# 1<sup>st</sup> and 2<sup>nd</sup> Grade Objectives

Players should have the following skills by the end of their 2<sup>nd</sup> grade season.

### **Dribbling**

- Dribble with right and left hand (stationary and moving up and down the court)
- Crossover dribble (stationary and moving up and down the court)
- Hesitation dribble (moving up and down the court)
- Stationary dribbling (multiple skills)
- Protecting the ball with the off-hand (non-dribbling) kept out in front, bent at a 90 degree angle as a guard against the defender.
- Pivot (left, right)

### **Passing**

- Chest pass
- Bounce pass
- Pass fake

# **Shooting**

- Lay ups (no dribble)
- Lay ups (one dribble)
- Introduce jump shot (proper mechanics)

#### **Defense**

- Correct stance
- On ball defense (proper technique)
- Stay between the offensive player and the basket
- Rebound with two hands (squeeze the ball under the chin)
- Rebound (box-out)

#### **Screens**

Introduce screens (screener should have a wide stance, protect mid section)

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- Introduce give and go
- Introduce pass and screen away

# 3<sup>rd</sup> and 4<sup>th</sup> Grade Objectives

Players should have the following skills by the end of their 4<sup>th</sup> grade season.

### **Dribbling**

- Dribble with right and left hand (stationary and moving up and down the court)
- Crossover, hesitation, between legs, behind the back, spin, fake crossover (moving up and down the court)
- Stationary dribbling (multiple skills)
- Protecting the ball with the off-hand (non-dribbling) kept out in front, bent at a 90 degree angle as a guard against the defender.
- Pivot (left, right)

### **Passing**

- Chest pass
- Bounce pass
- Pass fake
- Pass on the move
- Fake chest pass, step through bounce pass

### **Shooting**

- Lay ups (no dribble)
- Lay ups (one dribble)
- Lay ups (dribble from outside the three point line)
- Lay ups (catch bounce pass on the run and finish lay up)
- Continue to develop jump shot (proper mechanics)
- Introduce reverse lay up

#### **Defense**

- Correct stance
- On ball defense (proper technique)
- Stay between the offensive player and the basket
- Rebound with two hands (squeeze the ball under the chin)
- Rebound (box-out)
- One pass away positioning
- Two passes away positioning
- Help defense (equals team defense)

#### **Screens**

- Correct stance (wide stance, protect mid section)
- Man using screen must set opponent up and rub shoulder to teammate
- Give and go
- Pass and screen away
- Introduce pick and roll (order of it, pick then roll)

# 5<sup>th</sup> Grade Objectives

Players should have the following skills by the end of their 5<sup>th</sup> grade season.

### **Dribbling**

- Dribble with right and left hand (stationary and moving up and down the court)
- Crossover, hesitation, between legs, behind the back, spin, fake crossover (stationary and moving up and down the court)
- Change speeds (moving up and down the court)
- Stationary dribbling (multiple skills)
- Protecting the ball with the off-hand (non-dribbling) kept out in front, bent at a 90 degree angle as a guard against the defender.
- Pivot (left, right)

### **Passing**

- Chest pass
- Bounce pass
- Skip pass
- Pass fake
- Pass on the move
- Fake chest pass, step through bounce pass
- Feeding post with bounce passes and lobs

### **Shooting**

- Lay ups (no dribble, both hands)
- Lay ups (one dribble, both hands)
- Lay ups (dribble from outside the three point line, both hands)
- Lay ups (reverse)
- Lay ups (jump stop, shot fake, both hands)
- Lay ups (catch bounce pass on the run and finish lay up, both hands)
- Lay ups (shot fake from 3 point line, get to rim in less than 3 dribbles, both hands)
- Jump shot (off pass and dribble, 1 dribble and shoot, swing through and shoot)
- Continue to develop jump shot (proper mechanics)

#### Defense

- Correct stance
- On ball defense (proper technique)
- Stay between the offensive player and the basket
- Rebound with two hands (squeeze the ball under the chin)
- Rebound (box-out)
- One pass away positioning
- Two passes away positioning
- Help defense (equals team defense)
- Post players go straight up (secondary should be the shot block)
- Sag on the weak side to help against the lob pass
- Introduce hands on defense without fouling
- Introduce zone defense concepts

- Screens
- Correct stance (wide stance, protect mid section)
- Man using screen must set opponent up and rub shoulder to teammate
- Give and go
- Pass and screen away
- Continue to develop pick and roll

### **Offensive Moves**

- Introduce post moves (drop step, up and under, shot fakes, turn around jumper)
- Perimeter (jab step and drive to the basket)

### **Transition**

- Get ahead of the ball and fill passing lanes (pass the ball, ball flies faster then anyone can dribble)
- Posts beat their posts up the floor
- Win the race up the court
- Maintain spacing

# 6<sup>th</sup> Grade Objectives

Players should have the following skills by the end of their  $6^{th}$  grade season.

