

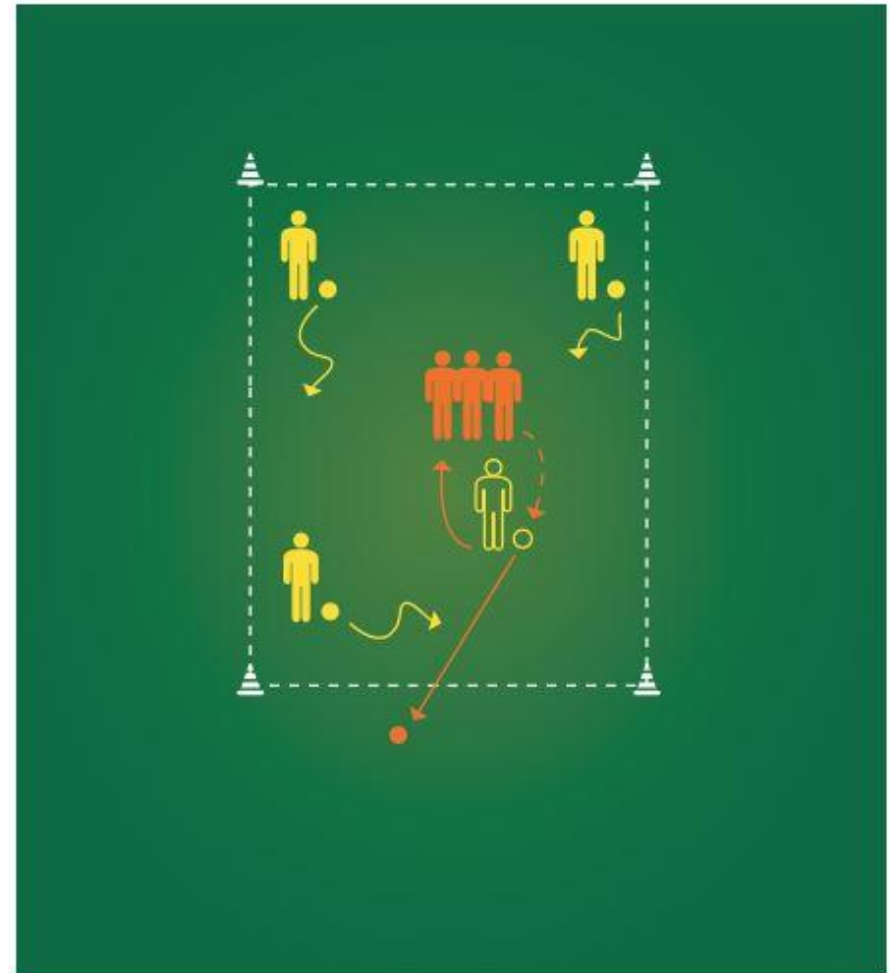
## Model Session 8

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### Beginning: Dribblers and Collectors

Two players without a ball link hands and move around the area trying to kick other players' balls out. They are the 'collectors'.

When a player's ball is kicked out, they immediately join the 'collectors', so that there are now three players with hands linked chasing the others (then four and five) until everyone is out. Then two new 'collectors' start chasing.



# DISCOVERY PHASE - MINIROOS

## Middle: 1 v 1 Mini Games

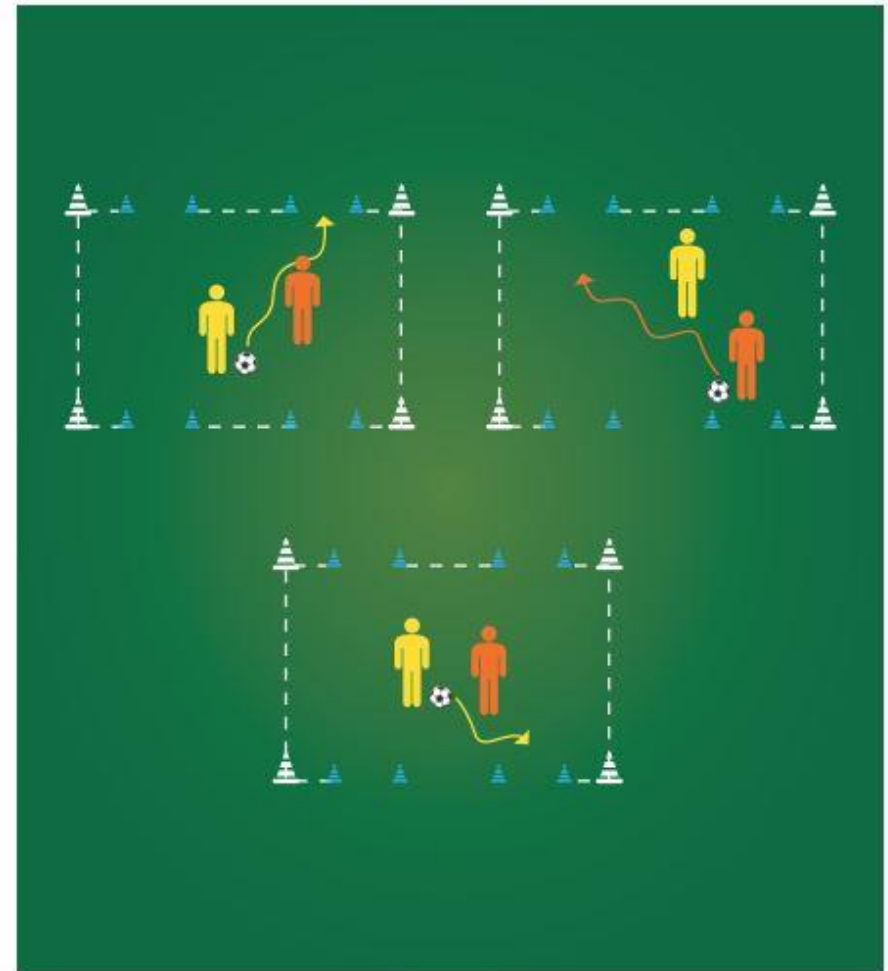
Make three small areas about 10m wide x 7m-8m long (field is short and wide).

Two gates 2m wide placed on each byline, approximately 1m away from each corner marker.

Players play 1 v 1 on each mini-field and score by dribbling the ball through one of the gates.

Think of safety when setting up; avoid scenarios where players could dribble into each other by allowing buffer zones.

Keep rotating so opponents are changed regularly. Rotation also allows a period of rest, so control how long rotation takes depending on how fatigued the players seem. You could also give some brief hints to the whole group in order to give them a rest.



# DISCOVERY PHASE - MINIROOS

## End: Line football 3 v 3 (or 4 v 4, 5 v 5)

- Field dimension is short and wide

Length: 15m - 20m

Width: 20m - 25m

Goal: none

- Usual rules, but method of scoring is to dribble the ball across the opponents' end line

- This game encourages dribbling and 1 v 1 skills

- **Progression:**

- Add 2 scoring zones behind each byline (as shown in the diagram)

- To score, players must dribble the ball over the byline, but also stop the ball in the scoring zone

