

## **“Teaching and training the WHEN”**

Skill = technique under pressure

- I. Defining Integral Basketball Decisions
  - A. Get specific
  - B. Draw Connections
  - C. Choose Wisely  
(Thinking is the hardest work there is)
  
- II. Designing Environments
  - A. Competitive Metrics
  - B. Creative Questioning
  - C. Manufacturing distractions  
(Figure out what to pay attention to and what to ignore)
  
- III. Developing Drills
  - A. Small Games
  - B. Guided offense and defense
  - C. Constraints  
(Massive reps for cognitive recognition)