



# PRACTICE PLAN



<https://205sports.org>



@205\_Academy

**Date: Week of Feb 09, 2026**

**Theme: Environmental Awareness**

**Duration: ~80 minutes**

**Load Level: Moderate → High (progressive cognitive + transition stress)**

## **Session Overview**

This session is built to train environmental awareness – players continually scan, interpret pressure, and make decisions before the ball arrives. The structure moves from technical activation into isolated duels, then into scanning-heavy rondos and overload possession, before finishing with multi-color recognition and a transition-based 3-4-3 game. Each activity increases the informational demands on the player: more teammates, more opponents, more cues, and faster decisions. The goal is to create players who perceive the picture early and play with intention rather than reaction.

## **Learning Objectives**

Technical: Clean first touch to space, play to rear foot, secure control under pressure, quick bounce passes

Tactical: Scan before receiving, recognize overloads, identify forward vs recycle moments, adjust positioning based on ball/pressure/location

Physical: Repeated short accelerations, tight-area movements, quick defensive-to-offensive transitions

Psychosocial: Constant communication, composure in traffic, decision confidence, immediate transition mindset

## **Activities & Progression**

### **1. Clock Passing w/ Stretch**

Description: Players circulate passes around the grid while rotating through mobility work (hips, hamstrings, core). Add interior player and double-clock pattern. Progress from 2-touch → 1-touch with interior switching roles.

Progression: Interior switches with passer rather than following pass.

Rationale: Establishes early scanning, open body shape, and rhythm before complexity increases.

### **2. 1v1 Receive & Attack**

Description: Player enters grid, receives pass from outside, attacks forward to goal. Defender presses immediately; if defender wins, they counter to goal. Rounds flow continuously with next ball served.

Progression: Allow one pass to outside neutral; add time limit.

Rationale: Develops awareness of defender position and decisive first action under pressure.

### **3. 4v1 Side-by-Side Switch Grids**

Description: Two adjacent rondos. When defender wins (pass A → pass B), they switch grids and tap a player to rotate roles. Losing player becomes new defender.

Progression: Limit touches; verbal cue ("switch") to trigger movement.

Rationale: Forces immediate orientation change and scanning during transitions.

### **4. 4v4+5 (9v4) Switch on Change**

Description: 4v4 inside with 5 neutrals (3 interior + 2 targets). Team in possession looks to create overloads and move ball from one end to the other to score.

Progression: Require interior touch before scoring; limit touches.

Rationale: Trains recognition of numerical superiority and purposeful circulation through support players.

### **5. 6v6 Four-Color, 2 Goals**

Description: Each team split into two colors. Players may only pass to a teammate of the opposite color. Encourages constant scanning and off-ball movement to find viable options.

Progression: Balance numbers by zone; require specific color combinations.

Rationale: Increases perceptual load and reinforces awareness of teammates beyond immediate proximity.

### **6. Counter 3-4-3 – SSG 1**

Description: Blue builds with 5 passes to enter final third. On turnover, Red counters immediately to any of three goals. Wingbacks release forward; midfielders support quickly. If Blue fails to enter in 5 passes, possession switches.

Progression: Allow additional defenders to enter or adjust zone access.

Rationale: Transfers scanning, overload recognition, and quick decisions into realistic game transitions.

## **Session Flow Notes**

The session deliberately layers awareness demands:

Individual perception → small-group scanning → overload recognition → color/option recognition → full-game transition decisions

Complexity increases at each step so players must process more information while maintaining technical quality. By the final game, environmental awareness should be automatic – players scanning early, adjusting shape, and acting decisively on every touch.