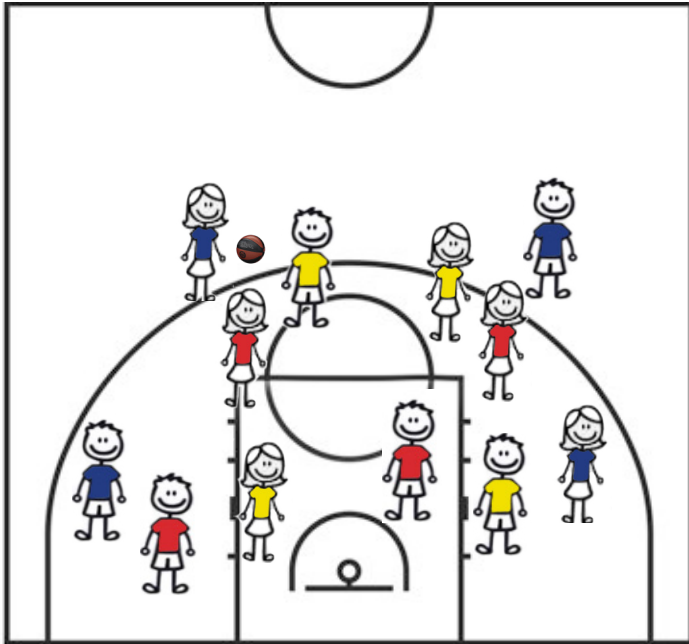


# ALL TOGETHER

**KEY FOCUS:** Player movement, finding space and quality of passing



## EQUIPMENT/PLAYERS:

- 1 ball per area
- Bibs
- Minimum of 6 players

## RULES TO INTRODUCE

1. **Footwork (travelling)** – players can only use a pivot foot when in possession of the ball
2. **Contact** – players are not allowed to make any contact but can knock the ball out of the opposition's hands

## HOW TO PLAY:

- Divide the group into teams of 4 or 5
- Allocate half a court to 3 or 4 teams
- Aim of the game is for your team to make 5 passes in a row without the opposition stealing the ball
- All teams are trying to intercept the pass. Once they have gained possession, they try to make 5 passes in a row
- If a team manages 5 passes in a row, they earn a point and the game restarts

## DIFFERENTIATION (STEPS):

- **Space**  
Change the size or use different areas of the court as a playing area e.g. a badminton court
- **Time/Task**  
Add in a time limit or adjust the number of passes
- **Equipment**  
Increase the number of balls in each area
- **People**  
Increase /decrease the number of players in a team
- **Speed**  
Only allow the players to walk

## OTHER IDEAS TO CHANGE THE GAME:

- Change the number of teams in each area
- Limit the type of passes e.g. bounce pass
- Add in a player as a floater that any team can pass to
- Allow teams to try and score a basket once they have made 5 consecutive passes

## LINKS TO THE PLAYER DEVELOPMENT FRAMEWORK CORE PRINCIPLES:

Fast paced, advantage based, individual offence and collective defence

**PERSONAL VALUES:** Commitment, teamwork, respect, communication, adaptability

## COACHING POINTS:

### Attackers

- Explore a variety of passes
- Players to signal for the ball
- Knees bent and elbows out when in possession of the ball
- Jump stop and pivot
- Fake passes to create space

### Defenders

- Quick feet
- Disrupt ball movement
- Call ball if defending the ball
- Pressurise the person with the ball

## REVIEW QUESTION 1:

When trying to maintain possession, what can we do to make it harder for the defender(s)?

## REVIEW QUESTION 2:

What strategies can you use as a defender when outnumbered to slow the passes?

