

Basketball
Practice Plan
Ages 5-7



YMCA OF
GREATER HOUSTON

Section 1: Working with Children ages 5 to 8

- Attention span is short and keep practice moving
- They start to think ahead and think "If this, then that"
- More inclined towards wanting to play soccer rather than being told to play
- Able to follow simple instructions
- They start to recognize fundamental tactical concepts
- Begin to become aware of peer pressure
- Players affiliate with their team or their coach
- This is still a crucial age for technical skill development

Section 2: Tips to be Successful

- Keep all children constantly moving; all players should be active during every drill at the same time to keep them fully engaged.
- When introducing a new drill always demonstrate skill to assure proper technique is shown.
- To keep practice interesting and exciting, each drill should last no more than 10 minutes.
- When coaching or instructing your team or players individually, get on their level so to create a trusting bond between you and your players.
- Always emphasis the child's positives over negatives to keep every child engaged and willing to continue learning.
- Put your players in positions to be successful so that enthusiasm for the game is maintained.
- Establish discipline early so that your practices run smooth and uninterrupted.
- Stay engaged yourself as the coach; your team and families will follow your attitude and energy at all times.

Section 3: Warm up / Beginning of practice

When you are starting practice, it is important to always welcome each child as this shows appreciation and value of each player to the team as a whole. It is a safe practice to begin with some sort of cardio or stretches so that every child gets loose and prevent injury when transitioning into more complex movements. During this time you can discuss past games or practices as well as foreshadow what you will be doing in your practice.

Warm-up activities (5 to 7 minutes ideal)

WITHOUT BALL

- Run 3 to 5 laps around the gym.
- Jumping Jacks
- Jogging "In-Place" (can add high-knees and thigh slap)
- Kangaroo Hop, forward, backward, left and right
- Skipping
- Jumping around using one leg, then the other
- "All fall down," get up as fast as possible, jogging in between
- Quad Stretch
- Toe Touch
- Hurdler Stretch
- Leg Straddle
- Neck roll (Both Directions)
- Arm Circles; Start with small circles then big circles. Go forward then backwards
- Wall Taps (pick a spot on the wall and jump and hit that spot continually for a period of time.)

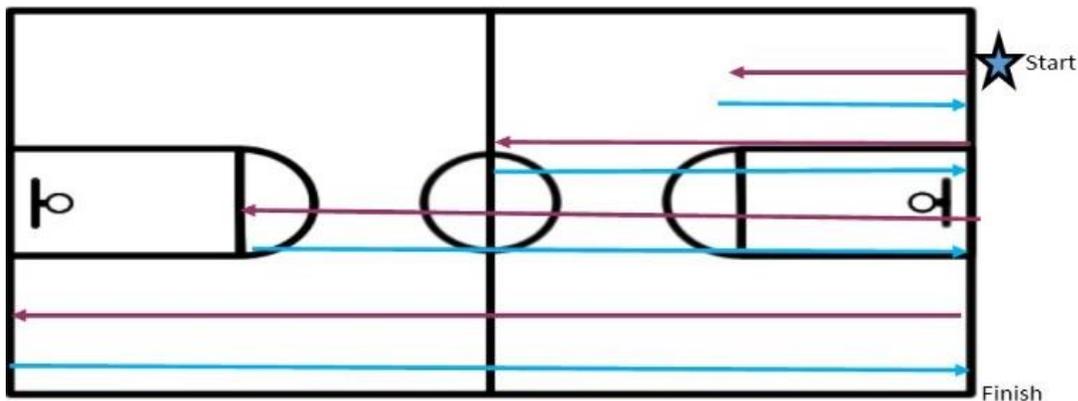
Section 4: Conditioning and Coordination

In the game of basketball, constant running and changing direction are a necessity. It is important as a coach to make sure you are focusing a portion of your practice to this.

Horses or line running (Conditioning)

1. Start your players under one goal on the baseline.
2. When the coach starts the drill the players will run to the closest free throw line then run back to the baseline.
3. Touch baseline; run to midcourt; run back to starting baseline
4. Run to furthest free throw line; run back to starting baseline
5. Run to the furthest baseline; finish drill at starting baseline
 - Note that this drill should be continual and finishes when the player runs the entire drill

Horses or Line Running



Stuck in the Mud Drill (Conditioning)

