KNOX
BASKETBALL

| Time | Game | POE's | TLC |
| :---: | :---: | :---: | :---: |
| Warm up - Coaches choice (5-7 minutes) |  |  |  |
| 6 | Line Game (Progressed) <br> 1. Have players dribble around the halfcourt freely. Coach instructing them on what type of dribbles to do. <br> 2. Coach then yells a spot on the floor. Make them different and more specific than last week. <br> 3. Spots include: <br> - Keyway, Blocks and Elbows <br> - Drift, Diag, Slot | Jump stops - Low and Wide <br> Balance - Nose behind toes | L |
| 6 | Pass and move! <br> 1. Have players in partners. 2-3 metres apart. One cone either side of them about 1 metre. <br> 2. Nominate one player to be "Frozen" and one to be "Free". <br> 3. "Frozen" player must stand in the middle of their cones and pass the ball back to their partner when they receive it. <br> 4. "Free" player must catch the ball in the middle off the cones and dribble laterally, keeping their chest facing forwards. <br> - Once they get outside the line of their cone, they make the pass to their teammate and move back to the middle of the cones to repeat. | Hungry Hands (Show target to partner) <br> Point and pass. | L |
| 8 | Elbow Touch Reverse Layups (competitive) <br> 1. Players start in two lines on the foul line. <br> 2. Partners touch basketballs - wrap the ball around their body twice dribble out to touch the elbow and then perform a layup on the opposite side of the ring. | Eyes on the target (Basket) <br> Layups - High and Soft. | L |
| 10 | Drive and Kick 2v1. <br> 1. 3 Players start standing in line in rebounding position. 2 Offence, 1 Defence. <br> 2. Throw the ball off the backboard and rebound it. <br> 3. The first 2 players then split and go to opposite wings. Defence stays on the Split Line. <br> 4. Player with the ball passes it to coach, who can pass it to either player on the 3 -point line and they drive. <br> 5. Players make decision based on how the defence plays. | Sprint to Space <br> Drive to Score <br> Shot ready - Hans up, Hips down. | C |
| 12 | Small Sided Game 2v2 <br> 1. Split players into teams of 2 . Set a timer for 3-5 minutes. <br> 2. Play 2 v 2 without interruption until the timer is done. Coach on the run. <br> 3. If you have 6 players ( 3 teams of 2 ), then rotate accordingly. The winner of the possession (Offence scores or defence gets the ball) stays on offence and the team that was off comes in on defence. <br> 4. If you're setting constraints, do so before the game commences. Some examples are: <br> - 2 Dribbles only every time you catch it. <br> - 10 second shot clock. <br> - No screening | Maintain Space <br> "Draw 2, Find 1" <br> Shot ready - Hands up, Hips down. | C |
|  | Team Focus <br> 1. Coaches Choice - Some options: Defensive Press Halfcourt set play. Boxing out 1 on 1 Defence |  |  |

## Diagrams

| Line Game | Line Game (2) |  |
| :---: | :---: | :---: |
|  | (5) <br> "BASELINE" |  |
| Pass and move! | Pass and move! (2) |  |
|  |  |  |
| Elbow touch reverse layups |  |  |
|  |  |  |
| Drive and Kick 2v1 | Drive and Kick 2v1 (2) | Drive and Kick 2v1 (3) |
|  |  |  |

