

Advanced Kinder Week 1

FOCUS:

1. Working on basics and proper technique to form strength

Station	Drill/Skill
WARM UP	Game option: fire!! (pulling each other on a thin/sting mat – building strength and stamina
	2. Normal sphere 1 warm up
	Proper shape of bridges – feet up on block, pushing over shoulders
FLOOR	2. Lever lunge – with force against wall
	 3. Backwards rolls and forward rolls to standing – work on present 4. Front and back support station – proper technique (locked out arms, neutral neck, squeezing through shoulders)
	5. Rope holds
	6. Cartwheels on lines using good technique
	7. Handstands with belly against wall
	Hollow hold station / log rolls
VAULT	2. Sprint / running to vault, proper hurdle onto vault
	3. Hurdle station (orange arch and foot placement)
	4. Straight jumps onto block with beat board (pushing through toes)5. Jump half turn and jump full turns off block
	6. Rebound jumps / donkey kicks, snap down straight jump
	o. Rebound jumps / donkey kicks, shap down straight jump
	Forward roll on floor beam
BEAM	Walking forwards, sideways, backwards on higher beams
	3. Airplane kicks
	4. Extended kicks
	5. Relevees
	6. Pivot turns
	7. Small jumps or hops down beam
	8. Game at the end!
	Right technique for squeezing muscles
BARS	2. Long holds proper technique
	Swinging proper technique
	4. Drill for glide swings on Pbars
	5. Leg lifts on ladders
	6. Front support rollovers
	7. Pullovers
	8. Stride support 9. Chin ups



Station	Drill/Skill
TRAMPOLINE / TUMBLE TRACK	 Straight jumps – tight body, arms tight, pushing feet down as they jump Forwards and backward jumping Tuck jumps (getting good height) Front support pops Donkey kicks on block, practicing getting legs higher Donkey kicks roll out on block Split jumps Kick of handstands