

Pill (2007) adapts these **question prompts** into a matrix using **Time**, **Space**, **Force**, and **Movement concepts**, with the addition of **Risk** (Choice) (Mitchell, Oslin, & Griffin, 2006):

	Who?	Why?	What?	Where?	When?	How?
Time		<ul style="list-style-type: none"> <li>• Why to stay?</li> </ul>			<ul style="list-style-type: none"> <li>• When to move?</li> <li>• When to pass/dribble /shoot/hold ?</li> <li>• When to go quickly? When to go slowly?</li> <li>• When to go long/when to go short?</li> <li>• When to attack?</li> <li>• When to defend?</li> </ul>	<ul style="list-style-type: none"> <li>• How do we create more time for myself?</li> <li>• How can we limit time for the opposition?</li> </ul>
Space		<ul style="list-style-type: none"> <li>• Why is space important?</li> <li>• Why is understanding space important?</li> </ul>		<ul style="list-style-type: none"> <li>• Where is the best place to move to?</li> <li>• Where am I in relation to my team?</li> <li>• Where am I in relation to the opposition?</li> <li>• Where are the gaps? How can I use them?</li> </ul>		<ul style="list-style-type: none"> <li>• How can I create space for myself?</li> <li>• How can I create space for my teammates?</li> <li>• How might space be different if...?</li> <li>• How can I exploit space in the game?</li> </ul>
Risk					<ul style="list-style-type: none"> <li>• Should I pass or hold onto the ball?</li> <li>• Shall I score now?</li> </ul>	
Execution			<ul style="list-style-type: none"> <li>• What pass do I select?</li> <li>• What is the best skill to use?</li> <li>• What type of pass works well/does not work well? Why?</li> </ul>	<ul style="list-style-type: none"> <li>• Where does the ball need to go?</li> </ul>		<ul style="list-style-type: none"> <li>• How do I pass?</li> <li>• How can you support</li> <li>• How am I best to get it there?</li> </ul>

(Adapted from Pill 2014)