# Volleyball Clinic Syllabus

**Duration:** 8 Weeks

Session Length: 2 hours per week

# Week 1: Introduction to Volleyball

- Goals:
  - 1. Assessment of skill and knowledge of game
    - Pre-test
  - 2. Teach basic rules and scoring
  - 3. Introduce court dimensions and positions
- Activities:
  - 1. Overview of the game and its history
  - 2. Warm-up and stretching
  - 3. Team-building activities emphasizing collaboration
  - 4. Introduction to passing and setting

### Week 2: Serving Techniques

- Goals:
  - o Learn different types of serves (underhand, overhand, jump, float)
- Activities:
  - Serve mechanics breakdown
  - Individual serving practice
  - o Partner drills for serve-receive

#### **Week 3: Passing Fundamentals**

- Goals:
  - Develop effective passing techniques
- Activities:
  - o Forearm passing (bumping) drills
  - Overhead passing (setting) drills
  - o Partner passing drills
  - o Scrimmage

### Week 4: Setting Skills

- Goals:
  - Master the fundamental techniques of setting

- Activities:
  - o Mechanics of setting: hand positioning and footwork
  - o Partner setting drills
  - o Scrimmage

## Week 5: Attacking and Hitting

- Goals:
  - o Introduce the fundamentals of hitting and attacking
- Activities:
  - Approach and jump technique drills
  - o Hitting mechanics: wrist snap and follow-through
  - o Scrimmage

## Week 6: Defense and Digging

- Goals:
  - Learn defensive strategies and digging techniques
- Activities:
  - o Stance and movement drills for defense
  - o Digging drills (reaction and positioning)
  - o Scrimmage

# **Week 7: Blocking Techniques**

- Goals:
  - Understand the fundamentals of blocking
- Activities:
  - Block timing and positioning drills
  - o Partner drills focusing on block practice
  - Scrimmage

#### **Week 8: Game Strategies**

- Goals:
  - o Enhance on-court communication and team strategies
- Activities:
  - o Discuss basic offensive and defensive strategies
  - o Team communication drills, focusing on understanding teammates' perspectives
  - Scrimmage