up, back & through to try to exploit weak side of the pitch for the switch of play in any square.

Practice continues.

11v11 practice.

Trying to use the previous practices in the 11v11 game.

**Key Coaching Points:** 

1. PASSING Quality; weight, selection & accuracy

2. MOVEMENT Creating space – ind. to receive 3. SUPPORT PLAYERS with

4. PRODUCTIVITY Quality of finish

Combine, 1-2s, wall passes