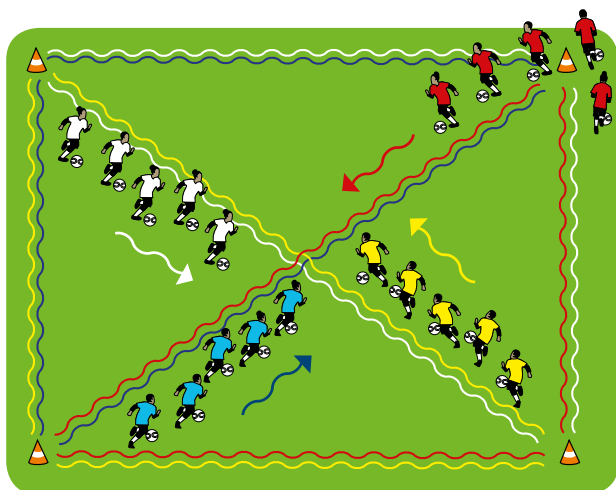


Planning/Strategy making

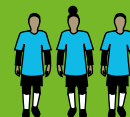
Age: 15 years up

TEAM DRIBBLING

DRIBBLING



20

20
4 teams

4



0



4 sets



10–20 minutes

DESCRIPTION

Mark a field sized about 15 m x 15 m.

All teams run with all teammates at the same time. The players dribble around the field in form of a triangle. (See drawing.) That means that all players meet in the middle of the field and cross their path. It is explicitly allowed to shoot away the balls from the other teams. If one player loses his ball, he is allowed to bring it back to the field. He can start further from that place where he lost his ball.

Winner is the team which comes to the finish after 3 rounds with all players and minimum 3 balls.

The teams have to build a strategy which player takes the part of the ball saviour or to disrupt the other teams. How can the other teams be disrupted? Shall the players get their balls back or not? At what point of time shall they get their ball back or not?

Play one/two/three rounds and see how the teams will get in progress.

VARIATIONS

- none

COMPETENCE GAIN

The players have to talk to each other in order to find a good strategy in which way they work together effectively.

Also in your job you sometimes have to work under pressure and find a good solution with your colleagues.

QUESTIONS FOR REFLECTION

- What was necessary for you to solve the task? (Concentration, communication, teamwork)
- What was your strategy?
- Have there been any problems?
- Did someone take the command? Why could this be helpful?
- Do you think the other teams strategies could have functioned better?
- What do you think went wrong?