



THINKING GAMES

OBJECTIVES

- To create space
- Practice of drawing and fixing the defender
- Running with the ball with the head up and perceive the position of the defender

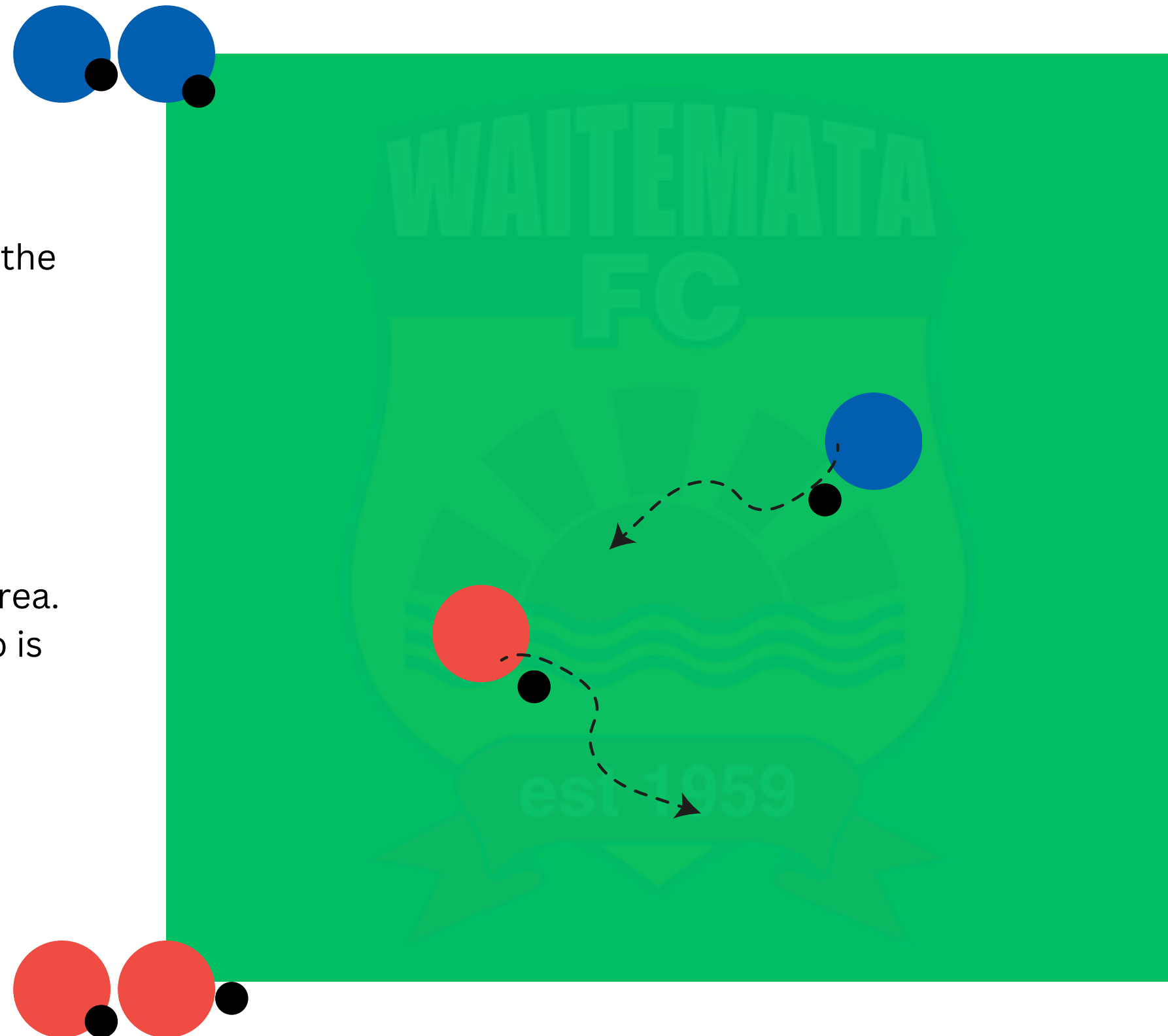
DESCRIPTION

- Context: Thinking Game 1v1
- Space: 10m x 10m.

On coaches call, the blue and red player dribble in the area. The red player has to run away from the blue player who is trying to make a tag. The red player has 15 seconds. Once game is over, next players enter the field.

