Warm-Up

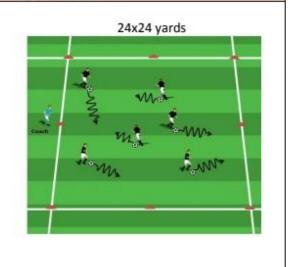
Warm-Up & Dribbling Moves

- Players in confined area do following dribbling every 3 or 4 touches
- Show moves one at a time with review of surface of foot used to change direction
 - 1. Cutter inside of foot
 - 2. Chopper outside of foot
 - Dragster pull back with sole of foot and go other way

Coaching Points

- 1. How quickly can you do the move?
- Can you change speed after you do the move?

Organization



Skill Game 1	Organization
Treasure Hunt	24x24 yards
 Some players start as the "Pirates" without a ball (approx 1/3 of group) Remaining players dribbling ball in the space Pirates try to steal another player's treasure (the ball) If you lose your ball you become a Pirate and try to get another ball 	Pirate
Coaching Points	Pirate A
 Players use moves change of direction, and change of speed to get away from the Pirates 	

Warm-Up

Warm-Up & Dribbling Moves

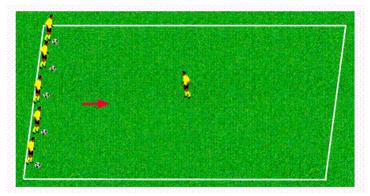
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Coaching Points

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- Can you change speed after you do the move?

Organization 24x24 yards

Sharks and Minnows



- Play in a large grid.
- Half the players have balls and are the minnows. The rest don't have a ball and are the sharks. I would select 2 or 3 Players to start.
- The Minnows start at one end of the grid. The Sharks stand on the opposite line.
- The Minnows must try to cross the Shark's line without losing possession of their ball.
- The Sharks defend their line, trying to kick the Minnows' balls out of the defined area.
- Minnows who successfully dribble across the Shark's line go back for round two.
- Each Minnow who loses their ball join the Sharks. The last Minnow left in is the winner.

Warm-Up Organization Warm-Up & Dribbling Moves 24x24 yards • Players in confined area do following dribbling every 3 or 4 touches 24x24 yards • Show moves one at a time with review of surface of foot used to change direction 24x24 yards 1. Cutter - inside of foot 0 2. Chopper - outside of foot 0 3. Dragster - pull back with sole of foot and go other way 0 Coaching Points 1. How quickly can you do the move? 2. Can you change speed after you do the 0



Eggs in a Nest

1.- All the eggs (balls) are centrally located in the nest (center of the area).

2.- The chicks (players) take turns to go to the nest and get one egg at the time

3.- The game finishes when all eggs has have been taken from the nest and the team with the most eggs wins

Eggs in a Nost

move?

Week #4 and #5

Warm-Up

Warm-Up & Dribbling Moves

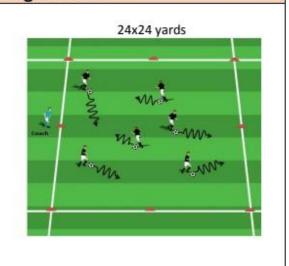
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Coaching Points

Skill Game 1

- 1. How quickly can you do the move?
- Can you change speed after you do the move?

Organization



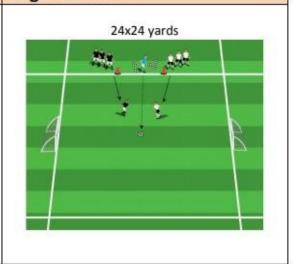
Organization

1v1 Game (Dribbling & Shooting)

- Players split up to 2 starting positions
- No Goalkeeper's
- Coach has all soccer balls in middle and serves soccer ball into the field
- 1 player from each team challenges for the ball and tries to score in <u>either</u> goal
- Each goal = 1 point
- First team to certain number of goals wins

Coaching Points

 Use moves to change direction, and change speed to create space for a shot on goal



Week #6 and #7

Warm-Up

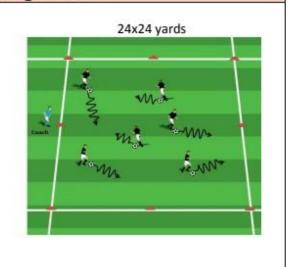
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Coaching Points

- 1. How quickly can you do the move?
- Can you change speed after you do the move?

Organization



Organization

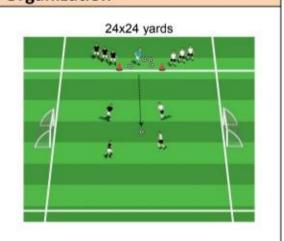
2v2 Game (Dribbling & Shooting)

 Same as previous Skill Game 1 except 2 players from each team challenges for the ball and try to score in either goal (2v2)

Coaching Points

Skill Game 2

- 1. Can you trick the defenders with moves and create space for a shot on goal?
- What do you do if you have the ball and both defenders come near you?
- Can you use your teammate to help you score?



Warm-Up

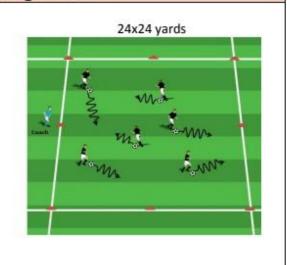
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Coaching Points

- 1. How quickly can you do the move?
- Can you change speed after you do the move?

Organization



Warm-Up

Dribbling Gates

- Each player with ball
- Players dribble through gates
- Can't dribble thru same gate 2x in row
- Count number of gates in set time
 - Make it a competition

Progressions

- 1. Strong foot ("good" or "better" foot)
- 2. Weak foot ("other foot")
- Through gate then quick turn and back through using change of direction move
 - a. Cut (inside of foot)
 - b. Chop (outside of foot)
 - c. Drag (bottom of foot)
 - Sole turn (like the "cut" but use the bottom of the foot instead)
- 4. Add defender(s) to tag balls