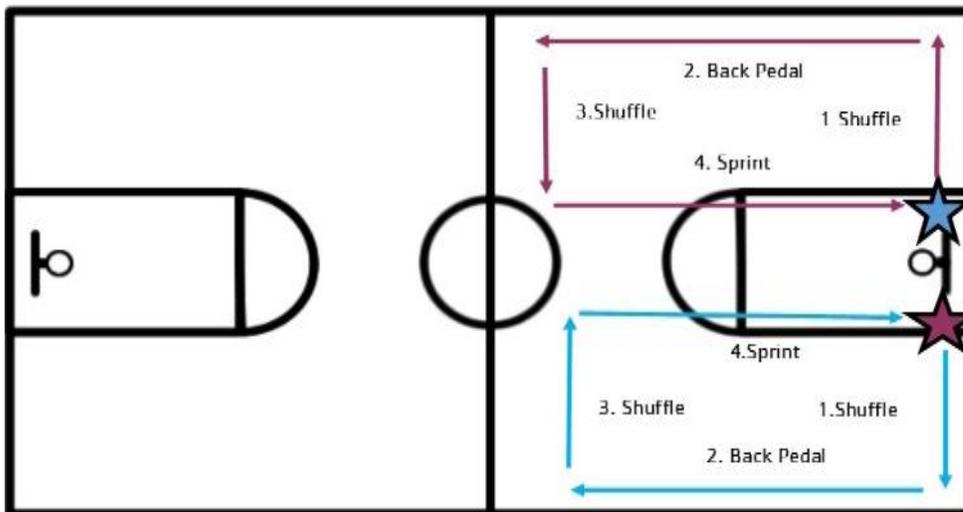
1. Designate a boundary area on the court where all the action will take place (usually on one half of the court). All players must stay in this area.
2. Designate 1-2 players that are "it". At the start of this drill, all the players that are not "it" will begin to run and avoid the "it" players.
3. It is the "it" players' job to tag the other players. When a player is tagged, the player is "stuck in the mud" and must stand still.
4. The stuck player can get unstuck when another player crawls under his/her legs.

5. The game ends after a certain time has elapsed or when all the players are stuck in the mud. This game can be done with or without using the basketball.

Box Run Relay (Conditioning and Coordination)

1. For this drill, divide your team into equal teams. On the coach's command the first player from each team will shuffle down the baseline.
2. Once they reach the corner of the court, the players will then back pedal to half court.
3. At half court the players will then shuffle to the jump ball circle.
4. Once they reach the jump ball circle, the players will sprint back to the starting line, tagging the next player who then continues the relay.

Box Run Relay



Wrap Ball Rotation Drill (Coordination)

1. When coach instructs have the player move ball around waist in a circular motion.
2. After some time has passed, instruct the player to move the ball in the opposite direction.
3. Variations to this drill consist of moving the ball around the head, one leg, both legs.
4. To challenge the player try in-between legs in a figure 8 motion. See attached link <https://www.youtube.com/watch?v=AZCKDsQsxxQ>

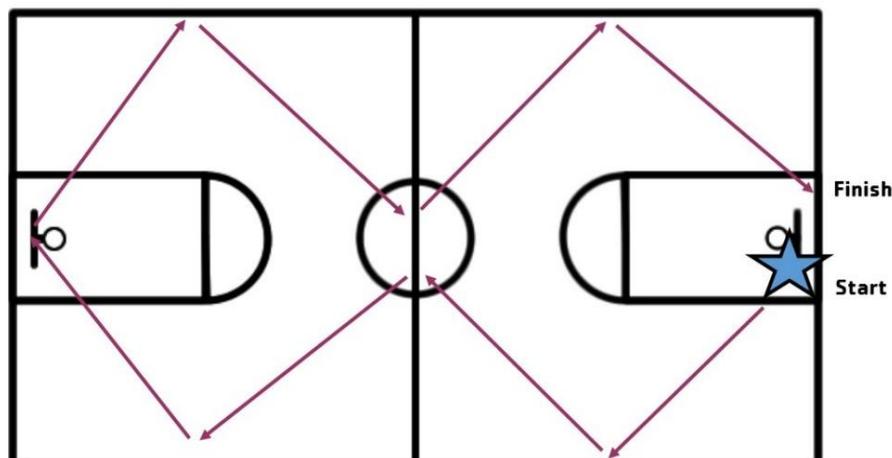
Hot Potato (Coordination)

1. Have all the kids stand in a circle and have one child start with a basketball.
2. When the coach instructs have the players toss the basketball around to fellow teammates.
3. Allow the players to pass the ball around at varies speeds.
4. Game will end when the coach says hot potato.
5. To add a level of difficulty introduce another basketball, tennis ball, etc...

