
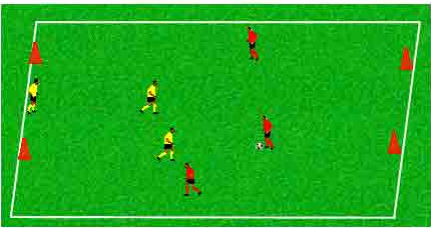



## Whole-Part-Whole Method-Combination Play (emphasis on penetrating)

Activity and Purpose	Description	Coaching Points	Diagram
<p><b>Start with 3v3-4v4 game</b></p> <p><i>With some agility, dynamic stretching included.</i></p>	<p>Two teams to 2 goals.</p>	<p>Assess. Allow players to play freely for 10 minutes.</p>	
<p><b>3v2, but in 3's</b></p>	<p>Two groups of 3. Each team attacks a coned goal and defends. When team is attacking all 3 players must attack. When attacking team loses ball, one player drops back and plays on goal line between coned goals.</p>	<ul style="list-style-type: none"> <li>• Address different ways to combine.</li> <li>• Disguise of pass</li> <li>• Wall pass=two diagonal passes</li> <li>• Takeover is on when wall pass is not on.</li> <li>• Overlap only when attacking player is faced up.</li> </ul>	
<p><b>5v5+1</b></p>	<p>Two teams of 5. Play to small goals. Goals scored from a combination is worth 2 points.</p>	<ul style="list-style-type: none"> <li>• Players should be looking for ways to use the plus player to help combine to penetrate.</li> <li>• Look for 3 player combinations.</li> </ul>	
<p><b>Game 4v4-6v6</b></p>	<p>Two teams to 2 goals.</p> <p>Rules:-No Corners although teams count corners. If the attacking team gets 3 "would-be" corners then that is equal to a Penalty Kick.</p>	<p>Play and assess to see if learning to place and if they are looking to take players on!</p>	