PROGRESSION

- Two sets of players play at the same time





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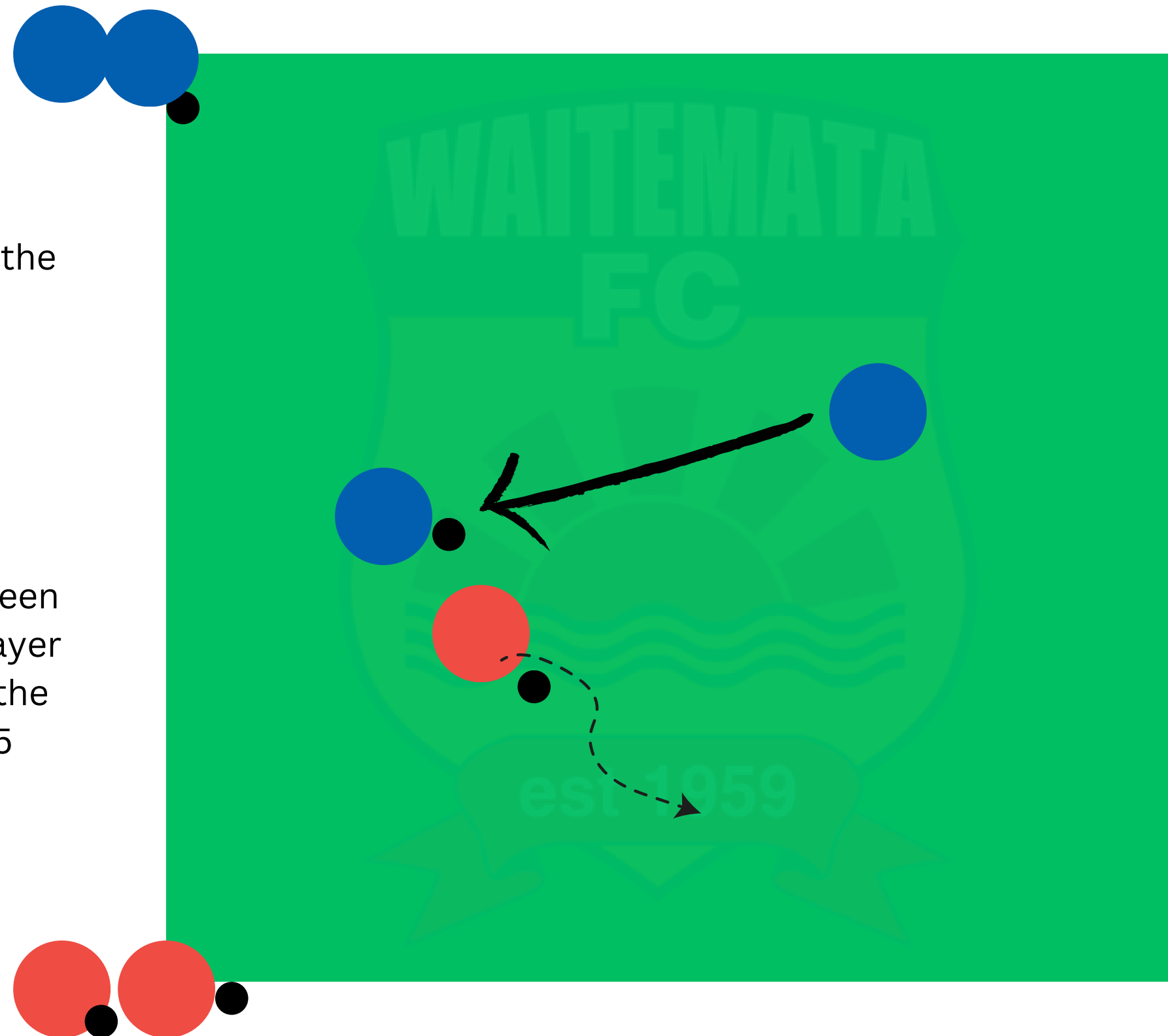
- Context: Thinking Game 2v1
- Space: 10m x 10m.

On coaches call, two blue defenders (with one ball between them) and one red player dribble in the area. The red player has to run away from the blue players. Blue player with the ball attempts to tag the red player. The red player has 15 seconds.

Once game is over, next players enter the field.

PROGRESSION

- Add an attacker so 2v2. Blue team attempt to tag attacker with the ball.





