QuickSkills Soccer

U9-U10 Session



Topic: Shooting

Warm-Up

1v1 Shooting Races

- Players split up at 2 corners, each player with soccer ball
- On coaches signal first players in each group race to score in opposite goal
- First ball in the goal = 1 point for that player
- After the shot go to the line next to the goal you just shot on

<u>Progression of "cues" for the races to start:</u>

- 1. Verbal on coach "go"
- 2. Visual on coach tapping a ball
- 3. Reaction to opponent one side assigned as leaders, on first touch other side reacts

Coaching Points

- 1. Can you shoot while dribbling?
- 2. What part of foot do you shoot with if you get close to the goal? = Side lock ankle
- 3. What part of foot do you shoot with if you are far from the goal? = Laces lock ankle

Organization



Option:

Small cone in the field where the players shoot from to encourage placement shots (closer to goal) or power shots (further from goal)

Skill Game 1

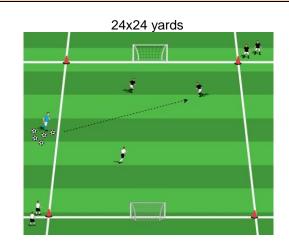
2v1 Shooting Game

- Coach with soccer balls
- Coach plays to one team which sends 2 players to attack, other team sends 1 player to defend (2v1)
- No Goalkeepers
- Either team can score
- After the sequence (ball out of bounds or goal) players clear the field and the coach plays a new ball for the next players

Coaching Points

- 1. If you get close to the goal what type of shot are trying to make? = Placement, finesse
- 2. If you are far from the goal what type of shot are trying to make? = Power

Organization



Skill Game 2

Organization

2v2 Rapid Fire (with Goalkeepers)

- Coach has soccer balls at middle of field
- Each team at an opposite corner of field
- Each team has a Goalkeeper
- Coach plays a ball out to one team and both teams send 2 players onto the field
- When there is a goal or ball out of bonds the coach calls "clear" or "new ball" and the 2 players from each team leave the field quickly
- The coach plays another ball into the field and the next 2 players from each team enter
- The sequences continues to a certain number of goals or set period of time

24x24 yards

Coaching Points

- 1. How quickly can you get the shot off?
- 2. Do you need to be all the way past the defender to take the shot? = No
- 3. Can you avoid the Goalkeeper?
- 4. Can you "crash" the goal when your partner takes a shot? = in case of rebound

Final Game

Organization

4v4 Regular Soccer

- No Goalkeepers
- Diamond shape (1-2-1 formation)

Coaching Points

- 1. Can you shoot when you have the shot?
- 2. Can you pass to a teammate who has a better shot rather than trying a difficult shot?

