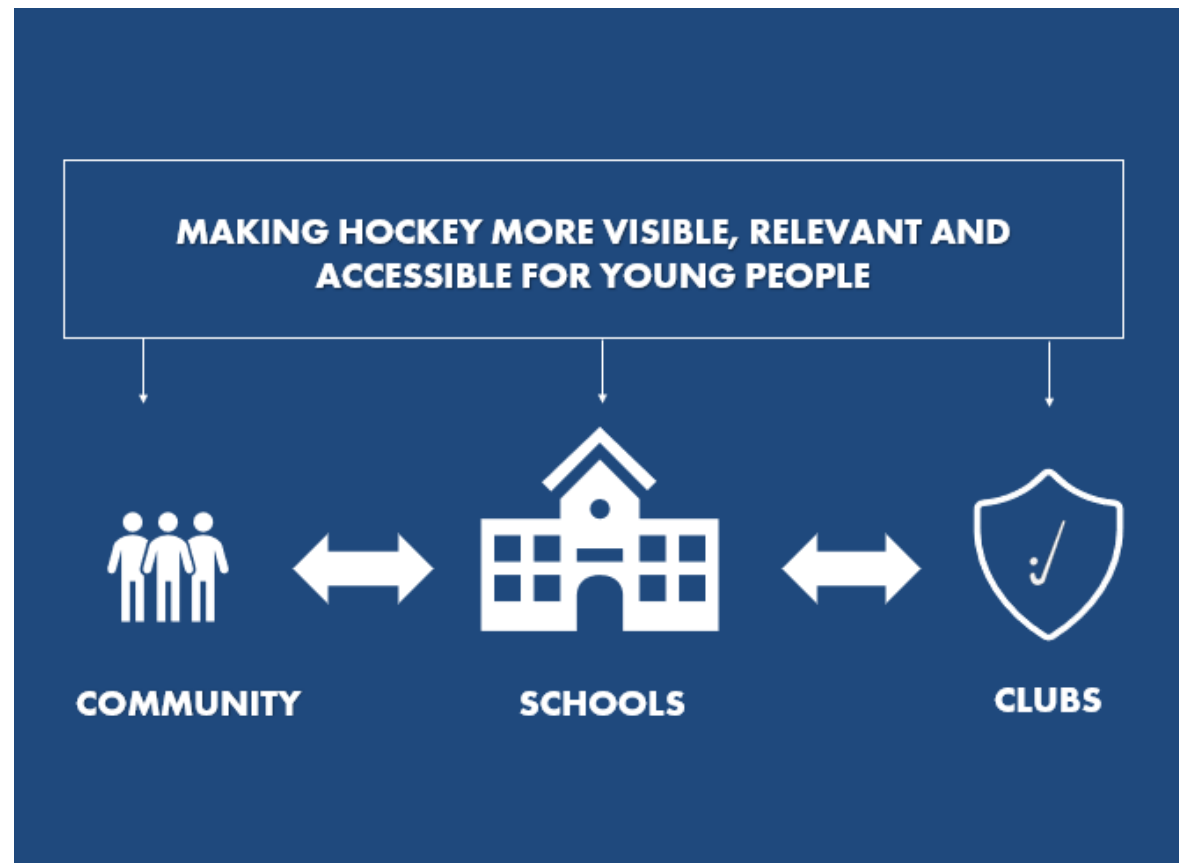


# ENGLAND HOCKEY – YOUNG PEOPLE PILOT



# UNDERSTANDING CHALLENGES



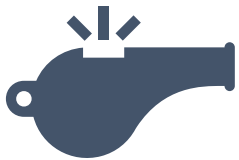
Complicated



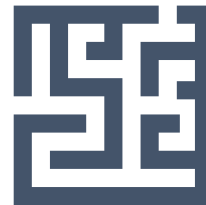
Lack of workforce



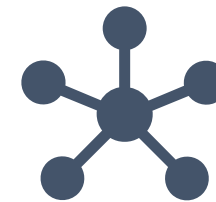
Dangerous



Confidence to deliver



Online materials / resources



Inconsistency / non-alignment

# SKILL STATION DEVELOPMENT

**Rapid Fire** PRIMARY



**How to play**

- Create two even teams and position players along each side of the playing area. Create two goals and a ball zone at each end of the playing area.
- Number players from both teams (number one from both teams should be nearest to their ball zone), so the two number ones should be at the opposite ends of the pitch.
- Organiser calls a number and the players from each team with that number run to their ball zone, dribble to the shooting area and then shoot at goal. They then retrieve their ball and return it to the ball zone, and another number is called.

**Scoring**  
Points awarded for the total of combined goals scored within the allotted time (e.g. two minutes).

**Safety**

- Encourage players to keep looking up to ensure that they don't bump into each other.

**Equipment required**

- Four cones, or Eight if using for goals
- 12 Large Quicksticks balls
- Hockey stick per player

**Space required**

- Adaptable but approximately square 10m per side.

**Estimated set-up time**

- 2 minutes.

