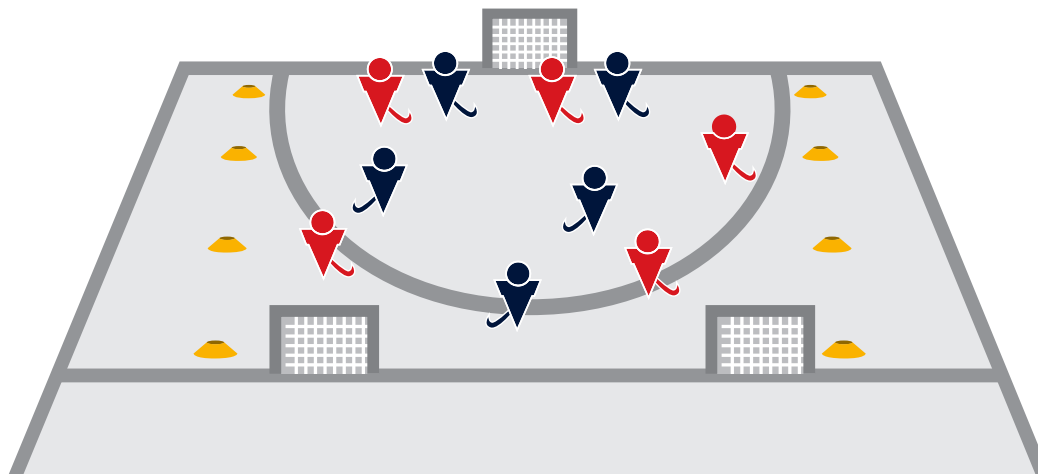


THREE GOAL GLORY



- > There are two teams in an area.
- > The game starts when a ball is fed into the area
- > There are three goals to score in to and any team can score in any goal
- > The players are working with their team and are trying to score a goal. They can tackle each other in an attempt to gain possession of the ball and score to a goal
- > Players will score a point for a goal scored
- > If the ball leaves the playing area a new ball is fed straight in to keep the game going
- > Play for a set period of time and the team with the most points wins



ENGLAND
HOCKEY



EQUIPMENT: Sticks | Balls | Bibs | Cones | Throw down lines

GAME IS THE TEACHER, PITCH IS THE CLASSROOM, COACH IS THE FACILITATOR



THREE GOAL GLORY

CHANGE IT

- > Implement a time limit to score a goal, e.g. 10 seconds, a goal in this time is worth two points to encourage players to be direct and take more shots at goal
- > When feeding in a ball state that it is worth more points if a team scores a goal, e.g. 5 points, this can be for both team or one particular team if they are having less success
- > If a team is not being as successful give them an extra player so they have an overload
- > If a team is being more successful make it more challenging by limiting the amount of touches each player can have; for example 3 touches
- > Offer points for shots on target and extra points for a goal
- > Offer additional points for different goals; for example the main goal is worth 3 points but the other goals are worth 1. This encourages players to make more decisions about what to do when they receive the ball

THINGS TO THINK ABOUT

- > Make sure you give the players plenty of breaks to take on water, and give them an opportunity to consider some of the points below
- > What ways can goals be scored? Can you encourage the players to try different techniques to get the ball towards the goal
- > What makes it easier to score? Can the players keep their eyes up so they can see where they are shooting?
- > Does the game have to be played with a goal? Could you have an end zone instead that the players gain points for dribbling the ball into
- > Can you create multiple pitches to make sure everyone has plenty of touches of the ball?
- > Everyone should have lots of chances to practice
- > Don't forget to [CHANGE IT](#)



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