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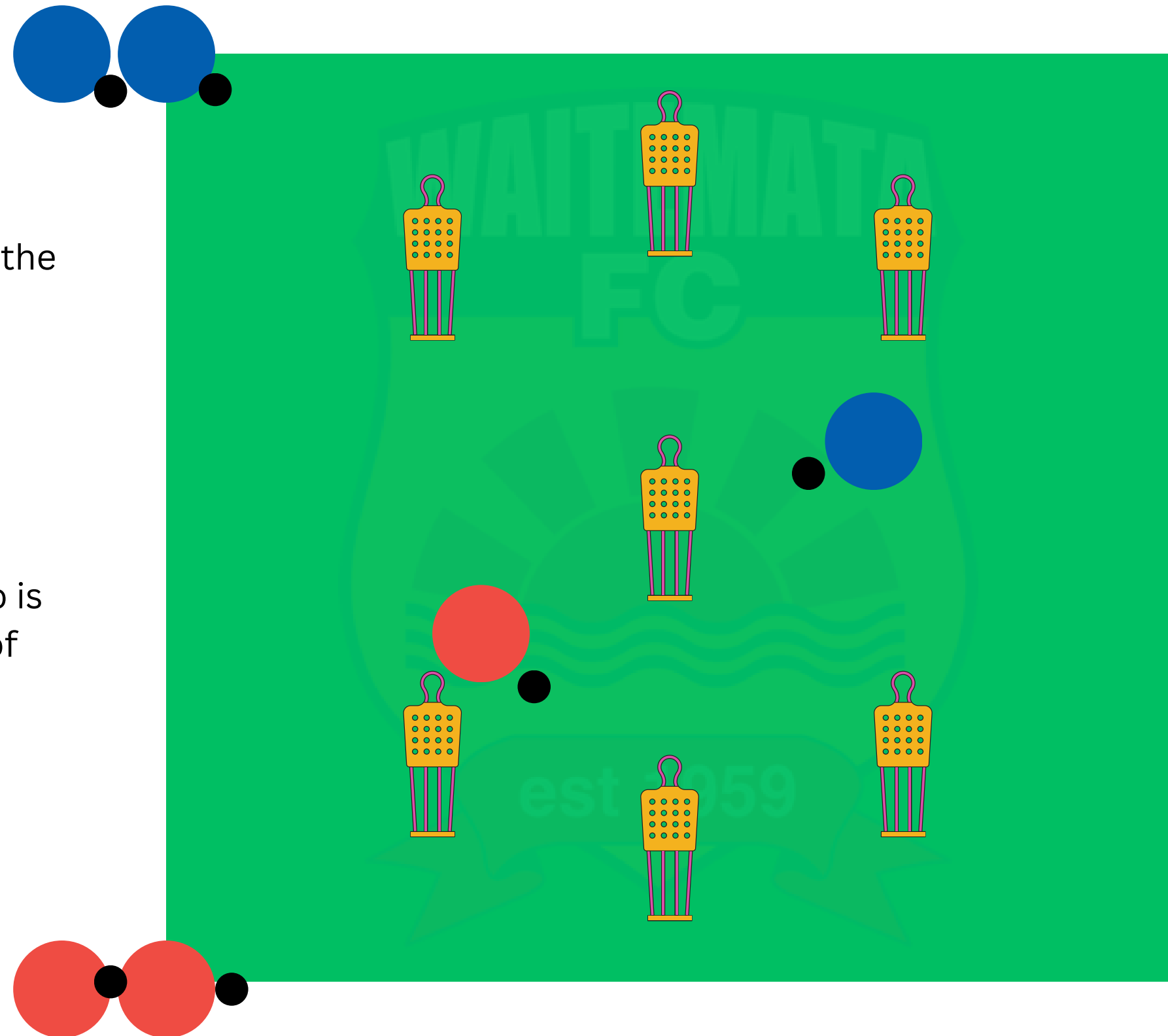
DESCRIPTION

- Thinking Game 1v1
- Space: 10m x 10m.

The red player has to run away from the blue player who is trying to make a tag. Both players must follow a circuit of markers. The blue player has 15 seconds.

