

# Creating And Scoring Goals ; How Goals are scored

Category: Attacking

Length: 01:30 Rec. Players: 16

Published: May 20, 2016 @ 21:15

## Practice Theme/Topic

### General Notes

Consider how goals are scored - develop game relevance and realism  
Multiple outcomes eg GK, defenders, midfielders , attackers

### Aims & Objectives

Creating and scoring goals

### Organisation & Setup

Game 1; technique/ skill

Area - 50 X 30

Balls, bibs, markers, mannequins cones,

Game 2; break out game

Area - 50 X 30

Balls, bibs, markers, mannequins, cones

Game 3; s

Finishing game( diamonds are forever)

Use corner area as technical zones eg crossing zones

### Coaching Factors & Outcomes

Quality of delivery

Positive attitude - pass, shoot, travel

Timing and angles of runs - attackers

Contact on the ball - 1/2 touch, basic, adjusted, clever finishes

Secondary chances - rebounds , regains

### Adaptation & Progression

Serve;

1) into first striker

2) into second striker

3) serve travel and passes across goal between GK and defender/  
mannequin

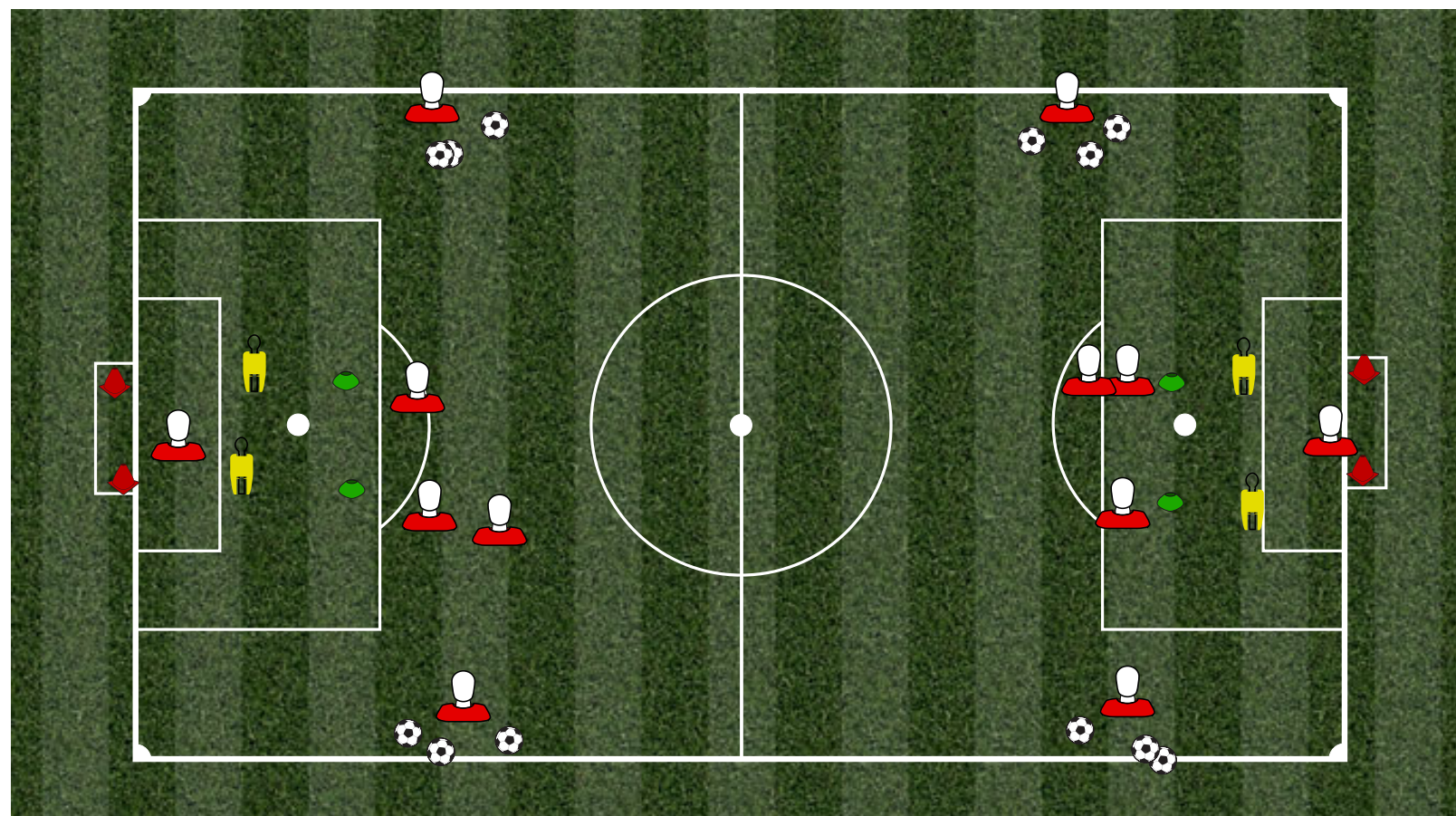
4) serve opposite group - feet or space/ types of cross