Zig Zag Run (Conditioning and Coordination)

1. Similar to horses have the team start on the baseline in the painted area.
2. When coach instructs to start, the player will run to the sideline on one half of the court.
3. Once the player reaches the sideline have them turn and run diagonally to center court.
4. At center court the player will run diagonally to the sideline, before turning directions and running to the opposite baselines painted area.
5. The player will do the same sequence on the other side of the court until they return to their starting place.
6. Variations : back pedal, defensive shuffle

Zig Zag Run



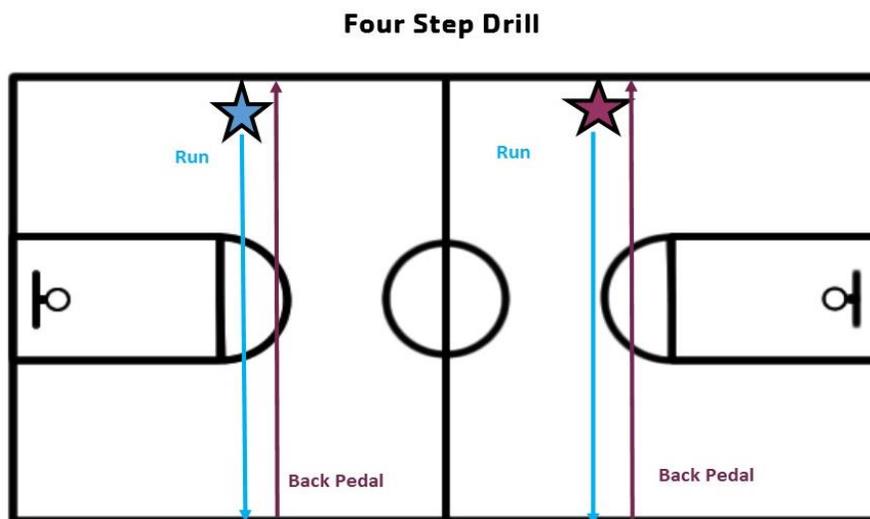
Simon Says (Coordination)

1. A coach will take the role of "Simon" and issues instructions (usually physical actions such as "jump in the air" or "jog in place") to the other players, which should only be followed if prefaced with the phrase "Simon says", for example, "Simon says, jump in the air".
2. Players are eliminated from the game by either following instructions that are not immediately preceded by the phrase, or by failing to follow an instruction which does include the phrase "Simon says".

Four Step Drill (Conditioning and Conditioning)

1. Start all players on one sideline.
2. When coach instructs, all players will sprint to the opposite sideline.
3. Once the player's feet hit the opposite sideline they will back pedal to the starting sideline.
4. To challenge players give a time limit and see how many they can accomplish.

(Diagram)



Line Jumps (Conditioning and Coordination)

1. Have all players find a line to start this drill.
2. When coach instructs have players keep both feet together and start jumping back and forth over the line. Feet should never hit the line.

3. Variations: front to back over the line, split leg one foot at the time.
4. To challenge players give a time limit and see how many they can accomplish.

Four Corners (Conditioning)

1. Have all players begin this drill in the middle of the court. While all players are in the middle of the court label four areas/corners numbers 1 through 4.
2. When all players are set give all players ten seconds to find the designated area they choose for the current round.
3. Coach or a designated player will close their eyes and count to ten.
4. After ten seconds players have to freeze near the closes area or the area they picked.
5. Coach or a designated player will pick a corner randomly; any players in that area will be out or will lose that current round.

Up in the Air Drill (Coordination)

1. Have all players find a spot on the baseline with their own basketball facing the wall.
2. When coach says go, have players toss their basketball high in the air right above their head.
3. As ball is in the air have the players turn 180 degrees.
4. Once they turn around have the player catch their ball.
5. Eye/hand coordination is key in this drill so make sure each player learns to control their ball at all times.
6. To challenge players see if they can catch their ball with one hand or turn a complete 360 degrees before catching their ball.

Hand Clap Drill (Coordination)

1. Have all players find a spot on the baseline with their own basketball facing the wall.
2. When coach says go have players toss their basketball high in the air right above their head.
3. While ball is in the air, players see how many times they can clap their hands together before they catch the ball.
4. Claps only count if player is able to catch the ball at the end.

Lane Shuffle (Conditioning and Coordination)

1. Start all players on one sideline.
2. When coach instructs, all players will side shuffle to the opposite sideline.

3. Once the player's touches the opposite sideline with their hand they will side shuffle to the starting sideline.
4. To challenge players give a time limit and see how many they can accomplish.

Section 5: Dribbling

Dribbling is a critical skill that every young basketball player must be introduced to at this age. Dribbling in the game of basketball is about control of the basketball. When you are looking to design your practice, make sure to spend enough time on this skill as it takes most children some time to be comfortable dribbling without traveling.

Stationary Dribbling

1. Before players start performing drills while moving it is important that they learn what is dribbling and how to control the ball.
2. Have all players have a ball when doing this drill.
3. Start by having all players dribbling the ball with their dominant hand.
4. Basketball should bounce no higher than child's waist or hip.
5. As players dominant hand dribbling get strong, start having your players use their off hand to dribble.
6. As players get comfortable with dribbling with both hands you can use the following ball handling drills to help with each player's progression. All drills can be used to develop dribbling skills on both hands.