PROGRESSION

- Two sets of players play at the same time





THINKING GAMES

OBJECTIVES

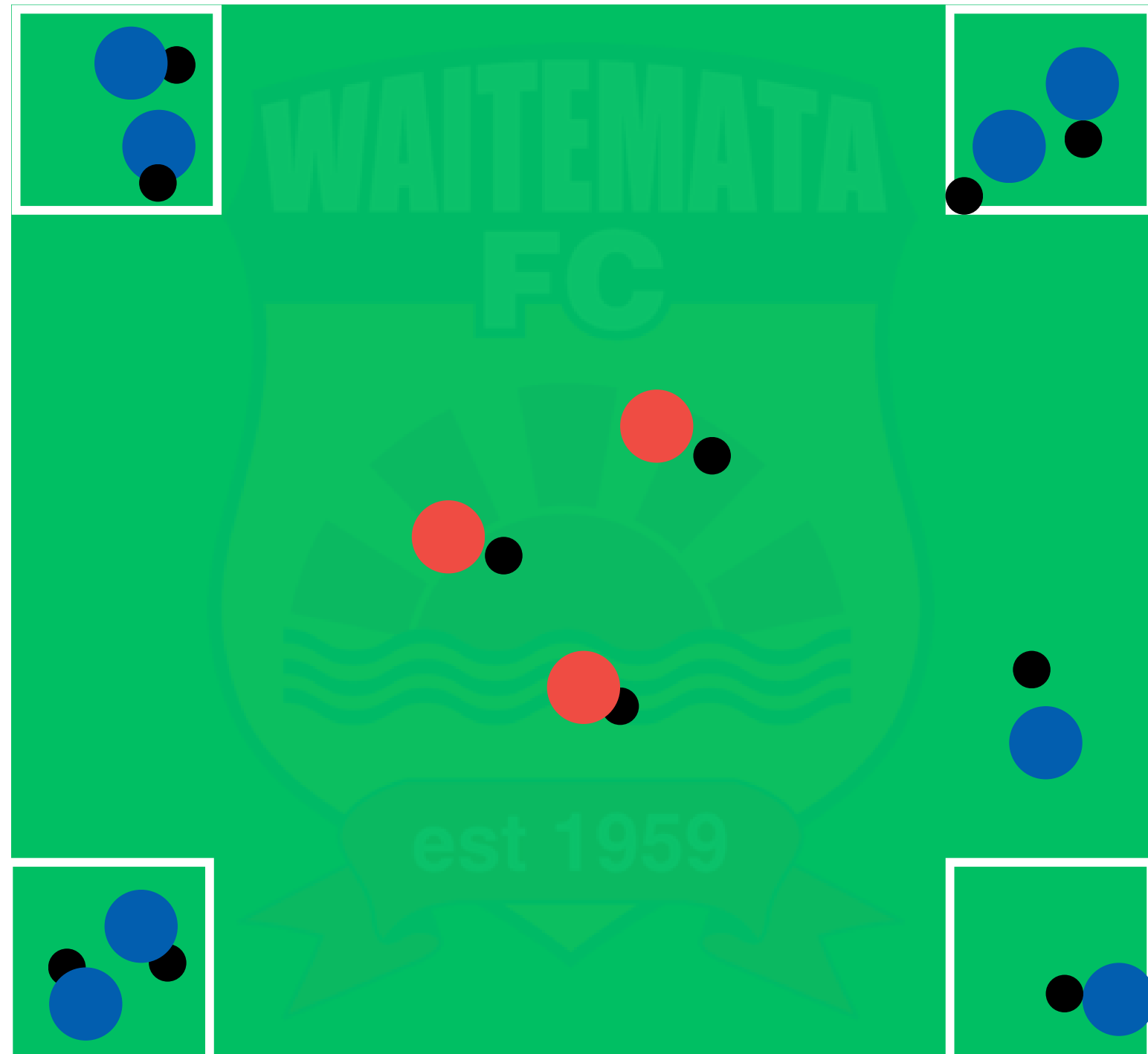
- To create space - time on my own benefit
- Practice of drawing and fixing the defender
- Running with the ball with the head up and perceive the position of the defender

DESCRIPTION

- Thinking Game 1v2
- Space: 15m x 15m.

Every blue player has a number (1 or 2). On coaches call, the player with that number has to move to another square. Coach decides how many players are allowed to be in each square. Red players attempt to tag as blue move from square to square.

Swap roles every 90 seconds





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OBJECTIVES

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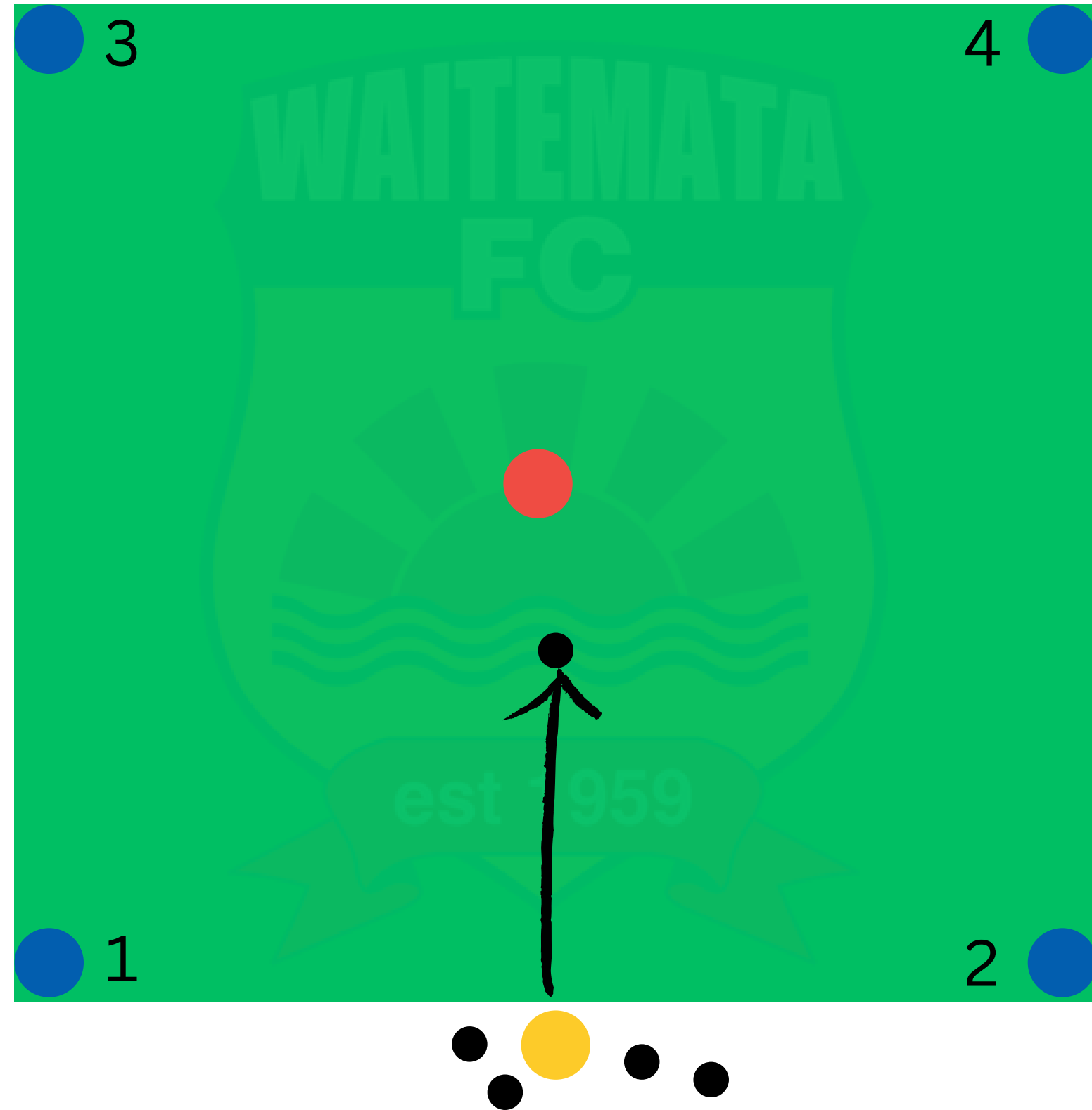
DESCRIPTION

