



EDUCATION PROJECT

Deliverable 5 D3.1 Project Training Programme

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FIGH – Federazione Italiana Giuoco Handball

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Introduction

The Handball International Education Project (HIEP) represents a significant effort to modernise and standardise handball coaching across Europe, ensuring the sport's growth and inclusivity, particularly among young people and underrepresented groups. The project is designed to overcome the disparities in handball coaching practices across Europe, where certain regions have access to well-developed coaching systems, while others face barriers such as limited resources, lack of trained coaches, and insufficient opportunities for youth participation.

HIEP's primary objectives include improving the quality of handball coaching, fostering inclusivity, and embracing digital tools to enhance coaching education. The project aims to create a cohesive framework for coaching development, where resources are accessible and adaptable to different cultural and regional contexts. Central to this goal is the **Coaches Manual** and the **e-learning platform**, both developed from comprehensive research conducted during the **WP2 research phase**. The research phase involved a literature review, stakeholder focus groups, and analysis of best practices from across Europe, all of which informed the development of these resources.

The **international training course**, held in **Chieti, Italy** in June 2024, marked a pivotal point in the project, as the first live implementation of the programme. During this course, participants from multiple European countries were introduced to the resources developed under HIEP. The training combined **theoretical knowledge** with **hands-on coaching techniques**, offering participants practical strategies and tools that they can use to improve their own coaching practices and develop future generations of handball players. A key goal of the training was to ensure that the resources, namely the **Coaches Manual** and **e-learning platform**, are used effectively and consistently across different regions.

Following the Chieti course, the participants are expected to implement **local workshops** in their respective countries. These workshops will serve as a means to cascade the knowledge gained during the international training, ensuring that a broad audience of coaches, teachers, and trainers across Europe can benefit from the HIEP materials. This **train-the-trainer model** will help ensure the sustainability of the project's impact beyond the initial training course. The local workshops will focus on adapting the international training content to local contexts, helping participants address specific challenges they face in their regions while promoting the best practices identified in the project.

The following sections of this deliverable will present the **detailed training programme material** that was used during the **Chieti training course**. This will include an in-depth description of the **training modules**, **coaching methodologies**, **teaching techniques**, and **digital resources** that were introduced to the participants. These materials are designed to provide coaches with a comprehensive toolkit that includes **fundamental coaching principles**, **progressive player development** techniques, and strategies for **inclusive coaching** that cater to diverse audiences.

In addition, the document will describe the practical elements of the training programme, including coaching drills, teaching strategies, and feedback mechanisms that were





















implemented during the course. These elements are aligned with the overall objectives of HIEP: to improve coaching standards, promote handball as an inclusive sport, and integrate digital tools into coaching practice.

The following sections will detail each aspect of the **training presentation** that was delivered during the Chieti course, outlining both the **theoretical content** and the **practical applications**. This will also include a description of how the **Coaches Manual** was utilised during the training, how the **e-learning platform** was demonstrated, and how the feedback from participants was integrated to refine the programme's content for future use in local workshops.



















Why we should talk about a **VERTICAL EVOLUTION** and why we should use **SCENARIO TRAINING**























AGENDA

- 1. What's happening in Handball?
- 2. Scenarios and scenarios training
- 3. Skills training: horizontal and vertical evolution
- 4. On the court: contents of trainings





















VERTICAL EVOLUTION OF TECHNICAL SKILLS

development

one hand **catch**

two hands **catch**

dribble to continue to play

dribble to attack a gap

dribble to overcome an opponent

positionspecific **pass**

«counterattack» **pass**

pass after lv1

lateral **pass** and oriented catch

static and dynamic **pass** and catch

frontal **pass**

special **shots**

dive **shot**

positionspecific **shot**

underarm **shot**

jump **shot**

ground **shot**

COD with fakes

weak side

strong side **COD**

COD from the pass

COD from the dribble

COD without the ball

skills



















WHAT'S HAPPENING IN HANDBALL?





















POSITIONAL PLAY AT ITS BEST...





















