

Tactical Identity – Game Models

1. Get your players to learn/buy into/participate and even contribute during training sessions.

The aim should be at the beginning of the season to have very clear moments, usually 6 weeks, in which tactical developments take place, create a tactical evolution plan, too much too soon can create confusion, and people don't learn that way.

2. The players should be able to clearly explain what each tactical development looks like with players given tasks in order to show they understand not only their job but their teammates, this creates a collective identity.
3. Players should be challenged regularly to explain in the training session to their teammates., I usually select 3 players each week who have the responsibility of taking two minutes with the head coach beforehand, communicating, and understanding.

1. Players should be able to debate, discuss, argue and eventually agree with your tactical discipline. It should be an open dialogue, an open conversation. Freeze them out and they won't understand, they will resent the instructions.

2. This is much more complex but the point is to get the players to be involved and help the coach in explaining, why? If they own it, breathe it and teach it. They are instantly actively learning. You just got yourself players who will run through walls for you.

3. Set the player external tasks such as sending them the videos before analysis sessions. Let them start to analyse themselves beforehand and watch them become involved in the process. Image

4. Print slides of different actions, give them to the

players for just 5 minutes before analysing session, ask them to correct the structure/positioning of the team. You'll see debate, conversation, cross-learning, realisation, reflection and PROflection.

5. In friendly games, create personalities by giving them the power to make suggestions/changes. See if they understand/are at the tactical evolution point you set pre-season. Give them the chance to own it.
6. Use feedback in sessions to ask players questions, probe them, to regulate learning, and ask them how other players could improve, not just themselves. Quick/sharp feedback. Don't overtalk.