Cross Over: <http://youtu.be/hhFR3EyEPoo>

Front to Back Dribble: <http://youtu.be/JjwYbZr-iHc>

In and Out Dribble: <http://youtu.be/QP9lVzM5v24>

Through the Legs: <http://youtu.be/mUhAGvGA3iM>

Behind the Back: <http://youtu.be/FQiXqe77Vyl>

Figure 8: <http://youtu.be/dfGxNOsZGC4>

Spider: <http://youtu.be/2EGaGjU0kkw>

Full Court Dribble

1. Have all players' line up under the basket with their own basketball.
2. When coach instructs have the children dribble the length of the court with a continual dribble.
3. When first introducing this drill, have the player only dribble with their dominant hand. If players are new, have players perform this drill while walking and then progress to jogging while dribbling.

4. After players are comfortable and need a challenge you can have the child dribble with opposite hand.

One on One Dribbling

1. For this drill, have the player's pair up. Each pair has 1 basketball.
2. One player from each group starts on the base line with the ball (this group is on offense). The other group lines up approximately 3 feet away and they are on defense.
3. The object of the game is for the offense to dribble the ball to the half court line.
4. The goal for the defense should be to stop the dribble of the player on offense. Stealing is not allowed at this age level so we want to teach good defensive technique during the drill.

Cone Dribbling

1. Have all players' line up under the basket with their own basketball.
2. Coach will set up the cones an equal distance apart the length of the court.
3. When coach instructs have the children weave around the cones with a continual dribble.
4. When first introducing this drill, have the player only dribble with their dominant hand.
5. After players are comfortable and need a challenge you can have the child dribble with opposite hand.
6. Variations: Remove cones and replace with a coach or defender.
7. The following drills can be utilized to help a player while they are dribbling against a defender.

Hesitation Dribble: <http://youtu.be/vZQYR2qqY1M>

Through the legs Zig Zag: <http://youtu.be/iaAitqVDWJ4>

Crossover Zig Zag: <http://youtu.be/0EdjWsDrqs>

Behind the Back Zig Zag: http://youtu.be/4pt8m_09pLk

Houston Traffic

1. Set up cones to create square.
2. Every player should have a ball and have them start dribbling inside the square.
3. If another player is in your way, you should "Beep" him/her out of your way.

4. The coach should give out tickets for crashes, if/when a player gets 3 tickets they need to step outside of the square and do 1 dribbling lap before entering the square again.
5. Coaches, for a challenge add a few "traffic cones" in the square.
6. If a player hits it, they need to stand it back up before continuing to dribble.

Dribble Tag

1. Set up cones to create square.
2. Every player should have a ball and have them start dribbling inside the square.
3. All players try to tag all other players.
4. You cannot abandon your basketball.
5. Each game lasts 1 minute long.
6. Coaches, have your players keep track of how many tags they get.
7. Play this game multiple times and challenge your players to get more tags than the time before.

Angry Birds

1. Create a medium size square with cones.
2. Select 2 players to be the angry birds. They will be the players that are "it". Once you say go, they will try to tag as many players as they can.
3. The angry birds will dribble their basketballs as they chase the players in the square. The rest of the players will also be dribbling a basketball.
4. Once you get tagged, you will "join the hunt" and become one of the angry birds.
5. The game ends once all of the players in the square has been tagged.
6. Round 1 have them tag with their hands. Round 2 have them tag with their basketball.

Red, Yellow, Green, Blue Light

1. This game will help dribbling, coordination and listening skills.
2. Each player has their own ball and dribbles around the court maintaining ball control and remembering to keep their head up.
3. The coach then calls out a command ("Red Light", "Green Light", "Yellow Light", or "Purple Light") and the players should react accordingly.
4. **Red Light** – means stop. The players dribble the ball while standing in one place.
5. **Green Light** – means go. The players move quickly around the court while dribbling the ball; but in control.

6. **Yellow Light** – means slow down. The players move slowly with the ball.
7. **Blue Light** – means stop dribbling the ball, place the ball on the ground, then after the ball has stopped, the players run around the ball in a circle.

Dribble Relay

1. To start this drill split your team into at least two lines.
2. The first players in each line will have a basketball.
3. On the whistle, each team will start the relay.
4. The first player dribbles up and down the court as quickly as possible. (Dribble up with right hand, down with left hand)
5. When 1st player reaches the 2nd player in line, the 2nd player will take the basketball and dribble as the first player did.
6. The relay will end when all players in line have dribbled the ball up and down the court.

