

URATION: 60

10 MIN WARM-UP

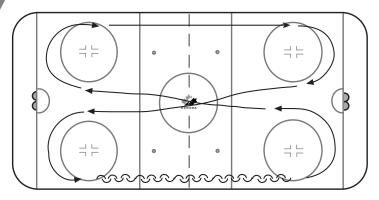
• Perform various skating maneuvers following the pattern.

LESSON: 2

• Hard up the center lane, crossovers in end zones, pivots, quick feet. Work on edge control, stride technique, power moves.

KEY TEACHING POINTS

- · Quick feet and acceleration down center lane
- · Good pivots forward-backward-forward
- · Sit tall while moving backwards



KEY EXECUTION POINTS

- · Don't bounce during stretches
- · Hold all stretches for 8 count

^{*}

10 MIN CZECH PASSING

1) Players divide at the blue line in 4 groups along the boards.

2) Opposite sides go at the same time.

3) Player begins backwards facing his line.

4) He receives a pass then gives it back, he pivots then skates towards the next line straight across from him.

5) He receives a pass from that line then gives it back.

6) Player now skates straight down the boards and then cuts right across the blueline and receives a stretch pass from his original line that he started at. Skate in on net for shot. Stop at net after shot

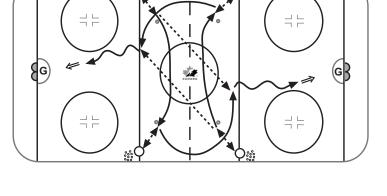
7) Opposite sides go on next whistle

10 MIN 1 ON 1 FROM DOT (REPLACE)

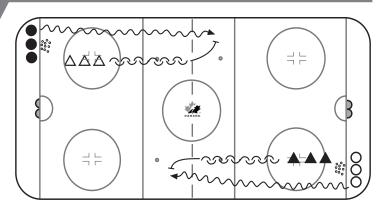
- \cdot D's on dots, O's behind goal line.
- \cdot On whistle, D's retreat backwards through dots in NZ.
- \cdot O's skate wide to center line.

KEY TEACHING POINTS

- · D's explode backwards
- \cdot O's attack 1-on-1, drive wide or cut to middle after crossing center red line



d#



KEY EXECUTION POINTS

• D's feet must point towards goal line, they cannot pivot to skate forward until reaching the center red line

MIDGET PRACTICE PLAN

PHASE: I

LESSON: 2

2 OF 2 DURATION: 60

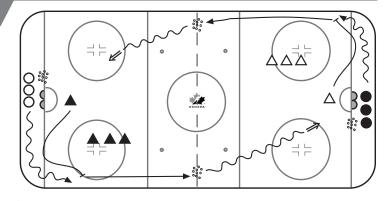
10 MIN 1 ON 1 ANGLING

- · On whistle, O's skate into corner.
- · D's angle O's attempting to pin.
- \cdot 0's continue, picking up puck for shot on net .

KEY TEACHING POINTS

- · D's move at same speed, staying one stride behind
- D's stop O's from cutting back, use stick position to block passes
- \cdot D's approach in an arc fashion running O's out of room

CONTINUOUS 1 ON 1



- **KEY EXECUTION POINTS**
- · Start at half speed

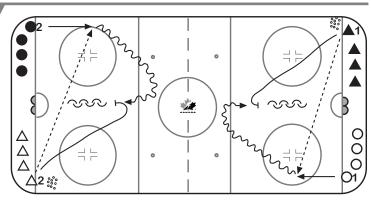
10 MIN

• On whistle, D1 passes to 01.

- On whistle, D1 passes to 01.
- \cdot 01 skates through center circle, s1 hard to blue line for 1-on-1 vs 01.
- · On 2nd whistle, I2 & D2 repeat play in opposite zone.
- D1 jumps in offensively with I2, O1 backchecks to • support D2.

KEY TEACHING POINTS

- · Quick transitions
- \cdot D's read the rush; 1-on-1, 2-on-1, 1-on-2 or 2-on-2



KEY EXECUTION POINTS

- · O's must go through center circle
- · Stay on-side
- · Be ready in line

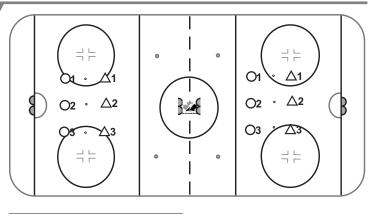
10 MIN

OVER OPTION X 2/HIGH DELAY

- · 3 players line up opposite each other.
- \cdot 3 pucks to start for 3, 1 on 1 games.
- Once a goal is scored those two players join one of the other 1 on 1's to make it 2 on 2.
- · Play until all 3 pucks are in net.

KEY TEACHING POINTS

- · Keep head up
- · Communicate
- · Read and react



KEY EXECUTION POINTS

- \cdot Once all pucks are in net, bring in 6 new players
- · First team to 10 wins