

Using Games to Solve Problems

Purpose: 1. Provide a simple framework for pinpointing what's going wrong.
2. Provide games that will help fix what's going wrong.

What's the Real Problem? If your team can't score, you'll be tempted to say things like, "We just can't finish," or "We've got to start taking more shots." That rarely helps. When your team has the ball, there are actually three different parts involved. Either one could be the real problem.

If this is the symptom . . .	then this part is the problem . . .	because it should look like this:	You can fix it with these games:
Your team always goes forward immediately, and loses the ball before a scoring attempt can be made.	Possession Part	Your players should move the ball quickly in all four directions.	Three-and-a-Drop Side-to-Side One Time Reset (Possession Scrimmages)
Your team gets the ball forward well, but then runs out of ideas.	Breakthrough Part	Your players should use tricky combinations to break through the defense.	Run the Gauntlet to teach combinations, Space Cowboy
Your team creates scoring chances, but always blows them.	Finish Part	Your players should choose creatively between shooting and passing, so that higher percentage shots arise.	Shooting Drills Dizzy Miss Lizzy

Organizing Practice: You can strengthen several of these parts in one practice, and have time for strengthening skills as well. A big advantage of these competitive games is that they get the job done so quickly.

For more info: You can find all the activities in the book *Thoughtful Soccer*. Copies will be available after the training for \$10, or you can find the book online. Russ will also be glad to work directly with your team, on one of your practice nights. You can reach him at 301-475-3390, or though3@thoughtfulsoccer.com.