Section 6: Passing

Passing helps teams move the ball around the court so that everyone on the floor gets involved. When thinking about passing drills for your team make sure players understand that without each other getting the ball to the goal will be that more challenging.

Circle Passing

1. This is a great drill for the first 2 practices of the season. Have everyone stand in a circle and start out with 1 basketball.
2. As the players pass the ball to one of their teammates, they must say the other person's name. This will help them learn their teammate's names.
3. Coaches, to increase difficulty you can add additional basketballs and/or have them back up creating a larger circle.

Partner Pass

1. Have the player's pair up with a partner. The pairs should line up approximately 3-5 feet apart from each other (depending on skill level).
2. Have the player's facing each other in order for this drill to be effective.
3. It is important to emphasize good passing fundamentals as the player should not pass the ball to their teammate without them looking.
4. Passes will consist of the following (chest pass, bounce pass, overhead pass).

Pass run pass

1. For this drill have your team pair off with one basketball per pair.
2. Coach will need to set up cones at the free throw lines and half court.
3. One player will start with the ball on the baseline and their partner will start at the closest free throw line to them.
4. On the coach's command, the player with the ball will make the appropriate pass to their partner.
5. Once the player has passed the ball they will run to half court to receive a pass from their partner.
6. Player 2 will pass the ball and run to the opposite free throw line and receive a pass from Player 1.

7. Player 1 will pass to player 2 and the drill will continue up and down the court until coach stops the drill.

50 passes

1. Divide your team into 2 equal teams
2. Each team will need 1 ball to play this game.
3. On the coaches command, the teams will begin passing the ball to each player on the team.
4. The first team to complete 50 passes win.
5. Only rules to this game is as follows:
 - a. Only chest or bounce passes are allowed
 - b. A player cannot receive a pass again until every teammate has received a pass.
 - c. Teams must count out every pass completed for passes to count.

Hot Hands

1. For this drill you will need to split your team into two teams.
2. Each team will need 1 ball to start the drill.
3. During this drill, there is no dribbling allowed at any time.
4. When the coach starts the drill, the player that has the ball to begin only has two steps that they have to count out before they cannot step again.
5. After two steps, the player has to pass the ball to one of their teammates.
6. If a player takes more than two steps the player will be eliminated from the drill.
7. The drill will continue until there is one player left on the team or the coach stops the drill.

Section 7: Shooting

Shooting fundamentals are key when practicing drills in practice. Start off ensuring that you teach all players proper technique so that they have a strong foundation to begin with. Please refer to the video attached as you will learn proper shooting techniques and drills to work on proper form. [https://youtu.be/ GAt9jNsmuE](https://youtu.be/GAt9jNsmuE)

Jump Shooting

1. Divide your team into 2 groups. Each group lines up in a straight line at half court and the first person in each group has a ball.
2. At the coach's command, the first person in each group dribbles down court towards the basket stops at the cone and shoots a jump shot.
3. After making the shot (or after 2 attempts at making a shot) the players rebound their basketball and dribble back to half court, passing the ball to the next person in line.
4. The next players in line then repeat the drill, until all have had a turn.

Layup Drill

1. Split the team into two lines. One on the right side at half court and one on the left side. Give each line one ball.
2. The person at the front of the line will sprint down the right side of the court, dribbling the basketball and attempt a fast break lay-up.
3. After attempting the lay-up, the shooter grabs their own rebound, takes two dribbles in the other direction and throws a baseball pass to the next person standing in the opposite line.
4. This person catches the ball, sprints down the right side dribbling, and attempts a lay-up. They then pass the ball to the next person in the opposite line, and so on.
5. Both lines are to work as a team and count how many lay ups are made.

1 on 1

1. Divide the group into four lines that stand at half court. Two on the right side and two on the left side.
2. The inside lines on the right and left sides of the court have one ball each. The first person in the inside line passes the ball to the first person in the outside line, who then dribbles the ball down the right side and attempts a lay-up.
3. After releasing the ball, the passer must sprint to catch the person trying to attempt the lay-up and apply pressure on the player.
4. After the lay-up is attempted, the two players now run to the two lines on the other side of the court and switch sides.

