## AGILITY

## GA

Agility is the ability to change direction quickly and control the movement of the whole body. It is important that players develop the ability to move in a variety of directions, leading off both the left and right feet.

## LEVEL 1 EXERCISES




BACK TO BACK
Players move around the playing area avoiding other players. On signal from Coach players pair off and stand back to back.


Players move around the playing area avoiding other players. Coach reduces the playing area by acting as a perimeter.

| To Coach this Skill use the IDEA method |
| :--- |
| (1) NTRODUCE the skill |
| D EMONSTRATE the technique |
| ( XECUTE the activity |
| A TTEND and provide feedback |

## LEVEL 2 EXERCISES



FREEZING
Players move around the playing area avoiding other players. On signal from Coach players freeze and hold their position.


TAIL TAG
Place a Velcro tag or bib from the back of a players shorts. Chasers attempt to grab the tails of the other players.

## LEVEL 3 EXERCISES



MINEFIELD WITH BALL
Place obstacles throughout the playing area.
Players must dodge the minefields while moving, bouncing the ball.


ZIG ZAG SLALOM
Place cones or poles 3 m apart in a zig zag formation. Players dodge around each of the poles, leading with the outside foot.


## VARIATIONS

The STEP method is a simple way to vary any activity, game or drill.

## Space 1 ask $A_{\text {quipment }} P$ layers

(5) vary the size of the playing area. Increasing the size can reduce the difficulty, decreasing the size can increase the intensityalter the task that players are expected to perform. Change the skill, add in additional skills or movements or alter the rules
E alter the equipment - use a bigger or smaller ball, or playing against a wall may increase or decrease the challenge
P increase or decrease the number of players to vary the challenge, or introduce opposition, from token opposition to partial opposition to full opposition.