**Difficulty level**

● ● ○

**How to make it easier**

- Make the pitch smaller
- Move the shooting area closer
- Walk through the pitch
- Make the goals bigger

**How to make it harder**

- Make the pitch larger
- Introduce a time limit to score
- Make the goals smaller
- Add cones in the middle of the goal as a goal keeper - if the shot hits cones, the ball is saved
- If the shot hits the cones, the ball is saved

**Spirit of the Games**

- What are some ways you can practice determination?
- What does it mean to try your best in hockey?
- How do you feel when you achieve a goal that you worked hard for and believed you could reach?
- How does self-belief help you overcome challenges?

ENGLAND HOCKEY SCHOOL GAMES



Challenge 1 x6-8 Players Helper 1	Challenge 2 x6-8 Players Helper 2	Challenge 3 x6-8 Players Helper 5	Challenge 4 x6-8 Players Helper 6
Challenge 8 x6-8 Players Helper 3	Challenge 7 x6-8 Players Helper 4	Challenge 6 x6-8 Players Helper 7	Challenge 5 x6-8 Players Helper 8



Young Leaders  
Course



Scheme of Work



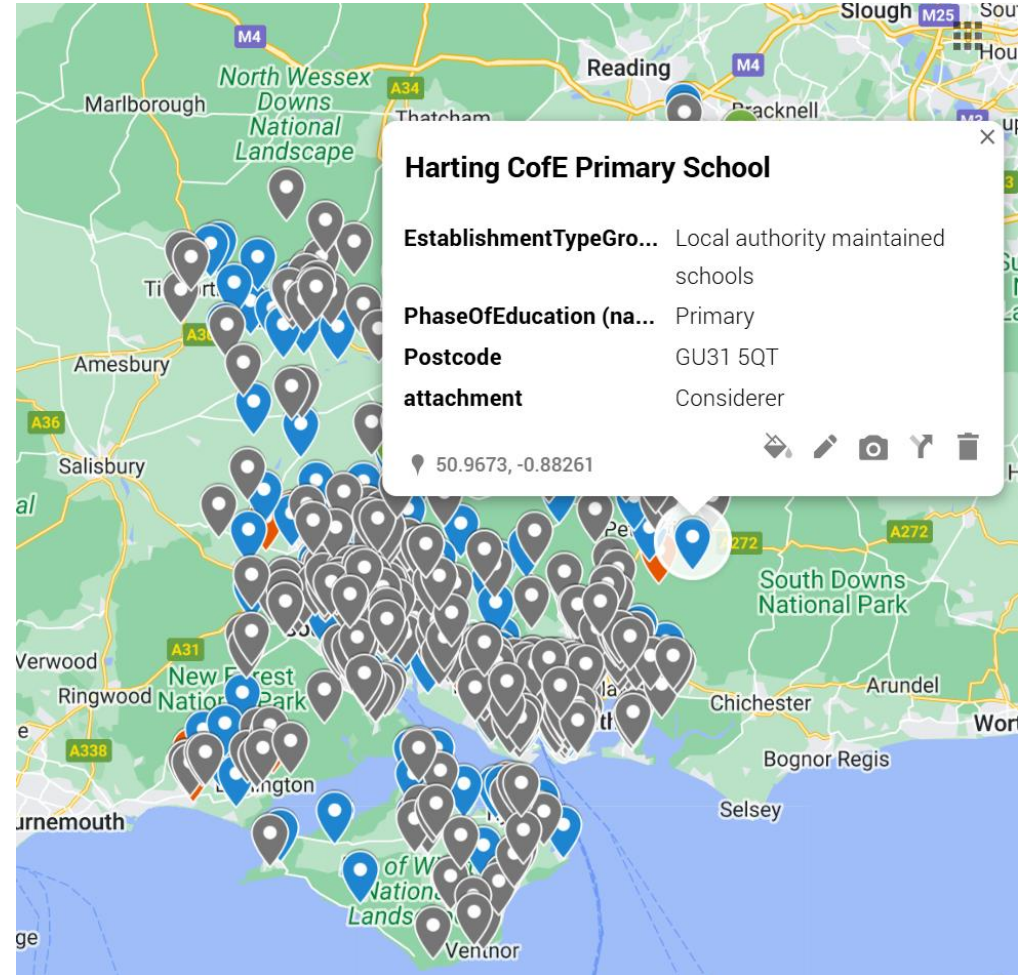
Delivery content



Primary Teacher  
Training

# SCHOOLS DATA: ENGAGEMENT AND ATTACHMENT

- School Games activity
- Participation in local events
- Purchases through our online store
- Teacher registered on 'Hockey Hub'
- Engagement with school comms
- Known club / school links



# 2025 PLANS

- Create a clear playing offer for all 5-11-year-olds in clubs, communities and schools.
- Gather more data to understand the landscape
- Support more School Games Organisers to deliver hockey skill station festivals
- Work more with clubs to support school delivery and establish club / school links
- Keep gathering insight and feedback to fine-tune and evolve the offer.

