

# Interactive Session Plan ™

Season	2016	Team/Age Group	Week

Topic To Improve the Team's Ability to Transition to Attack in the Defensive Half

Objectives 5W's

Improve the ability of the #1#2, #3, #4, #5 to play out of the defensive half after winning possession of the ball.

WHO: #1, #2, #3, #4, #5 with #6, #8 and #10 - WHAT: GK distribution to the backs and midfielders, Dribbling, Passing, Receiving, Width, Mobility, Support, Penetration - WHERE: The defensive half, WHEN: After gaining possession from the opponent, a GK save - WHY: To safely keep possession in the defensive half after winning the ball and transition that possession into an attack, especially when under the pressure of the opponent







1. WARM UP								
Duration: 18 Min	Intensity:	Med	Intervals:	3	Activity Time:	4 Min	Recovery Time:	2 Min

ORGANIZATION - (Physical Environment / Equipment / Players )

Area: 75W x 45L yard field with 1 goal and 2 targets

5v3 to Goal and 2 Targets-Target team (Red): #1, #2, #3, #4, #5 - Opposition team (White): #8, #9, #10 - Targets: (Red) #6 and #8. After regaining the ball the Red team will transition to the attack by getting wider and try to pass to either of the target players to score. Ball starts with the White team.

#### COACHING POINTS / KEY CONCEPTS

What?Technique - Passing - Pace, Accuracy, Timing - Receiving - Surface selection, distance and angle of first touch - Dribbling - speed, surface, position of ball, shielding, turning

Principles of Attack - Width: Where? When? Why? - Support: Who? Where? When? Why? - Penetration: What? Where? When? Why?

#### 2. SMALL SIDED ACTIVITY

Duration: 21 Min Intensity: Med Intervals: 3 Activity Time: 5 Min Recovery Time: 2 Min

ORGANIZATION - (Physical Environment / Equipment / Players )

Area: 75W x 60L yard field with a regular goal and 2 targets

7v5 to Goal and 2 Targets - Target team (Red): #1, #2, #3, #4, #5, #6, #8 - Opposition Team (White): #7, #8, #9, #10, #1. After regaining the ball the Red team quickly transition into the attack and try to score by passing to either of the target players.

### COACHING POINTS / KEY CONCEPTS

• What?Technique - Passing, Receiving and Dribbling - Tackling to win possession

• Principles of Attack - Width: Where? When? Why? - Mobility: Who? Where? When? Why? - Penetration: What? Where? When? Why? - Support: Who? Where? When? Why? - Maintaining Possession/Playing out of Pressure - When to pass, when to dribble?

# 3. EXPANDED ACTIVITY

Duration: 24 Min Intensity: Med Intervals: 3 Activity Time: 6 Min Time: 2 Min

ORGANIZATION - (Physical Environment / Equipment / Players)

75W x 90L yard field to regular goals

10v9 to Regular Goals - Target team formation 1-4-1-4 (#1, #2, #3, #4, #5, #6, #7, #8, #10 and #11) - Opposition team formation: 1-2-3-3 (#2, #3, #6, #7, #8, #9, #10, #11). Play the game to score in the opponents goal.

## COACHING POINTS / KEY CONCEPTS

What? Techniques of: Passing, Receiving and Dribbling

Principles of Attack - Penetration: What? When? Where? Why? - Mobility: Who? When? Where? Why? - Support: Who? Where? When? Why? - Width: Where? When? Why? Recognition of Transition moment - Maintaining Possession - Risk v Reward

4. GAME	11v11	Duration:	36 Min	Intensity:	Low	Activity Time:	15 Min	Intervals:	2	Recovery Time:	3 Min
ORGANIZATION		In full field	d (75Wx112	2L) play 11	v11. All FIF	A Laws apply.	Target 7	Геат play	/s 1-4-3-3 Op	position plays	1-3-4-3
COACHING POINTS / KEY CONCEPTS				Recognit	tion of Tran	sition, Speed	of Play	, Maintaiı	n Possession	, Risk v Rewai	rd

