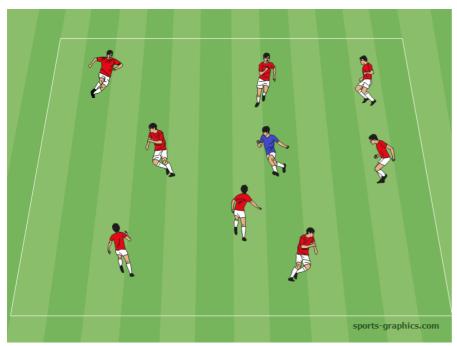


## Warm Up

# **Dynamic Movement**



Create a 20x20 playing area or modify depending on the number of players.
All players start inside the area.
Allocate a bib to one player who becomes the Swamp Zombie.

Players run around the area escaping the Zombie.

The Swamp Zombie attempts to tag players causing them to get stuck in the mud.

If tagged the player must stay in one place, with their legs apart.

The other players can free a tagged player by crawling through their legs.

After a minute or two, nominate a new Swamp Zombie and the game restarts.

#### VARIATIONS AND PROGRESSIONS

Each practice can be varied to adapt to the needs of players. Simple changes can increase or decrease the challenge. Examples such as changing the rules, the size of the area, overloading the advantage of one team, varying the focus, or setting team challenges will keep players motivated and all attribute to good coaching methodology.





#### LEARNING OUTCOMES

The importance of warming up correctly and getting into good habits to prepare body and mind for performing well.

### **KEY FACTORS**

- Ensure drinks are taken regularly throughout the warm up phase
- Good communication
- Increase intensity
- Monitor performance of players first touch, movement and general body language/focus
- Start gradually

## **FOCUS AREAS**

- All athletes need to warm up before participating in practices and games.
- Allow players to hydrate to maintain efficiency levels.
- Can be done with or without the ball.
- Increase intensity to raise heart rate and muscle temperature.
- Should always be progressive.
- Warm ups should be fun and realistic/relevant to the main session when possible.

