

SOAR TRAINING INDEX

- COACHING GUIDELINES1
- TEACHING POINTS2
- PRACTICE TIPS3
- 8 WEEK SCHEDULE5
- LESSON PLAN DIAGRAMS6
- WEEK 17
- WEEK 29
- WEEK 311
- WEEK 412
- WEEK 513
- WEEK 614
- WEEK 715
- WEEK 816
- ADDITIONAL DRIBBLING ACTIVITIES19
- ADDITIONAL PASSING ACTIVITIES20



SOAR COACHING GUIDELINES

1. **COMMUNICATION:** Ensure the terminology you use is clear and precise. Let players know you are in charge.
2. **POSITIVE REINFORCEMENT:** Whenever possible give individuals and/or groups positive reinforcement. Refrain from using negative comments. Use praise as an incentive.
3. **BE CREATIVE AND USE INITIATIVE:** If the drill or game is too advanced, modify to increase the chances of success.
4. **MAKE A DIFFERENCE:** Be motivational and inspirational. Enthusiasm and being energetic are contagious.
5. **KEEP PLAYERS ACTIVE:** If the drill is static, create need of helpers or assistants to keep everyone involved.
6. **EACH PLAYER IS AN INDIVIDUAL:** Be aware of player differences. Aggressive or quiet, recognition of player personalities will allow you to respond to all players, and they will respond to you positively.
7. **STRIVE FOR QUALITY:** In all demonstrations make the desired objectives clear. If a player shows mastery of a skill, use him/her to demonstrate.
8. **REINFORCE CORRECT TECHNIQUE:** In all drills and games continually emphasis the use of correct techniques.
9. **ENCOURAGE PLAYER MOVEMENT:** At all times make players aware of importance of readiness. Emphasize weight forward on toes and bouncing instead of flat footed-ness.
10. **ROTATE POSITIONS:** All players should be active as servers, assistants. In game situations change positions each quarter.
11. **DEVELOP PLAYER RESPECT:** Continually get players to support one another. To show good sportsmanship towards all players including opponents, and respect for others attempts and effort.
12. **EQUALITY AMONGST PLAYERS:** Give equal attention to all players in group or games. Do not leave the less competent players behind nor slow the advanced players.
13. **FUN AND ENJOYMENT:** Players will respond and want to continue if things are fun. Create their enjoyment.

- **REMEMBER AS A COACH YOU SHOULD BE DEDICATED TO THE DEVELOPMENT OF ALL PLAYERS WHETHER TECHNICALLY ABLED OR NEW TO THE GAME. YOUR POSITION IS VERY IMPORTANT. YOU ARE A ROLE MODEL TO THESE CHILDREN. SET EXEMPLARY STANDARDS. DEVELOPING GOOD TOUCH AND TECHNIQUE, GOOD SPORTSMANSHIP AND A GOOD ATMOSPHERE IS THE GOAL. KEEP AWAY FROM CREATING A PRESSURE TO WIN. MAINTAIN EQUALITY THROUGHOUT YOUR SESSIONS AND EMPHASIZE FUN AND DEVELOPMENT.**



SOAR COACHING POINTS

DTT. (Developing Touch and Technique.).

- Maintain close control with both feet.
- Be agile, stay on toes.
- Use all parts of feet, inside, outside, laces, sole.
- Move to get behind balls path.
- Keep a soft contact.
- Concentrate on center of ball.
- Keep head up.
- Control ball first, don't just kick it away.
- Change direction and speed when turning.
- Be a friend with the ball.

PASSING.

- Use inside of feet.
- Change body position so it's comfortable.
- Stay relaxed. Don't be like a robot.
- Look at ball when passing.
- Pass to other players, not just kick and hope.
- Move afterwards.
- Move away from players to receive ball.
- Turn body to face ball when receiving.
- Stay spread out.

SHOOTING.

- Keep toe pointing down.
- Lock ankle.
- Strike with shoelaces.
- Strike through center of ball.
- Swing leg and follow through.
- Keep relaxed except keep foot locked.
- Accuracy before power.
- Keep knee and head over ball.
- Place standing foot alongside ball, not in front or behind.
- Aim for bottom corners of goal.
- Accuracy before power.
- Follow after shooting.
- Use foot closest to the ball. I.E. left or right foot.

GAMES.

- All of the above.
- Keep moving.
- Encourage movement towards ball.
- Encourage use of width.
- Keep positions only loosely restricted.
- Take Time-out to rotate subs and positions.
- Coach, educate, and support during games.
- Explain all fouls and calls made.
- Create an understanding of the Laws of the Game.

SOAR PRACTICE SCHEDULE AND FORMAT

This page is designed to help coaches overcome some common practice time occurrences. There are 30 solutions listed here to some common problems. Some of these solutions contain a direct link to a sample in the practice plan manual.

NOT ENOUGH SOCCER BALLS AT PRACTICE or half the team left them at home!

1. Use “ghost” players who play without ball. They can tag a player on shoulder and replace that player. Good in individual activities and when only 1 or 2 balls missing.
2. Revise practice session to be less Individual and more small group. Good for passing and shooting type activities that work 1 ball between 2,3 or more players. Useful if half balls or more are missing.
3. If only 2 balls present: play a 3 Vs 3 style tournament, IE 2 games of small-sided being played at once. Only 1 ball, rather than play 6 Vs 6 play 3 teams of 4 NON-STOP SOCCER, where teams rotate after each goal or set time.

HAVE AN ODD NUMBER OF PLAYERS AT PRACTICE or I planned for 12 but got 9!