- Thinking Game 1v 2 (starting point)
- Space: 15m x 15m.
- Coach gives each blue player a number from 1-4.

Coach passes into the red player and calls between 1 & 4 of the defenders to come in to tag the red player before they dribble out of the square

Variants can include:

- Defender dribble in and tag attacker
- Defender runs in (no ball) and tackles attacker
- Timing of pass and call from coach (quick or slow pass and calling of numbers numbers)
- Time limit to keep the ball inside the area





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OBJECTIVES

- To create space - time on my own benefit
- Practice of drawing and fixing the defender
- Running with the ball with the head up and perceive the position of the defender

DESCRIPTION

- Thinking Game 1v 1 + 2
- Space: 10m x 10m.

1v1 in the middle where the Red player tries to tag the blue player. Outside players can block the gate that the blue player tries to run into by standing within it. Outside players work together to block the path of the blue player. Red team has 15-20 seconds.





THINKING GAMES

OBJECTIVES

- To create space - time on my own benefit or benefit of the 2nd man
- Practice of drawing and fixing the defender
- Running with the ball with the head up and perceive the position of the defender
- Using a pass to fix or draw the defender
- Management of the pass
- Receiving skills for the 2nd man (scanning, body orientation)
- Recognising how to receive the ball with the most time and space possible in order to get close to the opponent

DESCRIPTION

- Thinking Game 2v1
- Space: 15m x 15m.

The red team has to chase the blue player who is running away. Only the player in possession can make a tag. Red players can pass between each other in order to chase the opponent





THINKING GAMES

OBJECTIVES

- To create space - time on my own benefit as the 1st and 2nd man before receiving
- Practice of drawing and fixing the defender
- Running with the ball with the head up and perceive the position of the defender
- Management of the pass
- Receiving skills for the 2nd man (scanning, body orientation)
- Recognising how to receive the ball with the most time and space possible

DESCRIPTION

- Thinking Game 2v5 (progression throughout)
- Space: 15m x 15m.

Two red players start as chasers and attempt to tag blue team. Players who are tagged will become chasers. The last blue player remaining is the winner.





THINKING GAMES

OBJECTIVES

- To create space - time on my own benefit
- Practice of drawing and fixing the defender
- Running with the ball with the head up and perceive the position of the defender