...SINCE 1970





















DEEP DEFENSES DO NOT CHANGE THE STORY













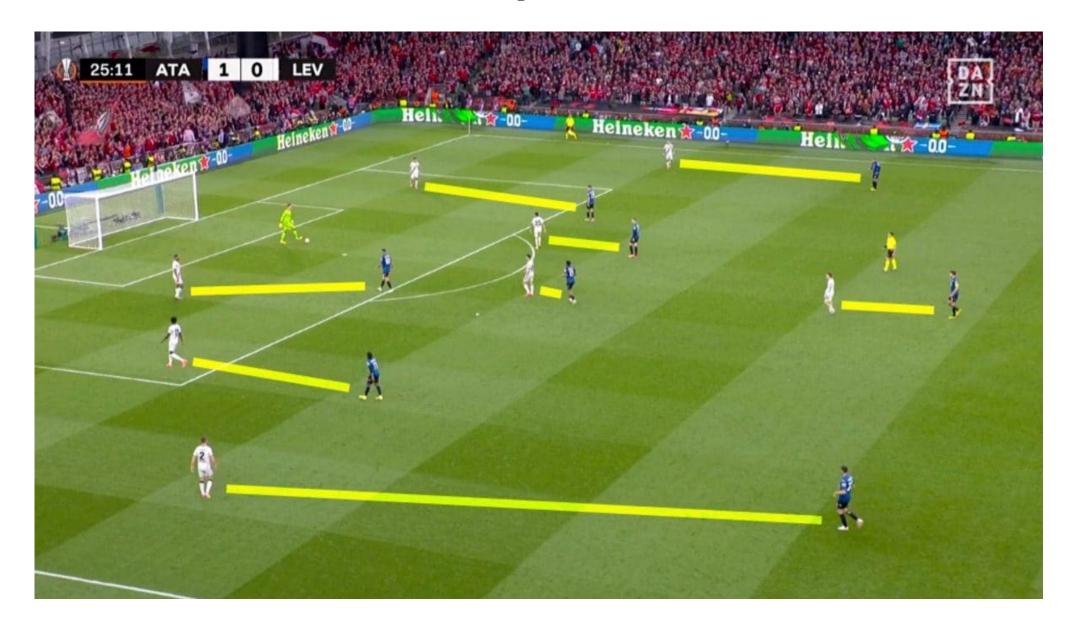








MEANWHILE, IN FOOTBALL













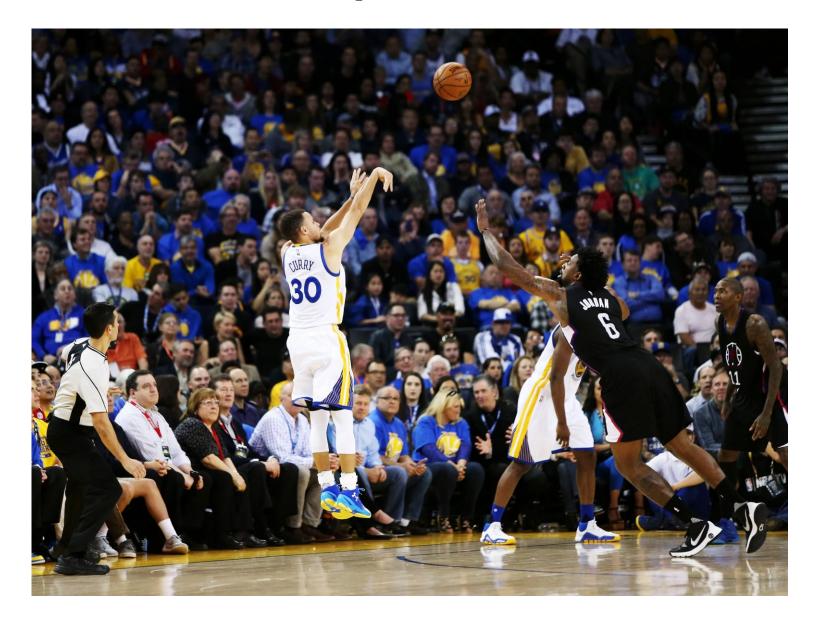








MEANWHILE, IN BASKETBALL













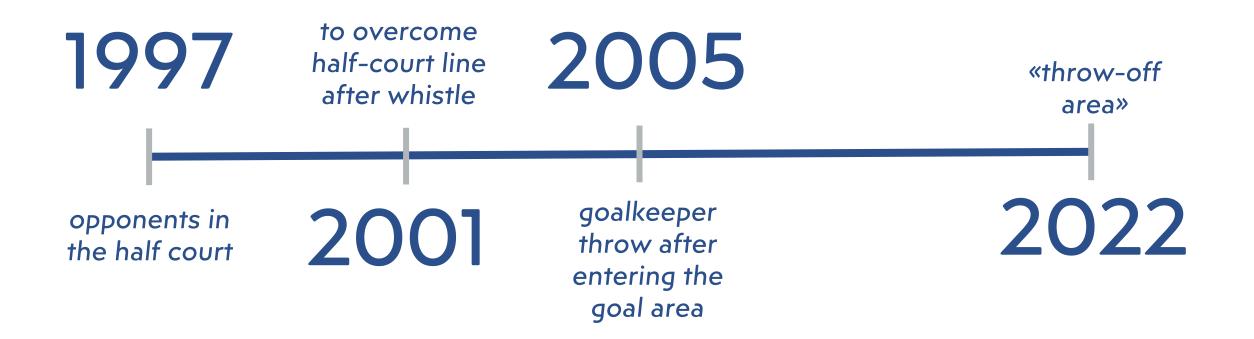








ARE THE RULES CHANGED THE GAME MORE THAN COACHES?





















ARE THE RULES CHANGED THE GAME MORE THAN COACHES?



Handball goalkeeper running towards the bench

but then his team suddenly loses the ball



















USE OF THE WINGS IN THE BUILD-UP





















USE OF PIVOT MOVEMENT TO HOLD OR DELAY THE DEFENDER













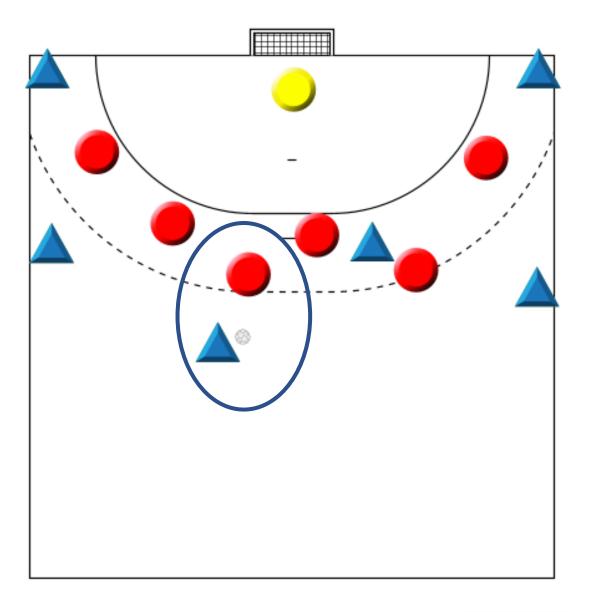








MOST COMMON PLAY IN HANDBALL?





















SCENARIO PRO

training is easier





















SCENARIO CON

training is complex and "unpredictable"















