## **Practice Plan**

Made	with
Drill	Draw

Team: TIMBITS

Practice No.: 9

Date : \_\_\_\_\_ Duration: \_\_\_\_ 60 MINUTES

Version No.: Prepared by:

## Objectives / Main tasks:

SESSION OBJECTIVES:

INTRODUCE: 1.BACKHAND SHOT 2.STARTING WITH PUCK

REVIEW: 1.ABC'S, 2. FOREHAND SHOT 3.SKATING WITH PUCK 4.STATIONARY STICKHANDLING

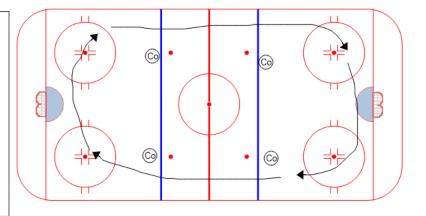
Title: FREE SKATE # 6 Content elements: Components:

### Description

SKATE CLOCKWISE, BETWEEN BLUE LINES:

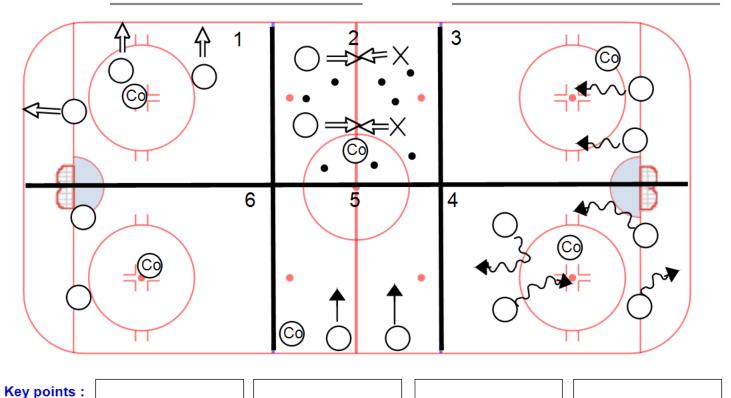
- 1. GLIDE ON 1 FOOT
- 2. JUMP THE LINES ON ONE FOOT
- 3. C CUTS BOTH FEET
- 4. STOP N GO ON RED LINE ( FACE SAME DIRECTION)

CAN BE DONE WITH OR WITHOUT PUCKS



12 1 - 4		
Key Points :		
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Drill no. :	Duration : _ 4	40 Minutes From : To	:
Category #1 :	GLENLAKE	_ Title: PRACTICE 9 SKILL STATION	
Category #	2: TIMBITS	Title:	
Content elements :		Components:	



## **Description**

### 1. BACKHAND SWEEP SHOT

REVIEW AND DEMONSTRATE KEY POINTS. PLAYERS IN BASIC STANCE WITHOUT PUCKS, PRACTICING TECHNIQUE ( DRAW BACK, PULL THROUGH, TRANSFER WEIGHT, FOLLOW THROUGH POINTING BLADE TOE AT TARGET) PLAYERS SPREAD OUT AND STAND STATIONARY ABOUT 3-4 METERS FROM THE BOARDS AND SHOOT FOR A SPOT ON THE BOARDS.

KEY TEACHING / DEVELOPMENT POINTS

- FEET PARALLEL TO BOARDS

-DRAW BACK AND PULL THROUGH

- TANSFER WEIGHT

- FOLLOW THROUGH AND POINTING BLADE TOE AT TARGET

#### 2. SCATTER PUCK

DIVIDE INTO 2 TEAMS, PAINT DIVIDING LINE DOWN MIDDLE OF ICE AND GIVE EACH TEAM AN EQUAL NUMBER OF PUCKS. ON SIGNAL PLAYERS SHOOT THEIR PUCKS TO OTHER SIDE OF THE ICE AND CONTINUE GATHERING AND SHOOTING UNTIL THE WHISTLE. PLAYERS MAY NOT CROSS THE LINE AND THE TEAM WITH THE FEWEST PUCKS ON THEIR SIDE WINS. DISTRIBUTE PUCKS AGAIN AND CONTINUE

KEY TEACHING / DEVELOPMENT POINTS

SWEEP SHOT FUNDAMENTALS

- RAPID RELEASE

#### 3.STARTING WITH PUCK

EACH PLAYER HAS A PUCK AND MOVES PUCK LEFT AND RIGHT IN FRONT OF BODY, REPEAT BUT PLAYERS CALL OUT THE NUMBER OF FINGERS THE COACH IS HOLDING UP. NEXT MOVE PUCK TO THE SIDE AND MOVE PUCK FRONT TO BACK. NEXT PLAYERS MOVE AT AN EASY PACE AND STICKHANDLE BUT LIMITING SIDE TRAVEL OF THE PUCK. REVIEW AND DEMONSTRATE STARTING WITH A PUCK BY - PUSH THE PUCK SLIGHTLY AHEAD, SKATE OUT TO IT AND STICKHANDLE WHILE MOVING. PLAY GAME OF RED LIGHT GREEN LIGHT.

