

Mastering the Field: Invasion Game Tactics with Max

Learning objective: To understand and visually represent tactical positioning and spatial awareness in an invasion game.

Max the monkey is coaching a team! Use this sheet to plan a winning strategy. Follow the drawing steps carefully to show how your team works together to move towards the goal.

Draw: Draw an overhead 'bird's-eye view' of a rectangular invasion game pitch. Use a neat, diagrammatic style. Include: Max the monkey standing on the sideline with a clipboard, two teams of six players (use simple geometric shapes like triangles for attackers and squares for defenders), and clear directional arrows indicating movement patterns. Ensure the pitch markings are clearly visible.



Label words: Attacker · Defender · Space · Intercept · Passing lane · Goal zone · Pivoting · Dribbling

Steps:

1. Step 1: Draw a large rectangle to represent the pitch. Mark a 'Goal Zone' at each end. Label your attackers with an 'A' and defenders with a 'D'.
2. Step 2: Draw a dotted line showing the best path for an attacker to move the ball to avoid the defenders. Explain why this path is effective.
3. Step 3: Label the 'space' on the pitch where an attacker should run to receive a pass. Justify your choice

of location.

4. Compare and contrast: How does the role of a defender differ from that of an attacker when the team loses possession of the ball?
5. What might happen if all your teammates clustered together in one small area of the pitch? Explain the tactical disadvantage.
6. Design a simple 'set play' strategy. Use arrows to show where players should move to confuse the opposing team.