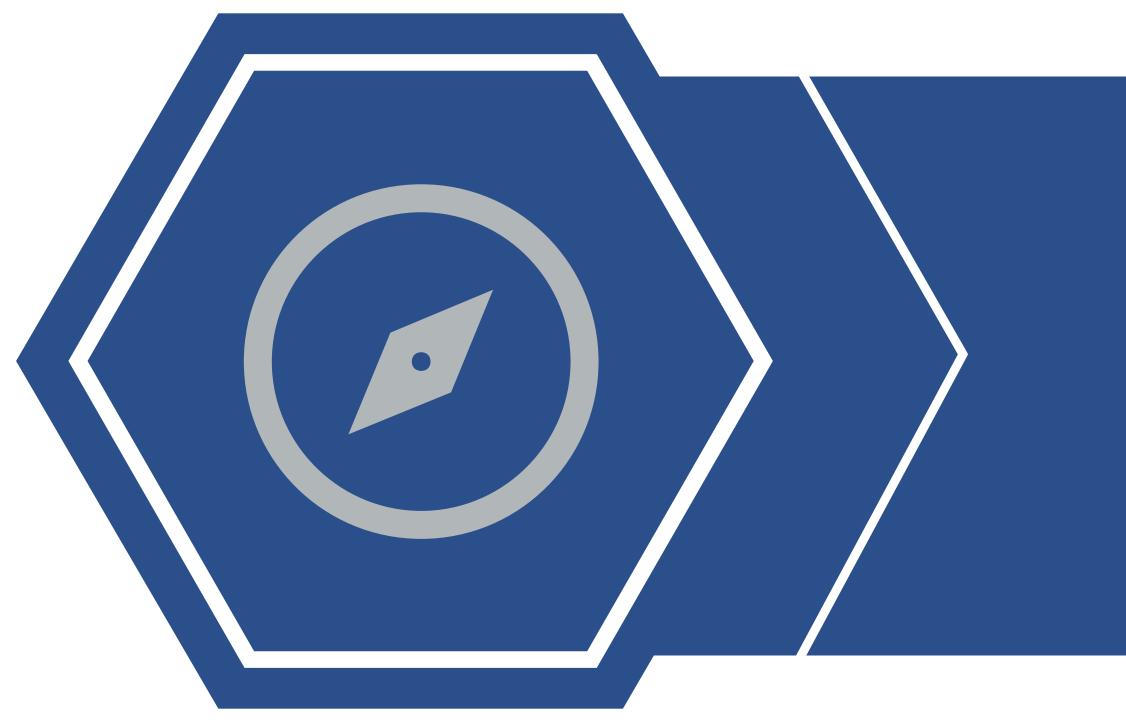






SCENARIO An idea

training per principles of play





















TRAINING PER PRINCIPLES OF PLAY: THE PASS

- 1. Recognize and pass to the closest and free teammate
- 2. Play deep/wide
- 3. Keep the ball alive
- 4. Play 0 seconds when there is an advantage





















SCENARIOS ARE USEFUL IN SENIOR TEAMS





















ARE SCENARIOS **USEFUL IN** YOUTH TEAMS?





















HANDBALL OFFENSIVE SKILLS: from alphabetical order to a logical order

Let's do this together!

