

2019 CEV COACHES CONVENTION

WE ARE ONE VOLLEYBALL TEAM

















From the educational game to Volleyball.

HOW TO INTRODUCE VOLLEYBALL TO BEGINNERS HOW TO MAKE TRANSITION FROM MODIFIED VOLLEYBALL GAME TO REGULAR VOLLEYBALL

















4 type of activities



Volley S3

Type of game that starts with a service

Spikeball

Type of game that starts with a spike

Starter games

- Educational games and games to teach spikeball
 - Games to build the motor skills and the confidence with the ball

Games for technical movement training

Orientation of the game towards the teaching of Volleyball techniques

Volley S3 Red





SpikeBall Red





Aspects that limit the expressiveness of the child



The ball that arrives

- Initial fear for the impact with the ball
- Confidence with the ball

Ball distance

- The movement towards the ball
- The advance of the trajectory of the ball

The postponement in the opposite playing field

- The ball over the net
- The ball in the free space of the opposite playing field
- The difficulty of the combined movement













The chance to block the ball



- It allows you to stabilize the relationship with the trajectory of the ball
 - From the attempt to grab the ball to the game that imitate volleyball (rebound)
- It let you to relate to the ball (optical analyst)
 - o «the child under the ball»: aspect related to the development of the dribble
 - «the child over the ball»: aspect related to the development of the bather
- It allows you to organize your movement in the space
 - From the movement towards the falling ball to the advance compared to the ball
- It allows you to organize the individual competence spaces
 - From the management of your own space to the cooperation to spike

Volley S3 – white level





Volley S3 – green level A





Volley S3 – green level B





Complementary games



- Grow children's motor skills
 - Instinctive laterality / amplitude of the movement / confidence with the ground
- Increase the dynamics of motor games
 - Speed of segmentary movement / situational reactivity
- Increase the confidence and the control of the ball
 - hands ball / foot hands ball / shift hands ball
- Facilitate the organization of your own action space
 - Individual competence spaces and organization of the competences
- Improve cooperation
 - The step to improve the effectiveness of the action

Organizing the way to play



The game 1 vs 1

- Useful in the adjustment to the ball that arrives
- Useful to obtain the point while returning the ball in the opposite Volleyball field

The game 2 vs 2

- Useful to teach the cooperation to be more effective
- Useful to finalize the game action to attack shots

The game 3 vs 3

- Useful to introduce the concepts of block and dig (limiting the opponent's spike)
- Useful to teach the situational advances of Volleyball
- Useful to teach team values

Volley S3 – 2vs2





SpikeBall green – 2vs2





SpikeBall red - 2vs2







Methodological concepts



Didactic steps/ Learning stages

- Each step can be understood as a single workout
- Each step can be understood as a didactic unit (program organized in a variable number of training sessions)

Every educational step includes

- **Technical goal** tool to play / how to win the point
- Organization of the game Rules / Players / Skills
- Educational purposes of the game
 - Purposes related to learning and correction the movement
 - Purposes related to organization and cooperation during the game
- Expressions of tactical thinking Observe and Understand / Choose and anticipate

Methodological concepts



Each educational step based on an element of the game

- The child and the ball in the game space
 - Recover the ball / Bounce the ball on your body
 - 1 touch ball games
 - games 1vs1
 - Tactical thinking
 - To anticipate the intentions of the opponents / Put in trouble the opponents (trajectories of the ball)

The ball and the net

- The ball that passes over the net gives more time to move/ Anticipate the ball
- 1 touch ball games / 2 touch ball games
- Games 1vs1 2vs2
- Tactical thinking
 - To anticipate the ball / To limit the opponent's spike / Take the opportunity to have the best condition to spike

Methodological concepts



Each educational step based on a technical element of the game

The ball and the opponent players

- Free spaces in opponent's volleyball fields / how to attack the opponent's volleyball fields
- 2 touch ball games / 3 touch ball games
- Games 2vs2 3vs3
- Tactical thinking
 - To build the attack action / Put in trouble the opponents (spaces and speed of the ball)

The Child and the Teammates

- The postponement in the opponent's volleyball fields / the transition of the ball to the teammate
- 2 touch ball games / 3 touch ball games
- Games 2vs2 3vs3 4vs4
- Tactical thinking
 - Don't attack makes the opponent's game easier / Unpredictability and anticipation of the game



From Volley S3 to Volleyball



Problems in transition to regular Volleyball:

- The game space / the increase of individual space
 - Ball recovery and dig
 - Needs for technical movements and ability to control the ball
 - Need for executive safety and personality
 - To limit the strength of the opponent's attack and the block
 - Need for organization of the team if the ball is played by opponent's team

Number of Players

- The roles and the way of the specialization in the role
 - Awareness of the strength and of the individual points of weakness / Wishes
 - Movement teaching / technical teaching / Game teaching
 - Need for the organization of the team to attack in the opponent's volleyball fields

From Volley S3 to Volleyball



Problems in transition to regular Volleyball:

- The organization of individual competences
 - Tactical systems
 - The organization of the reception and attack system
 - The organization of the block and dig system
 - The organization of the dig and rebuilding system
 - The organization of the recovery of the suffered block

The communication

- Responsibilities (intervention in the moment of the set– in the team)
- Personality and leadership



Thank you for your attention!

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