5) add defender/s

6) add 3 red attacker eg midfield

7) develop into 'wave' - varied patterns related to the game

Game 2:



Coaching Point #1

Coaching Point #2

Coaching Point #3

Coaching Point #4

Practice:01 Length: 01:30

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Category: Attacking

Slide: 01/03





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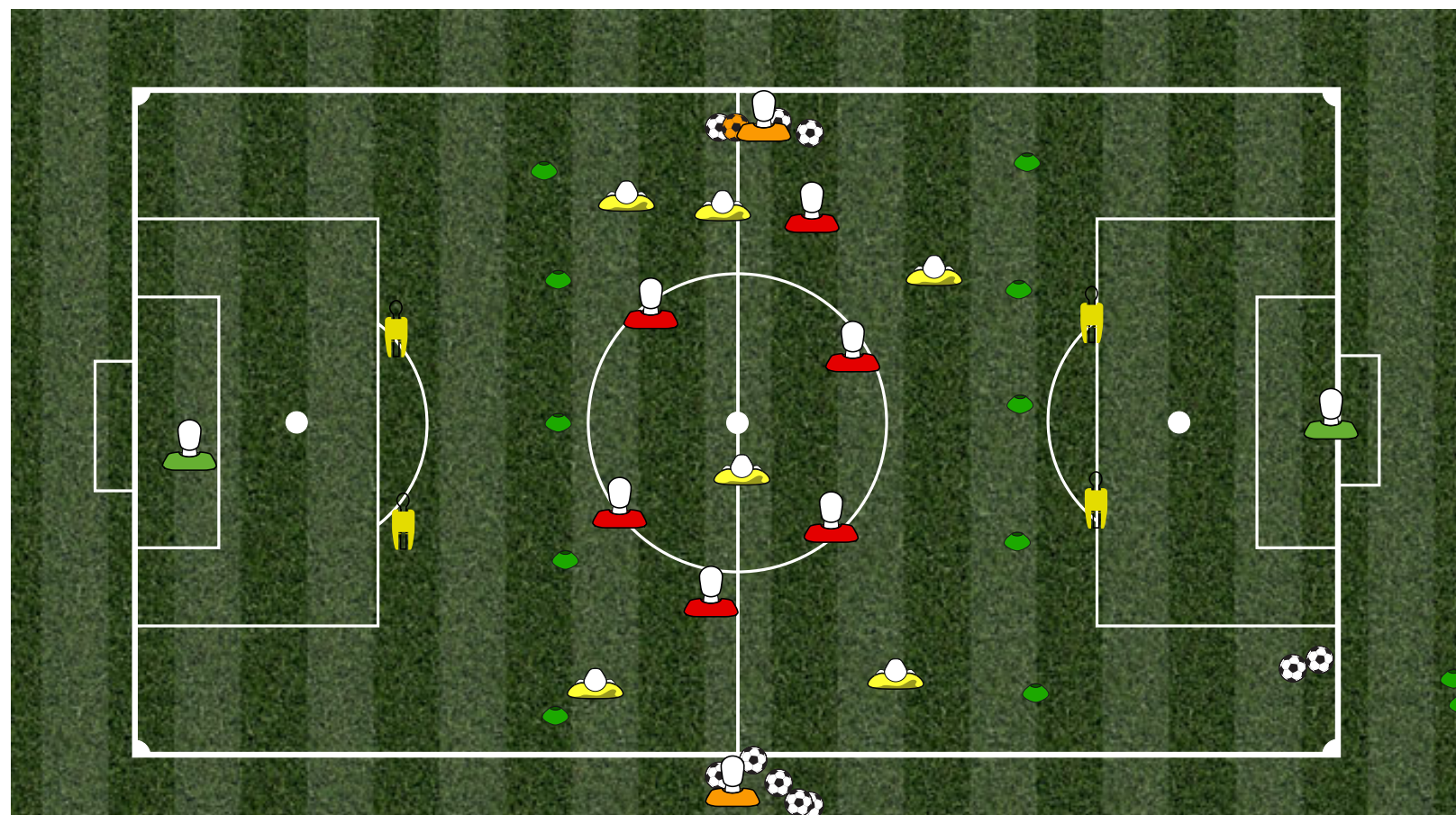
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Practice:01 Length: 01:30