catch

COD

dribble

pass

shot



















HANDBALL OFFENSIVE SKILLS: a logical evolution

catch

shot

dribble

pass

COD











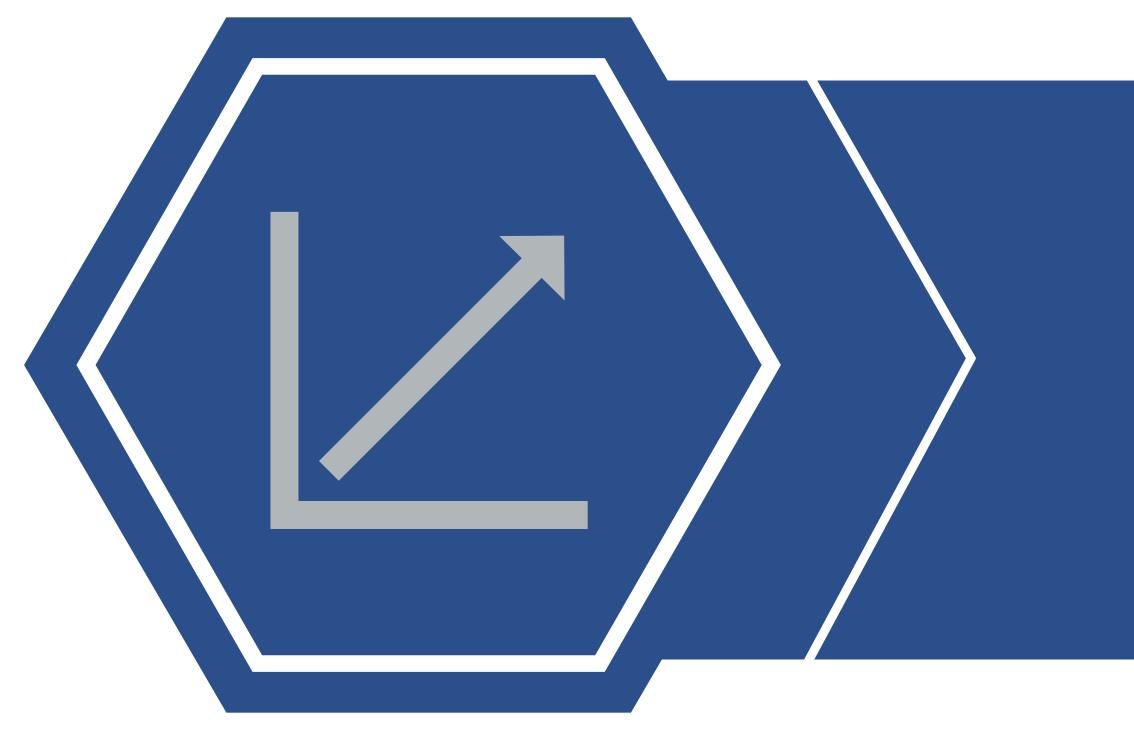








HORIZONTAL EVOLUTION













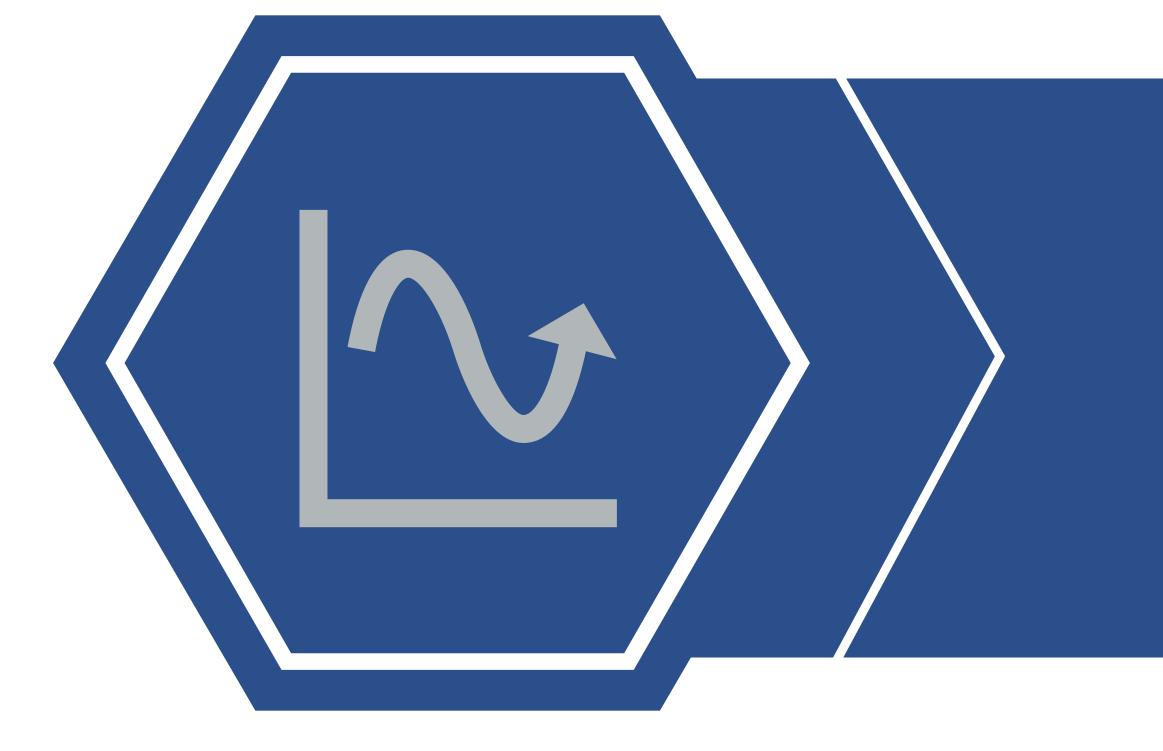








LEARNING IS NOT HORIZONTAL (neither vertical)





















