



FUNdamentals

Small Sided Game Numbers Game



Organization

Create two mini fields of $15 \text{ m} \times 20 \text{ m}$. 4 teams of 2. Balls placed in the outside center to both playing fields for Coach to distribute.

Procedure

Each team player will number themselves 1 or 2. Coach will say number 1, the players that are number 1 will player each other 1v1.

Emphasis

Creating a safe environment Positive reinforcement Allow players to be creative Allow players to make decisions

Progression

2v2. When a player scores, that player must run around the goal and return to play. This will allow opposing team to quickly play 2v1



Timing	Area
9 Minutes	1(Set up 2 times)

Objective

Players will be able to beat a player in a 1v1 situation

Outcome

All players: can beat a player by changing their speed Most players: can beat a player by changing their speed and direction

Some players: Can beat a player left and right by changing their speed and direction

Technical / Tactical	Psychological
Ball Mastery Running with the ball Dribbling Shooting	Decision Making Problem Solving Confidence Safety
Socio - Emotional	Physical
Communication Celebration Teamwork FUN	Agility Balance Co-ordination Change of Speed Change of Direction

Coaches in this stage have to create a learning environment that is stimulating and engaging where players learn in a fun-filled small-sized game environment.