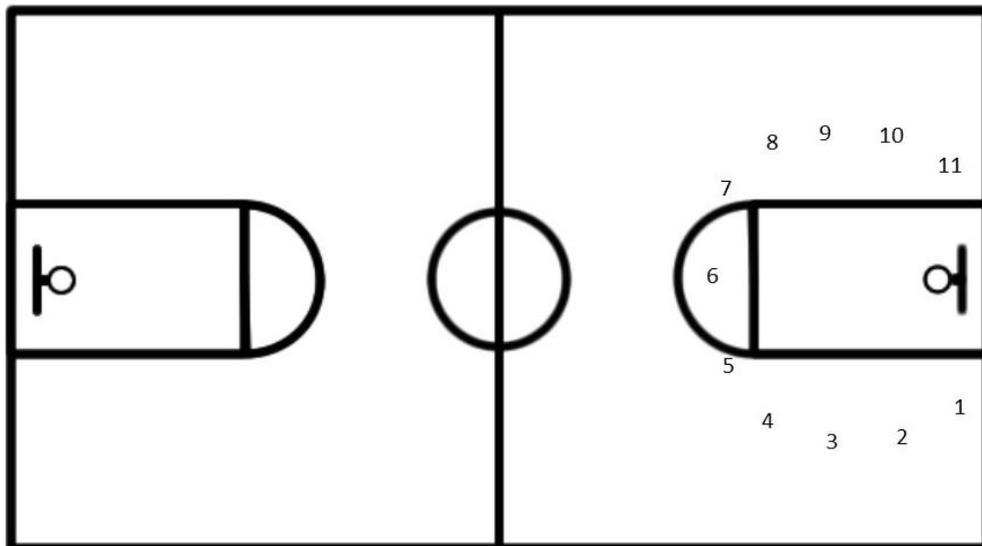
Knockout

1. Line your players up at the free throw line in single file. Give the first two players in the line a basketball.
2. On your whistle, the first player in line will shoot a free throw. If they make it, they will retrieve the ball and pass it to the next person in line without a basketball. If they miss, they must retrieve the ball and make a lay-up.
3. The next player in line is allowed to shoot a free throw as soon as the previous player's ball hits the rim or goes through the net. If the previous player misses, the next player is attempting to make a free throw (or rebound shot) before that player makes their rebound shot. Avoid rushing too much to prevent ruining your shooting mechanics.
4. If the scenario in step 3 occurs, the previous player has to sit out for the rest of the drill.
5. This process continues until only one player remains.

Around the World

1. For this drill, each player must make a number of shots at various locations around the key (the skill level of your players will determine the distance the players are from the key).
2. Players start from location #1 and when they make the shot go to location # 2. Players continue around the key until they finish at location #11.

Around the World



Pay the Cost

1. Coach will pick a spot on the court for all players to shoot from
2. Each player has 10 shots each from the designated spot

3. Players will do a push up for every shot they miss out of the 10

10 points in a minute

1. You put 1 minute on the clock.
2. The ball begins at half court with the one player.
3. At the sound of your whistle, the ball is in play and the clock is started.
4. The entire 5-man unit has 1:00 to score 10 points
5. Rules to the game
 - All 5 players must score 1 basket (5 players x 2 pts. each = 10pts.)
 - No 1 player can score more than 1 basket. After a basket is scored, the ball is kicked out to the top of the key and the drill is continued.
 - If the team does not score 10 points in 1 minute, the entire team runs a full-court sprint.

Shootout

1. Divide into three groups, if uneven number of players, have one player shoot twice.
2. Designate three shooting spots.
3. On the whistle, the first player from each group attempts one shot.
4. Player will get own rebound (make or miss) and pass to the next player in line.
5. Each basket is one point and the first team to ten points wins.
6. To challenge teams rotate groups to each shooting location.
7. Losing groups will run sprints or whatever coach deems appropriate.

Shoot Till You Make It Relay

1. Separate players into two or three teams with the skill and ability levels equally divided.
2. Each team is to line up on the same baseline of the court. The first player in line for each team has a ball.
3. On the whistle, the first players from each team are to begin dribbling towards the other end of the court as fast as they can.
4. When they get to the other end, they are to take a shot at the elbow area of the court and retrieve their own rebounds. If they missed the first shot, they keep shooting close to the hoop until a shot is made.

5. When a player makes the shot, he then retrieves his rebound and dribbles as fast as he can back to his teammates, handing the ball off to the next player in line, who then executes the same routine.
6. The team that finishes in the fastest time is the winner.

Section 8: Defense/Offensive Drills

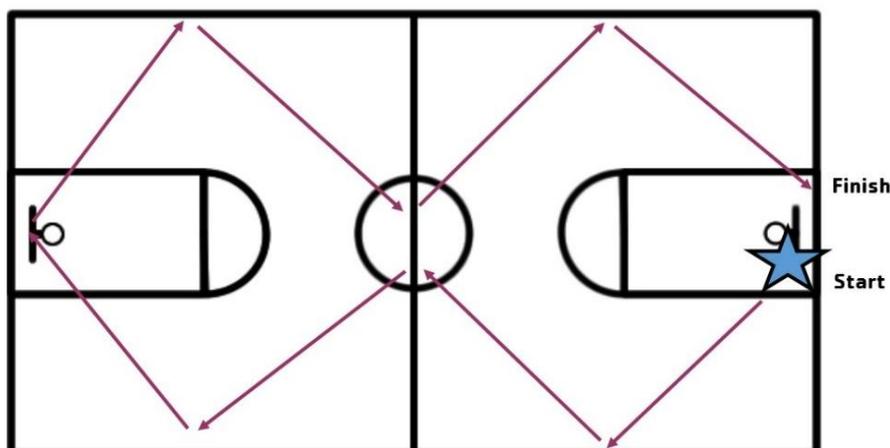
Defense is an easy skill to teach but needs emphasis during these ages as the players tend to start playing more aggressive during games. Good defense is played by moving your feet with hands up or out, while keeping your offensive player in front of you. As a coach it is important to show how this works without fouling.