DESCRIPTION

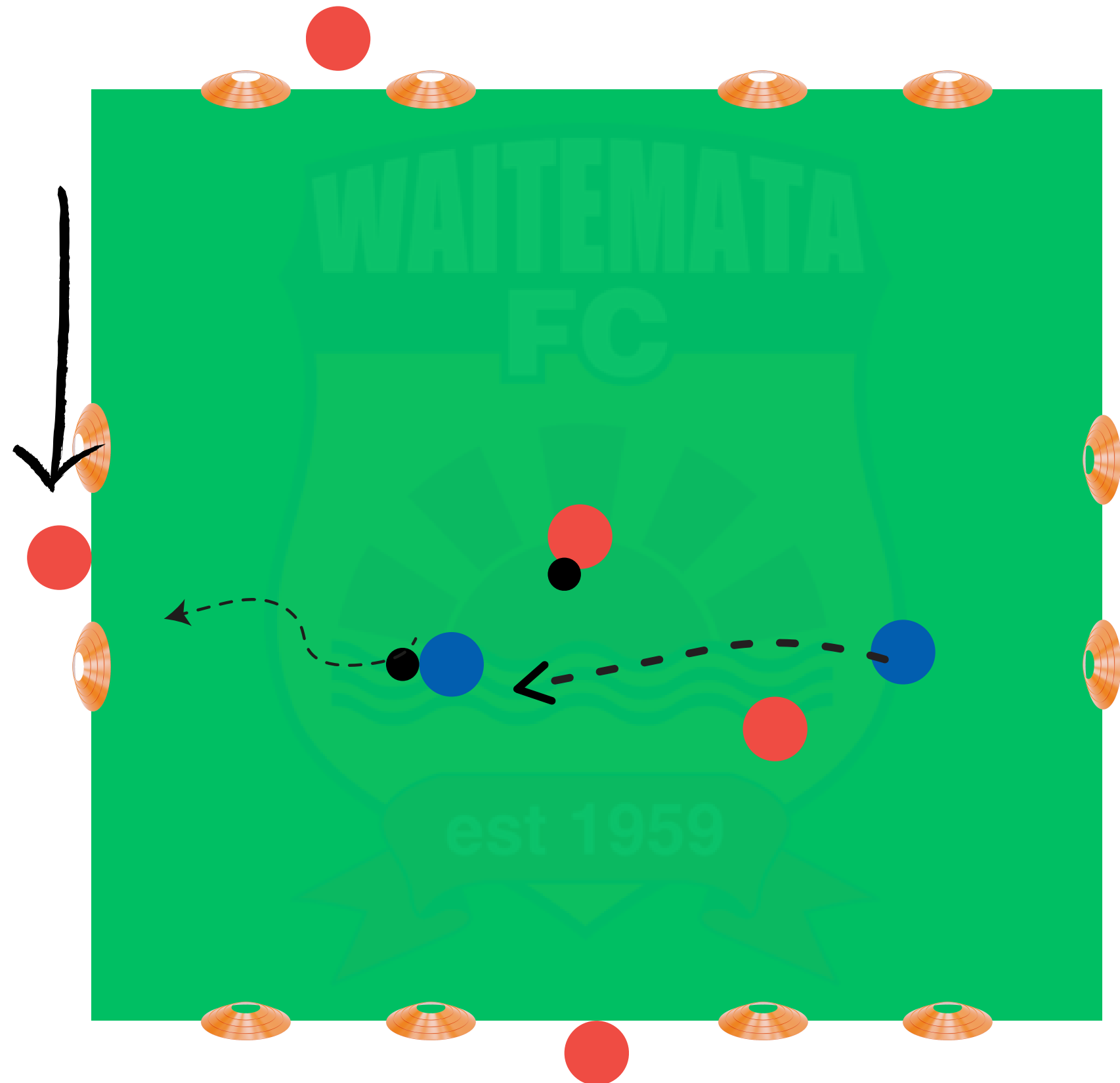
- Thinking Game 2v2 + 3
- Space: 20m x 20m.

2v2 in the middle where the red player with the ball tries to tag the blue player with the ball.

Blue attempt to dribble through one of the empty goals.

Outside players can block the gate that the blue player tries to run into by standing within it.

Outside players work together to block the path of the blue player. Orange team has 30 seconds.





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- To create space - time on my own benefit or benefit of the 2nd man
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- Using a pass to fix or draw the defender
- Management of the pass
- Receiving skills for the 2nd man (scanning, body orientation)
- Recognising how to receive the ball with the most time and space possible in order to get close to the opponent

DESCRIPTION

- Thinking Game 2v2
- Space: 20m x 20m.

The red team is working together to try and make a tag on the blue team. They can pass between themselves to allow them to make a tag. Player with ball tags player with ball.

PROGRESSION

- Player without the ball tags player without the ball!





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- Using a pass to fix or draw the defender
- Management of the pass
- Receiving skills for the 2nd man (scanning, body orientation)
- Recognising how to receive the ball with the most time and space possible in order to get close to the opponent

DESCRIPTION

- Thinking Game 3v2
- Space: 20m x 20m.

The red team is working together to try and make a tag on the blue team. Player with ball tags player with ball. They can pass between themselves to allow them to make a tag.

PROGRESSION

- Player without ball tags player without ball.





THINKING GAMES

OBJECTIVES

- To create space - time on my own benefit as the 2nd man before receiving
- Practice of drawing and fixing the defender
- Running with the ball with the head up and perceive the position of the defender
- Management of the pass
- Receiving skills for the 2nd man (scanning, body orientation)
- Recognising how to receive the ball with the most time and space possible in order to get close to the opponent

DESCRIPTION

- Thinking Game 1v3
- Space: 10m x 10m.

The blue player tries to tag the red player without the ball. Red players pass to each other to allow player to receive the ball when being chased.





THINKING GAMES

OBJECTIVES

- To create space - time on my own benefit as the 2nd man before receiving
- Practice of drawing and fixing the defender
- Running with the ball with the head up and perceive the position of the defender
- Management of the pass
- Receiving skills for the 2nd man (scanning, body orientation)
- Recognising how to receive the ball with the most time and space possible in order to get close to the opponent

DESCRIPTION

- Context: Thinking Game 1v1 + 4
- Space: 15m x 15m.

