|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Activity 1** |  | **Activity Description** |  |  | **Coaching Considerations** |  |
|  | **Paint the Field- Passing:** |  |  |  |  Passing and receiving |  |
|  |  |  |  |  |  |  |
|  | In pairs, players will pass the soccer ball back and forth | technique |  |
|  | in a 20x25 yard grid. Explain to the players that their |  |
|  |  Weight of the pass |  |
|  | soccer ball is a paint brush and wherever it rolls it will |  |
|  |  Ability to pass through |  |
|  | paint the area. Their task is to pass (kick) the soccer ball |  |
|  | traffic |  |
|  | to paint as much of the grid as possible in the allotted |  |
|  |  Communication and |  |
|  | time. |  |  |  |  |  |
|  |  |  |  |  | mobility of the players |  |
|  |  |  |  |  |  |  |
|  | **Version 2:** Tell the players to use the other foot |  | **Time: *8 minutes*** |  |
| **Activity 2** |  | **Activity Description** |  |  | **Coaching Considerations** |  |
|  | **Doctor, Doctor:** |  |  |  |  Dribbling Technique |  |
|  | Divide the group into two teams. Send them to their |  |
|  |  Protect the ball |  |
|  | hospital | (corner boxes). Each | team | selects a | doctor. |  |
|  |  Passing technique |  |
|  | He/she | will cure (unfreeze) | his/her | team’s | players. |  |
|  |  Wight and accuracy of |  |
|  | Teams try to freeze each other by hitting the players |  |
|  | the pass |  |
|  | with their soccer balls below knees or striking their |  |
|  |  |  |
|  | balls. When frozen, players must put ball above head, |  |  |
|  | remain in place, and yell **“Doctor, Doctor”**. The Doctor |  |  |
|  | is without a ball, and is safe in the hospital, but when he |  |  |
|  | comes out, he can be frozen. When the doctor is frozen | **Time: *8 minutes*** |  |
|  | the game is over. |  |  |  |  |
|  |  |  |  |  |  |
| **Activity 3** |  | **Activity Description** |  |  | **Coaching Considerations** |  |
|  | **Clean Your Backyard:** |  |  |  |  Basic Shooting |  |
|  | Split the players into two teams to play in a 20x25 yard | technique |  |
|  |  |  |  |  |  |  |
|  | gird. With cones, divide the field into three portions. The |  Simple decision making |  |
|  | central portion (**the buffer zone**) is 6yds wide and no one |  |
|  |  Shoot, Shoot, Shoot! |  |
|  | can enter it. Place three goals (3yds each) at the far ends of |  |
|  |  |  |
|  | the grid. Players on each team will try to shoot/pass and |  |  |
|  | score below knee height in any of the other team’s goals. |  |  |
|  | **Coach:** Allow players to enter the buffer zone to retrieve any |  |  |
|  | ball that has stopped in there. |  |  |  |  |  |
|  | **Version 2:** Allow teams to defend the goals using their hands. | **Time: *8 minutes*** |  |
| **Activity 4** |  | **Activity Description** |  |  | **Coaching Considerations** |  |
|  |  |  |  |  |  |  Application of |  |
|  | **2v2 to Small Goals:** |  |  |  | dribbling, passing- |  |
|  |  |  |  |  |  |
|  | Divide | the 20x25 yard grid into two equal grids of | receiving and shooting |  |
|  |  |  |
|  | 12x20 yards, with a one yard buffer zone in between. | technique under |  |
|  |  |  |
|  | Place a 3yard goal with cones on each end line. Players | pressure |  |
|  |  |  |
|  | will score by dribbling or passing through the goal they |  1v1 defending |  |
|  |  |  |
|  | are attacking. |  |  |  |  Decision making |  |
|  | **Coach:** have two games going at the same time. If you |  |  |
|  | have extra players, make sure you sub them in. |  |  |  |
|  |  |  |  |  |  | **Time: *8 minutes*** |  |
| **Scrimmage** |  | **Activity Description** |  |  | **Time** |  |
|  | 3v3 in your area or 4v4 against the team practicing  |  |  |
| **3v3 or 4v4** | Next to you | **30 minutes** |  |
|  |  |  |  |  |  |
|  | . |  |  |  |  |  |  |



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