VERTICAL EVOLUTION





















VERTICAL EVOLUTION NEEDS CONTEXT





















WHAT VERTICAL EVOLUTION LOOKS LIKE

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two hands **catch**

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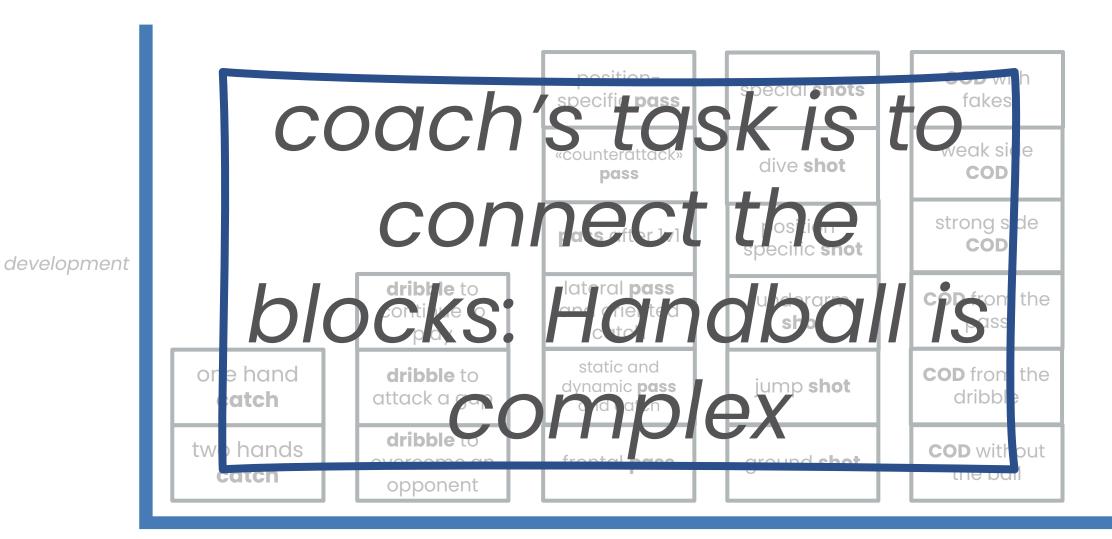








