
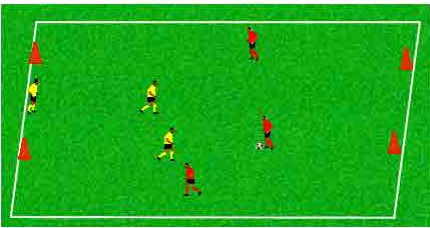

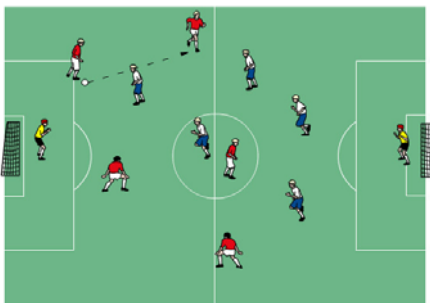


Whole-Part-Whole Method-Combination Play (emphasis on penetrating)

| Activity and Purpose | Description | Coaching Points | Diagram |
|---|---|--|--|
| <p>Start with 3v3-4v4 game</p> <p><i>With some agility, dynamic stretching included.</i></p> | <p>Two teams to 2 goals.</p> | <p>Assess. Allow players to play freely for 10 minutes.</p> |  |
| <p>3v2, but in 3's</p> | <p>Two groups of 3. Each team attacks a coned goal and defends. When team is attacking all 3 players must attack. When attacking team loses ball, one player drops back and plays on goal line between coned goals.</p> | <ul style="list-style-type: none"> • Address different ways to combine. • Disguise of pass • Wall pass=two diagonal passes • Takeover is on when wall pass is not on. • Overlap only when attacking player is faced up. |  |
| <p>5v5+1</p> | <p>Two teams of 5. Play to small goals. Goals scored from a combination is worth 2 points.</p> | <ul style="list-style-type: none"> • Players should be looking for ways to use the plus player to help combine to penetrate. • Look for 3 player combinations. |  |
| <p>Game 4v4-6v6</p> | <p>Two teams to 2 goals.</p> <p>Rules:-No Corners although teams count corners. If the attacking team gets 3 "would-be" corners then that is equal to a Penalty Kick.</p> | <p>Play and assess to see if learning to place and if they are looking to take players on!</p> |  |