Hockey Practice Plan

Objectives: 1. Skating - Forward Crossovers, Backward Start and Crossovers

- 2. Puck Control Fake Pull Accelerate with Opposition
- 3. Passing Drop Pass
- 4. Checking Limit Hands and Sticks
- 5. Competition 1 on 1 Drills

Date:

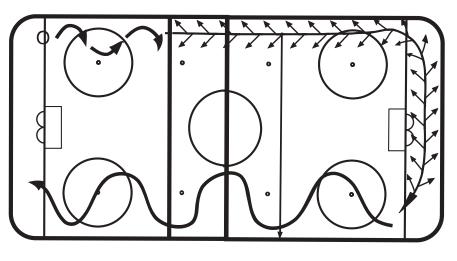
Practice: #4 Level: 10-and-Under (Squirt)

Skill Work	Team Play	Systems/Concepts	Speed/Games Testing
<u>X</u> Skating	<u>X</u> 1 on 1	Defensive Cov.	Short Work - Quickness
<u>X</u> Puck Control	2 on 0	Backcheck	<u>X</u> Small Ice Modified Games
<u>X</u> Passing/Receiving	2 on 1	Forecheck	Full Ice Modified Games
<u>X</u> Shooting	2 on 2	Breakouts	FUN - Relay Contests
X Checking	3 on 1	Entering Attack Zone	Skills Testing
Agility Work	3 on 2	Triangulization/Cycling	X Misc. Competition
Goaltending		Faceoffs	
Def./Forwards		Power Play/Penalty Kill	

Time	Drill	Emphasis
5 mins.	 Warm-Up - Big C outside edge - power strokes - zig-zag control turns 	
5 mins.	2. Forward crossovers (A) Circles (B) three cone M pattern	Outside edge balance; no gliding
10 mins.	 Backward strokes (A) "C" start to backward strokes; (B) backward crossovers; (C) 4 backward crossovers to backward strokes 	
5 mins.	 Puckhandling - 1 on 1 with stationary partner in middle option; shoot at boards after crossovers 	Fake; Pull; three quick crossovers
5 mins.	5. Puckhandling - Forward crossovers - fake, pull, three crossovers on coaches; shoot then screen/deflect	Keep puck away from a poke check
5 mins.	6. 2 on 0 drop pass at both blue lines; shoot second puck rebound shot	Puck carrier cross first, then receiver
5 mins.	7. 1 on 1 - forward behind net; defense carries in and shoots	D sticks upside down; Close gap
5 mins.	8. No Body Play - Take out hands/stick weave	Checker's hip on puck carrier's gloves
5 mins.	 9. 1 on 1 Circle crossovers; three cone triangles control turns; race to puck and score. Option - carry puck, pass to players' line 	
5 mins.	10. Small games (A) 2 vs. 2 (B) 1 vs. 1; both width of rink	

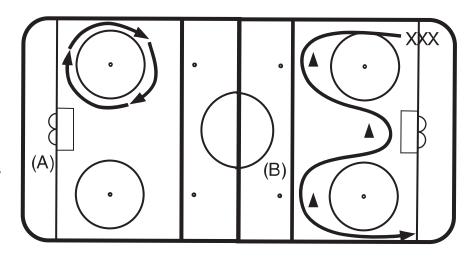
Drill #1 — Warm-Up: Big C Outside Edge Balance; Power Strokes; Control Turn Zig-Zag

- Control turn; wide base.
- Four hard strides coming out of turn.



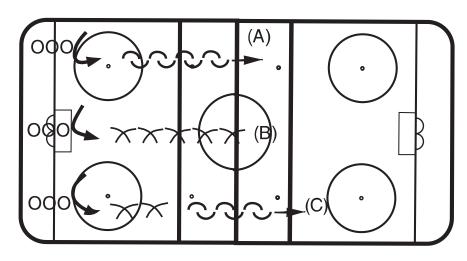
Drill #2 — Forward Crossovers

- (A) Forward crossovers on circle
- Outside edge balance.
- Knee over knee cross.
- (B) Three cone "M" forward crossovers
- No gliding.
- Set outside skate when starting turn.



Drill #3 — Backward Movement

- (A) C Start to backward strokes
- Cut ice hard with C start.
- Full extension and hip recovery on back stroke.
- (B) Backward crossovers Rush-Cross-Reach
- (C) Three back crossovers to backward strokes

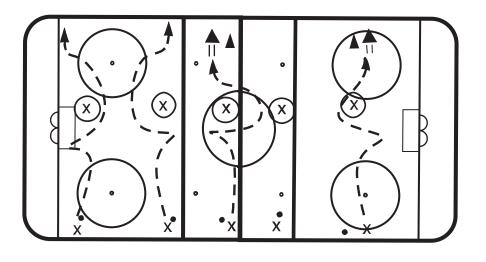


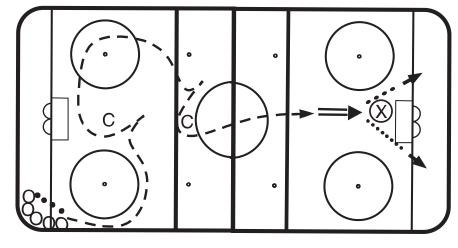
Drill #4 — Puckhandling -1 on 1 with Stationary Partner

- Make fake stick length away from opponent's stick.
- Make fake with puck, head and shoulders.
- Pull puck quickly across body to other side.
- Accelerate do three quick crossovers.
- Option: put cone behind defender and shoot.

