### Using Mini Games as a Teaching Tool Tom Hilbert, Colorado State University

Many coaches today have varying opinions when it comes to controlled high repetition training and teaching vs. Random or game like training. We believe there is a place for both methods. In addition, through the use of "mini-games" you can make the transition from repetitive skill training to random skill execution. Games that incorporate repeated skill execution but add visual cues, adjustments and reaction in an unpredictable environment.

We will demonstrate a few examples of games that can help you as a teaching tool for the skills indicated. <u>Use these if you like them but your challenge as a coach is to create mini games that</u> work in your gym for the skills you need to teach.

Pepper games	<b>Teaching Focus</b>
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2 on 2 Narrow court co-op Ball control on all three contacts

Three on three crosscourt. Arm swing, lineup and defensive reading skills

Two hit pepper Arm swing, lineup, out of system hitting

**Competitive games** 

2 on 2 Tipping warm up

How to tip deceptively and tactically

22-20 Serve and receive drill Serving / passing in a high risk environment

High hands pepper Hitter vision, arm swing, tactical attacking

Four on three crosscourt game (7 B4 3) Hitter vision, arm swing, tactical attacking

Middle vs. Middle Middle attacking in transition

Tipples Work on tactical tipping, reading and defense

Dump drill Preparing for and training a setter to dump

Burn Tactical play, balance, movement and reaction

Drill name: Two on Two Narrow court	
<b>Objective</b> : A co-operative drill to work on Ball control on all three contacts.	
<b>Drill initiation and directions</b> : Coach or player initiates balls from the side of the court. There are two players per side on a narrow court divided by an antennae or a pool noodle. Players have three contacts (or less) with the objective of keeping the ball in play with their opponent for as long as possible. Players should try to pass set and control top spin the ball to opposing side. Blocker can add a block for a visual if you so desire.	
Scoring: This drill is cooperative and is usually not scored. You could count the number of successful exchanges and have sides compete against other sides. Teams could also be allowed to hit full after four or six successful exchanges	
Variations: The tipping warm up is played the same way only players tip rather than top spin the ball. This requires the setters to block to simulate the height needed on a tip. This can also be turned into a competitive game where the attackers vary the tips in order to fool the opposing defender.	

Drill name: Two hit pepper	
<b>Objective</b> : To work on Body lineup, arm swing, vision, tactical thinking, defense, reading and reacting.	
<b>Drill initiation and directions</b> : Coach or player initiates balls from the side of the court. Two or three players per side in fixed positions. Players have two contacts (or less) to kill the ball on the other side. This game forces players to get good body position behind the ball. It also forces diggers to control the first pass to different zones. Players must also be aware of where their teammates are	
<b>Scoring</b> : This drill is actually good as a cooperative pepper drill or a competitive drill. This drill can be played as individual games on every ball or you can do rally score mini games to five or seven points.	
Variations: You can add rotating every contact however this is a really good drill to isolate positions. You can initiate with tougher balls. You can allow the same player to hit it twice in a row. This allows players to set themselves. This is a great variation.	

Drill name: 22-20 Submitted By: Objective: To teach Servers and passers the risk reward you need at the end of a rally score game.	<u>.</u>
<b>Drill initiation and directions</b> : Two evenly talented groups of three play each other. The serving team is behind 22-20. The serving team alternates servers and tries to disrupt the passing team. Once the game is over the two teams switch sides and the servers are now the passers and the passers are now the servers	
Scoring: The serving team gets a point for any pass that is not deemed a "3" pass by the target. The passing team gets a point for any "3" pass or a missed serve. A target person, who must be neutral, determines the scores.	
Variations: Adjust the score to match the relative talent of the servers and passers, but still keeping this as a "Game end" situation.	

Drill name: Middle vs Middle	
<b>Objective</b> : Setters forced to work with middles especially in transition	
<b>Drill initiation and directions</b> : Coach or player initiates two balls from alternating sides. Three back court player's one setter and one middle on each side. The setters are instructed to set middle at every opportunity. If it's not there they can set one of the three defenders from the back row. The middles continue to face each other in the drill until one team wins.	
<b>Scoring</b> : A middle kill is two points everything else (block error etc.) is one point	
Variations: You can shorten the games if the players are not in good shape. This is a very physically difficult drill the better the players get. You can initiate with free balls down balls or a serve and a free ball.	

Drill name: Tipples	
<b>Objective</b> : To work on vision, tactical thinking, defense, reading and reacting and, of course, tip control.	
<b>Drill initiation and directions</b> : Coach or player initiates balls from the side of the court. Three or four players per side in fixed positions. Players have three contacts (or less) to kill the ball on the other side. They may only play the ball with an open hand tip or passing from the ground. They may not leave their feet to jump unless they are tipping or blocking. Full blocking is allowed and is encouraged to make the tipping real.	
<b>Scoring</b> : This drill can be played as individual games on every ball or you can do rally score mini games to five or seven points.	
Variations: You can add rotating every contact however this is a really good drill to isolate positions. You can add overhand attacking from a standing position or allow roll shots. These tend to be harder to control though. You can initiate with tougher balls.	

Drill name: Dump drill	
Objective: To practice and prepare for dumping setter	
Drill initiation and directions: Coach or player initiates free ball from alternating sides. Three back court player's one setter and one outside hitter on each side. The setters are instructed to either dump or set outside. They should dump often so defenders see it and have to decide when to drop from base to perimeter.  Scoring: a successful dump is two points everything else is one point. Play to 15	
Variations: You can instruct setters to use certain shots to prepare. You can also add a middle attacker who hits quick's and slides.	

Drill name: Burn	
<b>Objective</b> : To work on vision, tactical thinking and is also a great defensive drill for reading and reacting	
<b>Drill initiation and directions</b> : Coach or player initiates balls from the side of the court. Three players per side. Players have three contacts (or less) to kill the ball on the other side. They may only play the ball with an underhand pass or a set. They may not leave their feet to jump at any time. The players must rotate every time they send the ball to the other side.	
<b>Scoring</b> : This drill can be played as individual games on every ball or you can do rally score mini games to five or seven points.	
Variations: You can eliminate the rotations for novice players. You can add overhand attacking from a standing position. You can initiate with tougher balls. There are many other variations.	