

Physical Literacy Through Football

PHYSICAL

Players	11		
Start &	Kick off from centre mark in any direction		
Re-Start	After a goal the game is re-started by the team		
	who conceded the goal. Players start in their own		
	half.		
Scoring	The ball must cross all the way over the goal line		
	between the posts and under the crossbar with no		
	foul being committed.		
	1 point (goal) / goal scored		
In and	The ball must be all the way over the line for it		
Out of	to be out or for a goal to be scored.		
Play	Corner-If defenders knock the ball out		
	Goal Kick-If the attackers knock the ball out		
	•Throw in-To the team who did not last touch the		
	ball		
Time	90 minutes, 2 halves of 45 minutes, stoppage		
_	time for injury, change ends at half time		
Sports-	Offside- This is when a player is in the attacking		
Specific	half and closer to the opponent's goal line than		
Rules	both the ball and second-last defender when the		
	ball is passed to him.		
	Handball-If deliberate and extended		
Sanctions	Fouls-Kicks, trips, pushes, pulls, dangerous tackle		
	Free kicks -Usually direct, indirect from a pass		
/Awards	back, entering the field without permission.		
13 m	Penalty from the penalty spot if a foul occurs		
	inside the penalty area		
	 Yellow Card-A warning after a foul, 2 of these and a red is shown. 		
	Red Card-Sending off, the player is not replaced		
	• New Card-Serialing off, the player is not replaced		





Possession Positions and team formations

- When to pass
- The Type of Pass
- Triangles Short passes
- Balanced play
- Patience
- Sideways play
- Playing out from the back
- Drawing a foul
- Shielding the ball
- Switching play
- Support options

Attacking

- ◆Signaling and communication ◆ Angling runs
- Varying dodges
 Set penalty plays
- Set plays from a ball out of play
- · Feeding shooters · Attacking positions
- Attacking formations Target Forward
- Awareness of other teams' weaknesses
- Disguise ●Rule awareness ●Direct play ●Through balls • Tiki-Taka
- Drawing the defender in to create teammate space
- ◆Playing with width/using wings
 ◆One-Twos
- Selecting appropriate set play takers
- Setting up to shoot ●Distance shooting
- Overloading areas ●Using height
- Long passes Specialist runs (Cross-overs, overlaps)

Defending

- · Man-to-man marking
- Zonal marking
- Defensive positions Form
- Being goal side ◆Counter attacking
- Double marking
- Jockeying to slow play
 Supporting
- Cornering •Safety play
- · Spotting patterns in attacking play
- Awareness of other teams'

weaknesses

- Defensive communication
- Pressing / high-pressure
- Recovery play ●Anticipation
- Screening Aggression

Behaviours

Half Term Theme	Personal Dev.	Social Dev.	Leadership Dev.
1-Competence	Personal effort, gov. recs,	Team effort, teamwork skills, gov.recs	Effort a as a leader, developing skills of
	fundamental movements		others
2-Confidence	Self-confidence, self-respect	Team confidence, respect for others	Confidence to be aspirational and lead, respecting followers
3-Motivation	Intrinsic and extrinsic	Team motivation, short, medium- and	Motivation as a leader, SMART target
	motivation, target setting	long-term targets	setting
4-Communication	Verbal and non-verbal,	Active listening, team belonging,	Autocratic, democratic, clarity
	internal dialogue		
5-Resilience	Personal resilience, growth	Team resilience, positivity, conflict	Leadership resilience, challenging
	mindset, fixed mindset	resolution	negativity, purpose
6-My Physical	Lifelong participation, current	Lifelong participation, curre	Lifelong participation, current leadership
Literacy	personal development,	development, further oppo	development, further oppourtunities
Skills	further opportunities	(1)	

Attacking

Possession

- Control
- First touch
- Short passing
- Support options
- Long passing
- Lofted and on the ground
- Long range shooting
- Placement shooting
- Dribbling
- Running with the ball
- Vollevs

Block tackle

- Blocking
- Slide tackle
- Marking
- Screening
- Aggression



Defending