- **Please see attached link for further instruction** <https://youtu.be/VjSQrCxApQ>

Defense Zig Zag Shuffle

1. This drill will help teach your players how to maintain the proper defensive stance and how to properly move from one part of the court to the other.
 2. Divide your team into 2 groups. Each group starts a corner of the court.
 3. The first players from each group assume a good defensive stance (feet slightly more than shoulder length apart, knees bent, back straight, arms up and out).
- **Similar set up as zig zag running.**

Zig Zag Run



Box-Out Drill

1. For this drill there are 5 defenders and 5 offensive players (or equal team sizes).
2. The players on defense start off by "guarding" the players on offense. The players on offense move around the court.
3. When the coach shouts "shot", the players on defense must find the player that they are guarding and box that player out, putting them in good position to rebound the ball. The offense should attempt not to be boxed-out and be in a position to rebound the ball.
4. After a few practices have the teams switch places (defense is now offense). As the players get comfortable with the fundamentals of boxing out, the coach should then begin to shoot a basketball and have the players actually get the rebound.

2-on-1 Deny the Pass

1. This drill focuses on learning how to deny the pass to a perimeter player.
2. It works best with at least 3 players - 2 on offense and one on defense. One offensive player starts at the top of the key with the ball. The second offensive player starts out on the wing about the free throw lane line extended.
3. The defender starts out in a good deny position on the wing player without the ball. The wing player without the ball tries to get open using basketball cuts.
4. The defender reacts by moving with the player to take away the passing lane. If the offense receives the pass, the players go live 1-on-1.

*** Please see attached link for further instruction https://youtu.be/3_ekyCLTtn4**

4 Corners

1. The 4 cones defensive basketball drill is going to work on closing out, defensive slides, back pedaling, and opening up the hips when turning to change directions.
2. During the course of a game a player is going to have to go from doing one motion like back pedaling or closing out, into another completely different motion, and the quicker and more efficient they can change actions, the better.

- **Similar set up as zig zag running.**

Challenge Drill

1. This is a great drill to do that is fun and improves player's fundamentals on defense. Usually scoring in scrimmages is dictated by the offense.
2. In this drill however, the defense dictates the score as only they can rack up points. Split your team up and have players play 3v3, 4v4 or 5v5.
3. Defenses can score points either by getting a rebound or forcing a turnover.
4. If the defense gets the stop they stay on defense and can continue to score. If the offense scores a basket then the teams switch and they go on defense where they can earn points.
5. Play to 5 points the first round to see how your team is doing.

- If one group is struggling on defense then stop the drill and coach the defense reminding them of good techniques.

Practice Sample Week 1

<i>Warm up & Conditioning</i>	<ol style="list-style-type: none"> Introduction Stretching Zig Zag Run Line Jumps 	10 minutes
Water Break		
<i>Dribbling Drills</i>	<ol style="list-style-type: none"> Stationary Dribbling Full court Dribbling 1 on 1 Dribbling 	15 Minutes
Water Break		
<i>Passing Drills</i>	<ol style="list-style-type: none"> Partner Passing Pass Run Pass Hot Hands 	15 minutes
Water Break		
<i>Wrap up /Game</i>	<ol style="list-style-type: none"> Knockout Horses 	20 minutes

Practice Sample Week 2

<i>Warm up & Conditioning</i>	<ol style="list-style-type: none">1. Stretching2. 4 laps around the gym3. Box Run Relay	10 minutes
	Water Break	
<i>Shooting Drills</i>	<ol style="list-style-type: none">4. Layup drill5. Form Shooting	15 Minutes
	Water Break	
<i>Defensive Drills</i>	<ol style="list-style-type: none">6. Defense Zig Zag Shuffle	15 minutes
	Water Break	

<i>Wrap up /Game</i>	7. Challenge Drill	20 minutes
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Practice Sample Week 3