WHAT VERTICAL EVOLUTION LOOKS LIKE



skills



















WATCH OUT! THERE IS AN EVOLUTION WITHIN THE SKILLS





















WATCH OUT! THERE IS AN EVOLUTION WITHIN THE SKILLS













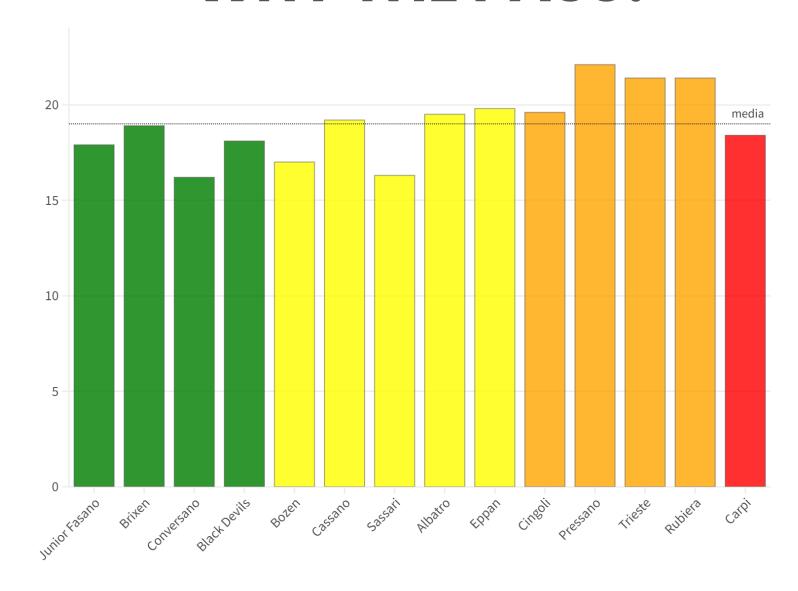








WHY THE PASS?





















ON THE COURT: CONTENTS OF TRAININGS





















THE PASS IN U11: GAMES and A FIRST APPROACH TO TECHNIQUE

principles

scenario

free teammate closest teammate play deep 3+1 full court defense

rondos

jolly player

passing tag

gates

2v1



















THE PASS IN U13: LATERAL PASS and BE ORIENTED

principles

play wide play deep keep the ball alive

scenario

3:3 defense man-oriented defense Hansen pass

read the defender

2v1+1



















THE PASS IN U15: BEFORE and AFTER THE 1v1

principles

free teammate keep the ball alive 0 seconds

scenario

3:2:1 or 5:1 defense man- and zoneoriented defense

attack from 1v1 of the backs

«stay alive»

lv1 from the pass

2v2 and 3v3 Duolingo





















THE PASS IN U18: COOPERATION and COUNTERATTACK

principles

play deep keep the ball alive 0 seconds

scenario

pivot marking: switch

2nd and 3rd waves

attack with cross or playing with pivot

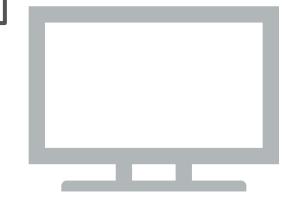
crosses and pivot cooperation

counterattack passes

multiball drill

> multicounterattacks

«gain the goal» match





















THE PASS IN SENIOR: PLAY AGAINST PRESSURE

principles

free teammate keep the ball alive 0 seconds

scenario

defense with strong pressure on and off the ball

escape the pressure

don't touch me

turn around the disks

13m game



















Thoughts? Questions? Let's talk about!















