



Developing Forward Passing

Area: Practice can be played across the penalty area or 30 x 20 area **Magic Man** always plays for the team in possession. Blues start with the ball in their own end zone.

Start with free play and to score a point the team in possession must receive and control the ball in oppositions end zone. On completion the opposition now have the ball and the practice continues.

Let the game flow and allow the players to gain success before moving on.

1st Condition: Stop the game at an appropriate time and tell the players to now score a point, can they pass the ball into the end zone for a team mate to run onto and control the ball.

1st Progression: Can players now try to make a diagonal pass into the red corner area for a team mate to run onto. **(3pts)**

2nd Condition: Now introduce offside lines which are indicated by the Orange markers.

2nd Progression: Now introduce goals, players still look to make diagonal pass into a corner box from where the ball is now pulled back for a shot at goal. (5pts)

3rd Progression: Finally add a half way line and now ask players to attempt if its on a long diagonal pass from their own half into a corner box. If this results in a goal, this will get you a trial at **Arsenal!!!**

How does this game link into the Four Corners - Long Term Player Development Model

Technical: Passing - Accuracy, Weight, Timing, Control, Dribbling, Running with the ball

Physical: Demanding, Competitive, Fast end to end play, Game related

Psychological: Lots of personal choice, Lots of decision making, Good success rate, Challenging - When to pass, When to run etc

Social: Safe, Fun, Teamwork, Communication