

JASA JUNIOR'S PRACTICE LESSON PLANS-WEEK 6



Module 2: <u>Passing and Receiving</u>

Topic: Combining to Play in the Final Third

Objective: To improve the team's ability to pass, receive and combine in the final third

Stage	Organization	Diagram	Guided Questions
Stage I Technical Warm up	<u>Combo's Square:</u> In a 30Lx25W Yard grid, place half of the players outside all sides of the grid without a ball, the other half inside the grid with a ball. The players with the ball inside the square will dribble and look to play a combination with a player on the outside of the square The coach will show the players the following combinations: wall passes, overlaps, and take-overs	www.SportSessionPlanner.com	 When do we pass to our teammate where do we play the ball? What is your body position to receive the ball? What surface do we use to pass the ball? When should you use one touch? When do you check to receive the ball?
Stage II Small Sided Activity	 2 v 2 + 2 Neutral Players In a 30Lx20W yard grid with two teams playing to score in the opponent's goal. The 2 neutral players play for the attacking team to create a diamond shape. 1 point for each regular goal. 5 points for every goal scored after a combination. Play to 15 or 20. 	www.SportSessionPlanner.com	 When should you pass? When should you dribble? When do we penetrate quickly? When and how should we combine with our teammates to get a scoring chance? How can we quickly move the ball, or combine to find space and positive #s? How can you receive the ball into space and away from defenders? What should be the angle of support? How can you attack quickly and catch the defending team numbers down?
Stage III Expanded Small Sided Activity	 5v5(GK+4v4+GK): In a 50Lx40W area divided into thirds, split players into 2 teams with 4 players and a GK, place one attacker and one defender in the attacking zones, remaining players are in the middle zone (1v1+GK / 2v2 / 1v1+GK). Teams are trying to score in the opponent's goal. Players can only advance out of their zone by combining with a teammate in another zone Goal scored after a combination play, 100 points Goal scored any other way, 10 points Game is to 200 points 	WWW.SportSessionPlanner.com	
Stage IV Conditioned	 <u>6v6 or 7v7:</u> Two teams with a specific formation 		
Game	 Play the game and encourage the players to recognize when 	and how to combine in the final third	