Red player in the middle tries to tag the blue player. Red middle player can pass to an outside player for the outside player to enter the field and try to tag.

If you pass to outside player, filter out and replace them.





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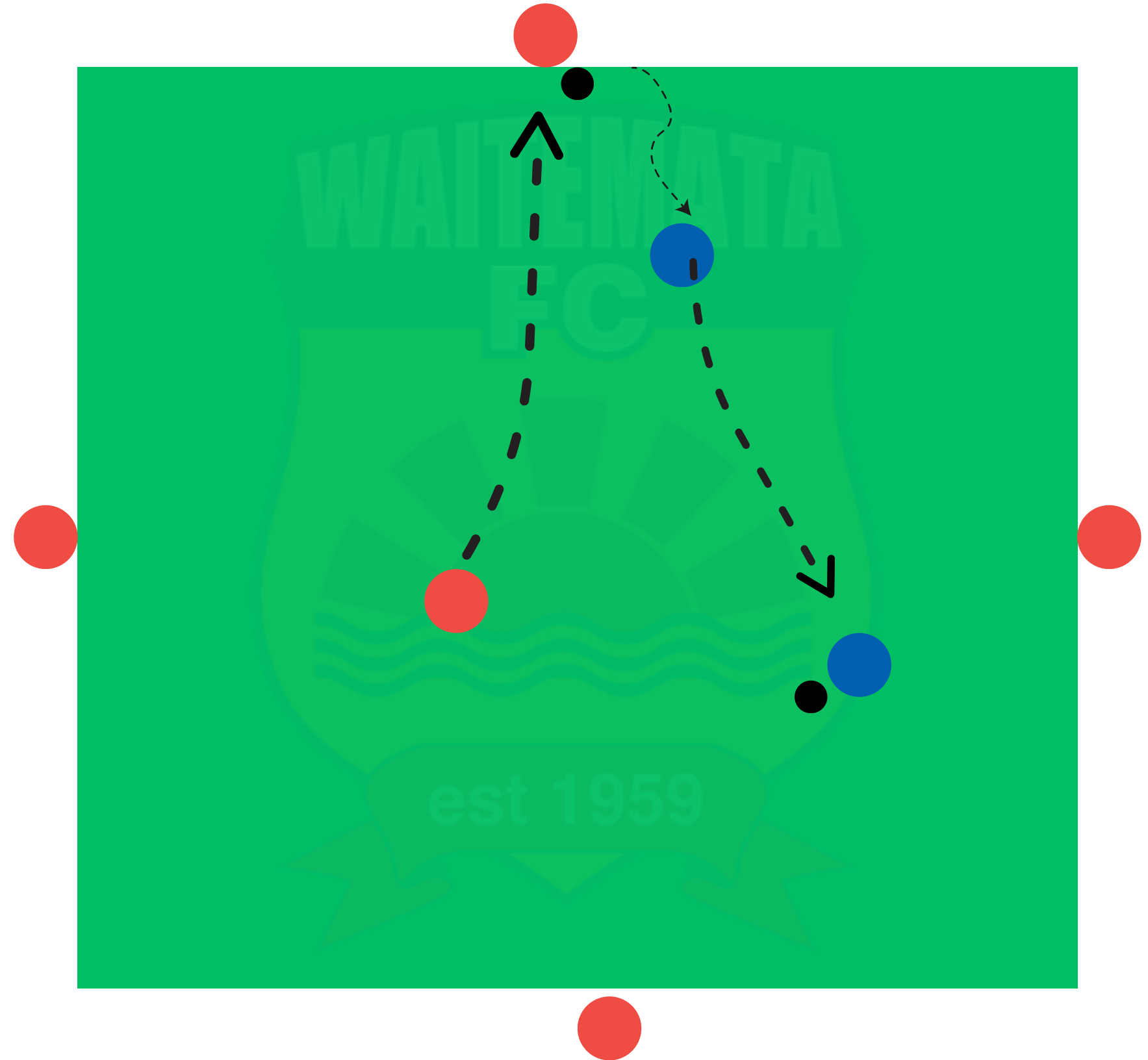
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- To create space - time on my own benefit as the 2nd man before receiving
- Practice of drawing and fixing the defender
- Running with the ball with the head up and perceive the position of the defender
- Management of the pass
- Receiving skills for the 2nd man (scanning, body orientation)
- Recognising how to receive the ball with the most time and space possible in order to get close to the opponent

DESCRIPTION

- Context: Thinking Game 1v2 + 4
- Space: 20m x 20m.

Red player in the middle tries to tag the blue players who can pass between themselves. Middle player can pass to an outside player, filter out, for the outside player to try tag.