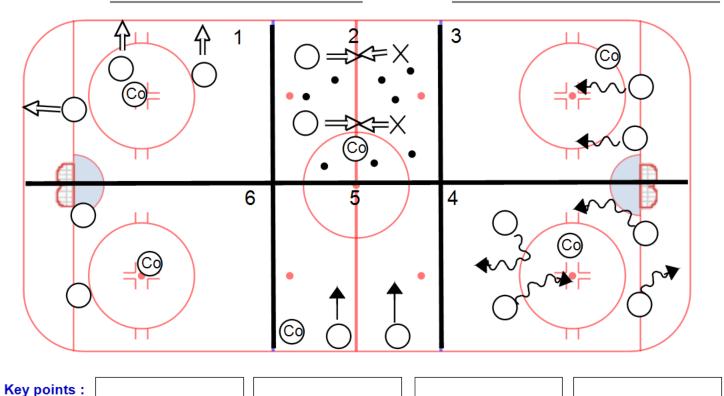
KEY TEACHING / DEVELOPMENT POINTS

- PUCK HANDLING STANCE

- EYES UP, ELBOWS AND HANDS AWAY FROM BODY
- ROLL WRISTS

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Drill no. :_	Duration:_	10 /	Minutes	From :	To :	
Category #1 :	GLENLAKE	Tit	ı⊾. PRAC	TICE 9 SKILL STATION CONT		
Category #2:	TIMBITS					
Content elements :			Compone	ents:		



# **Description**

#### 4. INSIDE OUT

PLAYERS BEGIN WITH A PUCK AND STICK HANDLES ANYWHERE IN THE ZONE, WHEN THE COACH SAYS "INSIDE" PLAYERS MUST STICKHANDLE INSIDE THE CIRCLE AND WHEN THE COACH SAYS OUTSIDE PLAYERS STICKHANDLE ANY WHERE OUTSIDE OF THE CIRCLE. REPEAT SEVERAL TIMES ENCOURAGING PLAYERS TO MOVE QUICKLY STICKHANDLING IN A CONFINED SPACE WITH EYES UP TO AVOID COLLISIONS.

KEY TEACHING / DEVELOPMENT POINTS

- STICKHANDLING FUNDAMENTALS
- EYES UP TO AVOID COLLISIONS
- GOOD WIDTH, SHIFT WEIGHT, ROLL WRISTS

## 5. GLIDING WITH KNEE BEND

REVIEW AND DEMONSTRATE KEY POINTS. PLAYERS LINE UP AND TAKE A FEW STRIDES TO GAIN MOMENTUM THEN GLIDES ON ONE FOOT. ONCE GLIDING ADD A DEEP KNEE BEND, PLAYER HOLDS FOR 1-2 SECONDS THEN RISES AND REPEATS WITH SAME FOOT AND THEN THE OTHER FOOT. KEY TEACHING / DEVELOPMENT POINTS

- BASIC STANCE
- DEEP KNEE BEND

### 6. STATIONARY PUCK CONTROL

LNE PLAYERS UP IN STICKHANDLING POSITION WITH A PUCK IN FRONT OF THEM. HAVE PLAYERS MOVE PUCK IN FRONT OF BODY NARROW, WIDE AND THEN NARROW WIDE COMBINATION, CONTINUE WHILE PLAYERS SHOUT OUT NUMBER OF FINGERS COACH IS HOLDING UP.

KEY TEACHING / DEVELOPMENT POINTS

- STICKHANDLING FUNDAMENTALS
- EYES UP
- SHIFT WEIGHT ON WIDE, ROLL WRISTS

Drill no. :	Duration :	Minutes	From :	To :
Category #1 :	GLENLAKE	Title: TOILET	ROWL TAG	
Category #2 :	TIMBITS	Title:	BOWL TAG	
Content elements :		Components	s:	
Key points :				
		<u>escription</u>		
COACHES ARE IT AN STRAIGHT OUT ( FLU	THOUT STICKS AND MUST S ND TRY AND TAG PLAYERS. JSHER) AND LEGS APART A II AND PUSH ARMS DOWN (	KATE AROUND T TAGGED PLAYER ND IN ORDER TO	RS MUST STAND ST BE FREED, ANOTH	TILL WITH THEIR ARMS