<i>Warm up & Conditioning</i>	<ol style="list-style-type: none"> 1. Stretching 2. 20 Wall Taps 3. Stuck in the Mud 	10 minutes
	Water Break	
<i>Dribbling Drills</i>	<ol style="list-style-type: none"> 4. Stationary Dribbling 5. Cone Dribbling 6. 1 on 1 Dribbling 	15 Minutes
	Water Break	
<i>Defensive Drills</i>	<ol style="list-style-type: none"> 7. Box out Drill 8. Defense Zig -Zag 	15 minutes

	Water Break	
<i>Wrap up /Game</i>	9. Scrimmage	20 minutes

Practice Sample Week 4

<i>Warm up & Conditioning</i>	<ol style="list-style-type: none"> 1. Stretching 2. 10 jumping jack/10 pushups/ 10 sit ups 3. Lane Shuffle 	10 minutes
	Water Break	
<i>Shooting Drills</i>	<ol style="list-style-type: none"> 4. Lay Ups 5. Pay the Cost 	15 Minutes
	Water Break	
<i>Passing Drills</i>	<ol style="list-style-type: none"> 6. Pass Run Pass 7. 50 passes 	15 minutes

	Water Break	
<i>Wrap up /Game</i>	<ul style="list-style-type: none"> 8. Dribble Knockout 9. Horses 	20 minutes

Practice Sample Week 5

<i>Warm up & Conditioning</i>	<ul style="list-style-type: none"> 1. Stretching 2. Stuck in the Mud 	10 minutes
	Water Break	
<i>Dribbling Drills</i>	<ul style="list-style-type: none"> 3. Stationary Dribbling 4. Angry Birds 	15 Minutes
	Water Break	
<i>Passing Drills</i>	<ul style="list-style-type: none"> 5. Partner Passing 6. Hot Hands 	15 minutes

	Water Break	
<i>Wrap up /Game</i>	7. 10 minute Scrimmage 8. Angry Birds	20 minutes

Practice Sample Week 6

<i>Warm up & Conditioning</i>	1. Stretching 2. Wrap Ball Rotation Drill	10 minutes
	Water Break	
<i>Defensive Drills</i>	3. 4 corners 4. 2 on 1 Deny the Pass	15 Minutes
	Water Break	
<i>Shooting Drills</i>	5. Around the World 6. 10 points in 1 minute	15 minutes

	Water Break	
<i>Wrap up /Game</i>	<ul style="list-style-type: none"> 7. Knockout 8. Horses 	20 minutes

Practice Sample Week 7

<i>Warm up & Conditioning</i>	<ul style="list-style-type: none"> 1. Stretching 2. Zig Zag Run 3. Line Jumps 	10 minutes
	Water Break	
<i>Dribbling Drills</i>	<ul style="list-style-type: none"> 4. Stationary Dribbling 5. Dribble Tag 6. Dribble Relay 	15 Minutes
	Water Break	

<i>Shooting Drills</i>	<ol style="list-style-type: none"> 7. Shoot Till you Make It 8. 10 Points in a Minute 	15 minutes
Water Break		
<i>Wrap up /Game</i>	<ol style="list-style-type: none"> 9. Red Light, Green Light 10. Dribble Knockout 	20 minutes

Practice Sample Week 8

<i>Warm up & Conditioning</i>	<ol style="list-style-type: none"> 1. Stretching 2. 10 jumping jack/10 pushups/ 10 sit ups 3. Lane Shuffle 	10 minutes
Water Break		
<i>Defensive Drills</i>	<ol style="list-style-type: none"> 4. Box Out 5. 4 Corners 	15 Minutes

	Water Break	
<i>Passing Drills</i>	6. Hot Hands	15 minutes
	Water Break	
<i>Wrap up /Game</i>	7. Shootout 8. Scrimmage	20 minutes

Practice Sample Week 9

<i>Warm up & Conditioning</i>	1. Stretching 2. 20 Wall Taps 3. 4 step drill	10 minutes
	Water Break	
<i>Dribbling Drills</i>	4. Cone Dribbling 5. Full court Dribbling 6. Red, Yellow, Green, Blue Light	15 Minutes
	Water Break	

<i>Shooting Drills</i>	7. Layup Drill 8. 1 on 1	15 minutes
Water Break		
<i>Wrap up /Game</i>	9. Dribble Relay 10. Shootout	20 minutes

Practice Sample Week 10

<i>Warm up & Conditioning</i>	1. Stretching 2. 4 laps around the gym 3. Box Run Relay	10 minutes
Water Break		
<i>Dribbling Drills</i>	4. Stationary Dribbling 5. Cone Dribbling	15 Minutes
Water Break		

<i>Defensive Drills</i>	6. 2 on 1 Deny the Pass	15 minutes
Water Break		
<i>Wrap up /Game</i>	7. 10 minute Scrimmage 8. Challenge Drill	20 minutes