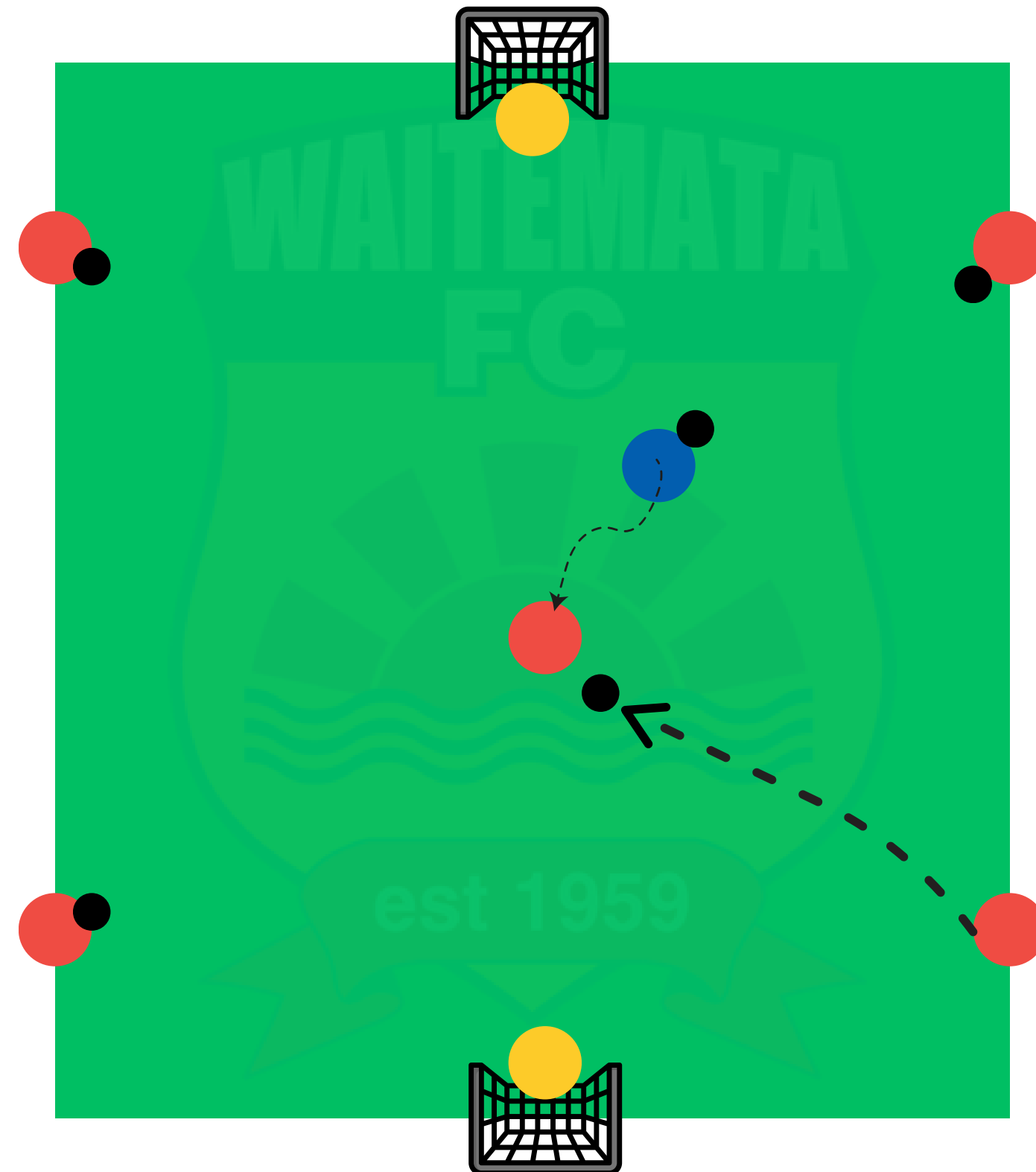
THINKING GAMES

OBJECTIVES

- To create space - 1st and 2nd man before receiving
- Practice of drawing and fixing the defender
- Running with the ball with the head up and perceive the position of the defender
- Management of the pass
- Receiving skills for the 2nd man (scanning, body orientation)
- Recognising how to receive the ball with the most time and space possible
- Draw and fix goalkeeper before shooting and force the goalkeeper to defend a bigger space

DESCRIPTION

- Thinking Game 1v1 + 4 (2 GK)
- Space: 20m x 20m.
- Description: Blue player tries to tag the red player in the middle who can choose any ball to receive from the outside. If the ball is received at one side, they must score in the opposite side.





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- To create space - time on my own benefit as the 1st and 2nd man before receiving
- Practice of drawing and fixing the defender
- Running with the ball with the head up and perceive the position of the defender
- Management of the pass
- Receiving skills for the 2nd man (scanning, body orientation)
- Recognising how to receive the ball with the most time and space possible
- Draw and fix goalkeeper before shooting and force the goalkeeper to defend a bigger space

DESCRIPTION

- Thinking Game 1v2 + 4 (2 GK)
- Space: 15m x 20m.

Blue player with ball tries to tag the red player in the middle who can choose any ball to receive from the outside. If the ball is received at one side, they must score in the opposite side. Blue players pass between themselves.

