

## LESSON: 32

MIDGET PRACTICE PLAN

URATION: 60

## 10 MIN WARM-UP PASSING TIMING

- · Players pairs pass down wall.
- At far blue line, player with puck does a figure 8 pattern, player without puck skates to opposite corner and come back up the middle for pass.

 $\cdot$  Go in 2 on 0.

### **KEY TEACHING POINTS**

- · One touch passing
- $\cdot$  Pass and follow or cross and drop



# KEY EXECUTION POINTS

• Skating pattern must be timed to be in good position to receive pass

## 10 MIN

# NEUTRAL ZONE TIMING - OPTION 2

- $\cdot$  O1 goes in for shot on net, picks up second puck in corner.
- 02, 03 must time skating pattern to be in position for pass.
- · Continue for 3 on 0.

## **KEY TEACHING POINTS**

- · Control skate
- · Hard passes



- KEY EXECUTION POINTS
- $\cdot$  Alternate sides

# 10 MIN 2 ON 1 WITH HELP

- · Divide players into 2 teams.
- $\cdot$  O2 receives pass from G, O1 & O2 attack 2-on-1 vs D1.
- As 01 & 02 gain red line, 01 jumps in to support D1 for 2-on-2 play.
- Play until turnover or goal.
- · D2 joins D1 for 2-on-1 attack vs D1 to repeat.



**KEY EXECUTION POINTS** 

 $<sup>\</sup>cdot$  Coach sets time or goal limit to determine winner

# MIDGET PRACTICE PLAN

#### PHASE: IV

**LESSON: 32** 

2 OF 2 DURATION: 60

10 MIN

#### CONTINUOUS BACKCHECK - NEUTRAL ZONE COVERAGE

- O's breakout and attack s's 3 vs 2, with backside pressure from D's who will set up defensive zone coverage.
- While O's and s's play low 3 vs 2, D's wait for coach's signal to take loose puck and go back the other way against new I's and drill repeats.

#### **KEY TEACHING POINTS**

- · Identify check early
- · Communication
- · Creativity in low DZ play



# KEY EXECUTION POINTS

· Backchecking O's to be released at coach's discretion

## 10 MIN

- PANTHER PRESS
- $\cdot$  Team 1 and Team 2 breakout each end at same time
- Team 1 leaves puck at blue line, Team 2 dumps and forechecks.
- · Play live 5-on-5.
- Switch and repeat, Team 2 screens to help initiate breakout.

#### KEY TEACHING POINTS

- · Quick to puck
- · Forecheck positioning
- · Angle checking



**KEY EXECUTION POINTS** 

 $\cdot$  Coach assigns teams to breakout or forecheck role

## 10 MIN 3 PUCK 1 ON 1

- Player to half ice or cross ice games of 3 on 3 with 3 pucks.
- $\cdot$  Starts as 3 1 on 1's, as a goal is scored the pair go help their partners to create a 2 on 2 and 1 on 1.

#### **KEY TEACHING POINTS**

- · Players must read and react
- · Keep heads up



# KEY EXECUTION POINTS

· Play until all 3 pucks are in the net