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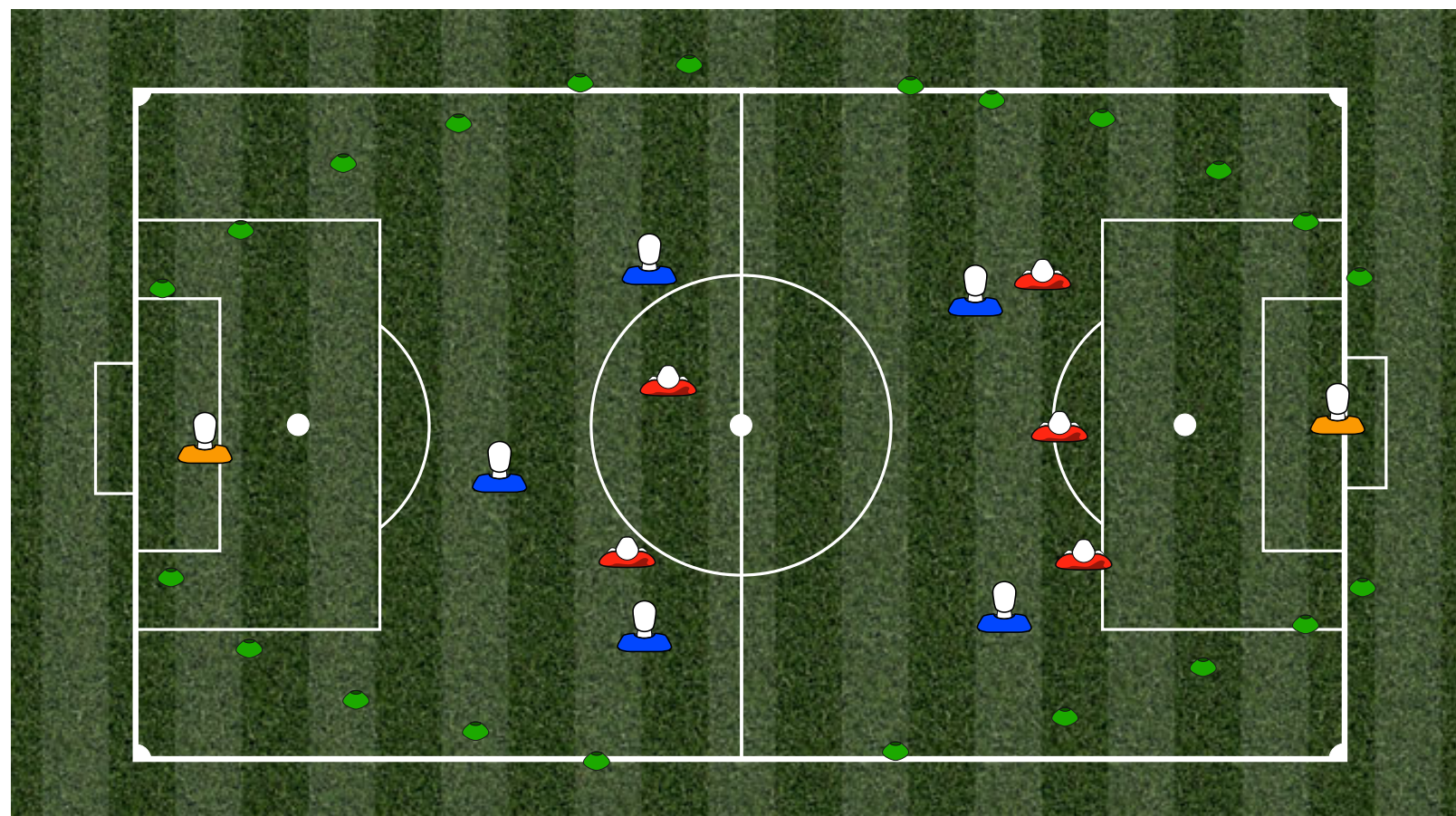
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Slide: 03/03