### **Dribbling**

- Dribble with right and left hand (stationary and moving up and down the court)
- Crossover, hesitation, between legs, behind the back, spin, fake crossover (moving up and down the court)
- Change speeds (moving up and down the court)
- Stationary dribbling (multiple skills)
- Protecting the ball with the off-hand (non-dribbling) kept out in front, bent at a 90 degree angle as a guard against the defender.
- Pivot (left, right)

### **Passing**

- Chest pass (stationary and moving up and down the court)
- Bounce pass (stationary and moving up and down the court)
- Skip pass
- Pass fake
- Pass on the move
- Fake chest pass, step through bounce pass
- Feeding post with bounce passes and lobs

#### **Shooting**

- Lay ups (no dribble, both hands)
- Lay ups (one dribble, both hands)
- Lay ups (dribble from outside the three point line, both hands)
- Lay ups (reverse, both hands)
- Lay ups (jump stop, shot fake, both hands)
- Lay ups (catch bounce pass on the run and finish lay up, both hands)
- Lay ups (shot fake from 3 point line, get to rim in less than 3 dribbles, both hands)
- Jump shot (off pass and dribble, 1 dribble and shoot, swing through and shoot)
- Continue to develop jump shot (proper mechanics)

#### Defense

- Correct stance
- On ball defense (proper technique)
- Stay between the offensive player and the basket
- Rebound with two hands (squeeze the ball under the chin)
- Rebound (box-out)
- One pass away positioning
- Two passes away positioning
- Help defense (equals team defense)
- Post players go straight up (secondary should be the shot block)
- Sag on the weak side to help against the lob pass
- Front the other team's post player
- Continue hands on defense without fouling
- Continue to develop zone defense concepts

### **Screens**

- Correct stance (wide stance, protect mid section)
- Man using screen must set opponent up and rub shoulder to teammate
- Give and go
- Pass and screen away
- Continue to develop pick and roll (guard/guard as well as post/guard)

### **Offensive Moves**

- Continue to develop post moves (drop step, up and under, shot fakes, jump hooks, turn around jumper, Barkley step)
- Perimeter (jab step and drive to the basket)

### **Transition**

- Get ahead of the ball and fill passing lanes (pass the ball, ball flies faster then anyone can dribble)
- Posts beat their posts up the floor
- Win the race up the court
- Maintain spacing
- Primary and secondary break (all 5 players can't break at once, 3 players then 2)

# 7<sup>th</sup> and 8<sup>th</sup> Grade Objectives

Players should continue to develop the following skills during the 7<sup>th</sup> and 8<sup>th</sup> grade seasons.

### **Dribbling**

- Dribble with right and left hand (stationary and moving up and down the court)
- Crossover, hesitation, between legs, behind the back, spin, fake crossover (moving up and down the court)
- Change speeds (moving up and down the court)
- Stationary dribbling (multiple skills)
- Protecting the ball with the off-hand (non-dribbling) kept out in front, bent at a 90 degree angle as a guard against the defender.
- Pivot (left, right)

### **Passing**

- Chest pass (stationary and moving up and down the court)
- Bounce pass (stationary and moving up and down the court)
- Skip pass
- Pass fake
- Pass on the move
- Fake chest pass, step through bounce pass
- Feeding post with bounce passes and lobs
- Post re-entry, and reposition

#### **Shooting**

- Lay ups (no dribble, both hands)
- Lay ups (one dribble, both hands)
- Lay ups (dribble from outside the three point line, both hands)
- Lay ups (reverse, both hands)
- Lay ups (jump stop, shot fake, both hands)
- Lay ups (catch bounce pass on the run and finish lay up, both hands)
- Lay ups (shot fake from 3 point line, get to rim in less than 3 dribbles, both hands)
- Jump shot (off pass and dribble, 1 dribble and shoot, swing through and shoot)
- Continue to develop jump shot (proper mechanics)

#### **Defense**

- Correct stance
- On ball defense (proper technique)
- Stay between the offensive player and the basket
- Rebound with two hands (squeeze the ball under the chin)
- Rebound (box-out)
- One pass away positioning
- Two passes away positioning
- Help defense (equals team defense)
- Post players go straight up (secondary should be the shot block)
- Sag on the weak side to help against the lob pass
- Front the other team's post player
- Continue hands on defense without fouling
- Continue to develop zone defense concepts

#### **Screens**

- Correct stance (wide stance, protect mid section)
- Man using screen must set opponent up and rub shoulder to teammate
- Give and go
- Pass and screen away
- Continue to develop pick and roll guard/guard as well as post/guard)
- Slip screens

### **Offensive Moves**

- Continue to develop post moves (drop step, up and under, shot fakes, jump hooks, turn around jumper, Barkley step)
- Perimeter (jab step and drive to the basket)
- Swing through (everything facing the basket starts with swing through)

### **Transition**

- Get ahead of the ball and fill passing lanes (pass the ball, ball flies faster then anyone can dribble)
- Posts beat their posts up the floor
- Win the race up the court
- Maintain spacing
- Primary and secondary break (all 5 players can't break at once, 3 players then 2)