Drill #5 — Russian Circle -Fake Around Coaches -Shoot and Screen / Deflect

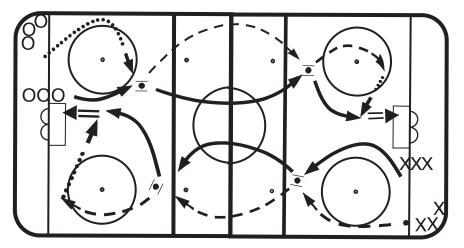
- Fake with puck, head, shoulder.
- Quick pull across body and three crossovers.
- Shoot at blue line.
- Follow shot for rebound then screen/ deflect.





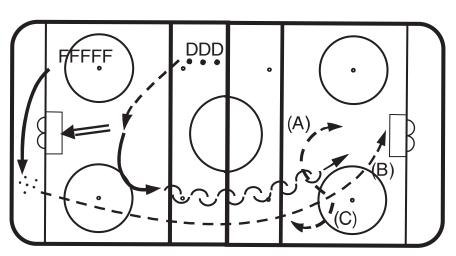
Drill #6 — 2 on 0 - Both Ends - Double Drop Pass -Double Drive - Pass and Shoot

- Puck carrier crosses first, player receiving drop crosses behind.
- Stop puck when dropping.
- Always protect puck with body when making a drop pass.



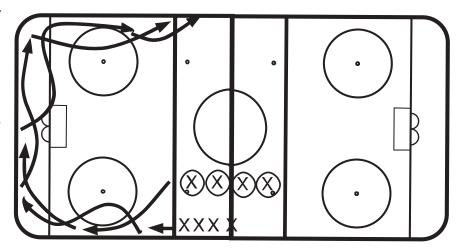
Drill #7 — 1 on 1 - Forward Behind Net - Defense Shoots

- After D shoots stick upside down.
- F reads D gap.
- (A) Loose gap, skate across front on D; shoot.
- (B) Tight gap, cut into middle behind D.
- (C) D controls F; escape towards board.



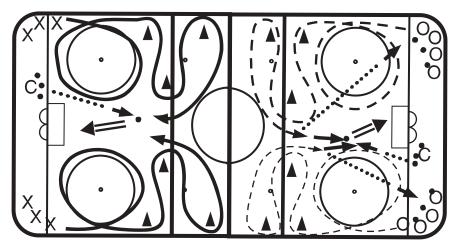
Drill #8 — Take Out Hands/ Stick Check Weave

- Player on boards allows himself to be taken out.
- Checker's hip on puck carrier's gloves and stick.
- Checker must skate half stride in front then throw hip in.
- Checker's stick controls the puck carrier's stick.



Drill #9 — Competition 1 on 1 - Circle Crossovers - Three Control Turns on Triangle -Race to Puck - Shoot

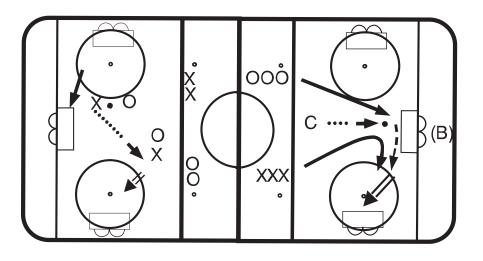
- (A) Players carry no puck; battle for puck and shoot.
- (B) Players carry puck when doing crossovers and control turns, pass to player in line; race to puck and shoot.

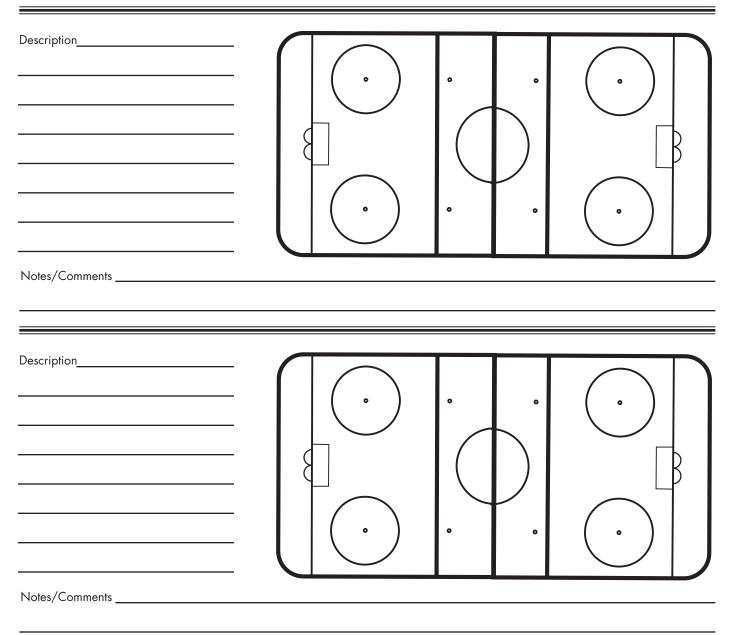


Drill #10 — Small Cross Ice Games

(A) 2 vs. 2 - 30 sec. shifts

- Teach support for partner.
- (B) 1 vs. 1 15 sec. shifts
- Protect puck, don't allow opponent to take puck away.





System/Drill		
Description	• •	
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