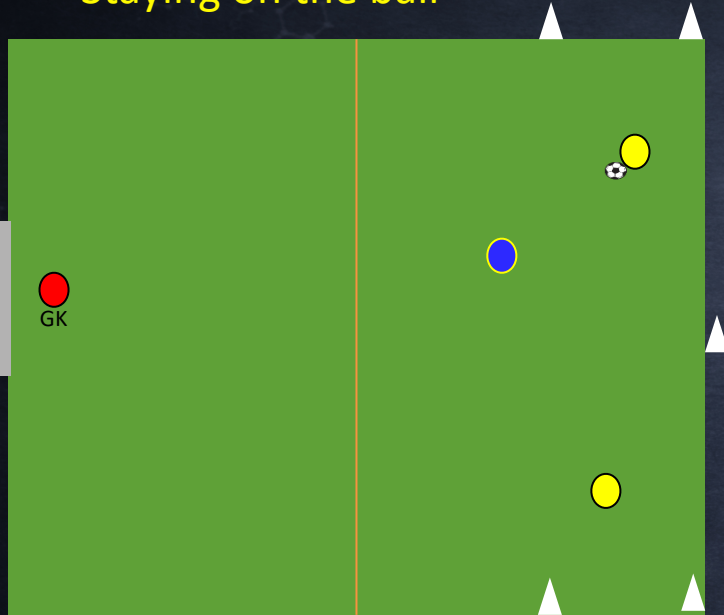
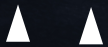


Pairs Focus session 6

Staying on the ball



Half way line



Goals for defender to score into or run the ball through

Organisation: The game is set up as shown in an area appropriate for the age and stage of development of the players. There is a halfway line that the two Yellow attackers will have to break into in order to score on goal.

How to play: The two Yellows combine together (or go it alone) to beat the one Blue Defender and try to score on goal. All players can go into the other half as the attack progresses into it.

If the Yellows score then they receive a throw or pass from the GK **in the other half** to start their attack again and the 2v1 is repeated.

If the one Blue defender gains possession and can travel through the cones or pass the ball through them, then they become an attacker and swap to become a Yellow. Having three cone goals means the one Blue defender playing against two opponents has the chance to attack any of the three goals and this will encourage staying on the ball and turning and twisting when in possession. The GK can also be used as a sweeper keeper to help the one blue defender.