Category: Tactical: Wide play Difficulty: Advanced

#### Screen 1 (10 mins)

Set Up: 12 to 18 players

CPs:

- 1) Club Warm-up
- 2) Demand correct Technique when players are passing, balance and control
- 3) Movement off the ball, change of pace
- 4) Add receiving off the chest and Thigh,
- 5) Rotate demands for older teams add heading



### Screen 2 (15 mins)

Set Up: Lay out grids based on number of players.

- 1) Quality of pass
- 2) Ability to receive and redirect ball onto moving player
- 3) Space awareness
- 4) Speed of play
- 5) Communication



#### Screen 3 (15 mins)

Set up: Half field, divided into two side, Left side overlaps, Right side Combination play, Squad of players

Team Red: Player A starts with the ball, A passes to player B, B plays a short pass for player C, Player A makes an overlap run, Player C passes the ball into space for player A to run onto, Players B & C attack the goal box looking for a cross to shoot on goal.

Blue Team: Player A starts with the ball, Player A plays a long pass into player B, Player B plays a ball off for player C to run onto , Player C plays a penetrating pass for Player A to run onto, Player A plays the ball wide for player B to turn and run into space to cross back for players A and C



# Screen 4 (25 mins)

Set up: Half Field, two teams Red team has 4 midfielders and 3 forwards, Blue team has keeper, 3 defenders and 3 midfielders 7v7.

CPs:

Special note, this game phase can be done in shadow play to build confidence, add opposition when ready.

- 1) Game management
- 2) Space awareness
- 3) Speed of play with control
- 4) Pass quality crosses to space an or Players
- 5) Team mobility
- 6) Communication



## Screen 5 (40 mins)

Set Up: Half field 9v9, Blue team Keeper, back 3, midfield 4, 1 forward, Red team back 3, 4 Mids, 3 forwards, ( Target is in Black , Black starts Attack and is also there for blue team when they win possession)

CPs:

- 1) Team organization
- 2) Awareness
- 3) Movement off the ball
- 4) Setting objectives, Crosses, shots on goal