4. If you have an Assistant or spare parent have them work with a goalkeeper.
5. When doing pair activity make a triangle.
6. If small group activity, ie In groups of 3 players pass to a central player who turns and passes, add spare player to one group and the passes are alternated.
7. In small group activities use spare as a shadow defender with no tackling allowed (vary)
8. Scrimmage time at the end of practice and only 9 players:
 - Play 5 vs 4 and make the team with less players loaded with stronger players
 - Play 5 vs 4 and have team of 5 attacking small goal
 - Play 5 vs 4 and team 4 with GK, team 5 without
 - Use Asst./ parent/ brother - sister to even teams
 - Play yourself
 - Play 4 vs 4 with a floating player who plays for the team in attack (good for more advanced players.)
 - Play 4 vs 4 and use a sub. Good for more active activities, longer period of play

HOW YOU CAN INCLUDE GK SPECIFIC TRAINING or my keeper needs work but so do my field players?

9. If odd number of players, remove GK and have them work with Asst or Parent.
10. In individual and group activities allow GK’s to use hand. IE Your topic is passing and receiving and your activity is give ‘n’ go’s. Allow Gk to use hands to receive and distribute, or if a defending activity allow them to dive to try and intercept passes.
11. In activities make topic goal orientated. If playing 1 vs 1 game trying to knock over opponents cone, have 1 player attack a cone and other attack a GK and goal.
12. Small and large group activities can be goal orientated also. Playing 5 vs 2 keep away, after 6 passes can attack goal



SOAR PRACTICE SCHEDULE AND FORMAT

HOW TO PICK TEAMS FOR SCRIMMAGES or I don't want to use captains?

13. Use your knowledge and judgement to evenly match up individuals
14. Play offense versus defense, or as the Dutch do, play left side versus right side
15. For Random teams:
 - Choose 1 player to give everyone a number. You turn away then pick random numbers
 - Choose players by criteria like 1st letter of 1st name (or any 1st - last combo with 1st name, last name, mom - dad's name etc)
 - Choose players by criteria of date of month born, month of year born etc

HOW TO RESTRICT DEFENDERS/OPPOSITION or my defenders always win the ball without the others gaining experience!

16. Have opposition play only as a shadow (good for introducing new topics as its only light pressure)
17. Have defender play as a ghost, IE no tackling only pressure to force an error or interception
18. Restrict movement of defender by playing as a crab on all 4's (good for less experienced)
19. Ensure adequate grouping. IE less experienced might need 6 vs 1 to achieve success, more experienced maybe 3 vs 1
20. Increase the playing area especially in examples like above

HOW TO INCREASE COMPETITION FOR THE MORE ADVANCED PLAYERS ON TEAM or my good players are creaming the weaker ones and not learning !

21. In pair or group activities match players up by talent/ experience
22. If 1 exceptional player then match against an Asst/ parent/ older brother - sister for greater physical challenge
23. Reduce the space the stronger player must work in
24. Make their target smaller or further away
25. Limit their number of touches
26. Limit them to use their weaker foot only
27. Allow a less experienced player to play more intense opposition, IE rather than shadow defend can play 100%
28. In scrimmage you as coach play Against that 1 stronger player
29. 9 players for scrimmage, maybe play 3 stronger players vs 6

IN SOME ELIMINATING GAMES PLAYERS SIT OUT FOR 5 MINUTES or its my weaker players who lose first - and they need the practice!



SOAR PRACTICE SCHEDULE AND FORMAT

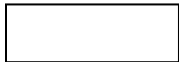
30. In games like Knockout, players should do a skill activity that allows them back into the game. Rather than score game by eliminating players, score by number of successes in a set period of time, thus allowing players back in after they :
- dribble to a distant cone: juggle the ball x times: do x toe taps

EIGHT WEEK SCHEDULE			
WEEK	FORMAT	PRACTICE	GAME
1	INTRO.	BASIC FOOT SKILLS Basic Faith Skills (5mins)	15 - 20 MIN. INTRA GROUP
2	INTRO.	BASIC TECHNIQUE –PASSING Basic Technique – Prayer	15 - 20 MIN. INTRA GROUP
3	CONTROL	CONTROL AND TURNING Self Control and turning from Sin	4 * 10 MIN. INTRA GROUP
4	PASSING	PASSING GAMES Passing your troubles	4 * 10 MIN. INTRA GROUP
5	SHOOTING	TECHNIQUE AND GAMES Shooting for Heaven	4 * 10 MIN. INTER GROUP
6	MISC.	DEFENDING AND GOALKEEPING Keeping the Faith	4 * 10 MIN. INTER GROUP.
7	TEAMWORK	COMBINING SKILLS LEARNT Fellowship	4 * 10 MIN. INTER GROUP.
8	FESTIVAL OF FUN		SERIES OF GAMES

SOAR TRAINING PROGRAM

KEY TO DIAGRAMS.

A, B, C Etc.



O

X



Player.

Playing area.

Ball.

Cone.

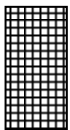
Movement of ball.

Movement of player

Movement of Player with ball



Feet with ball.

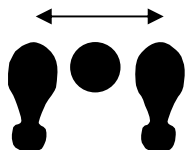


Goal

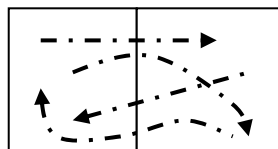
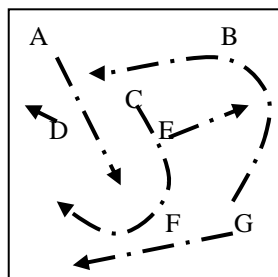
WEEK 1: BASIC FOOT SKILLS

WARM - UPS: 10 - 15 MINS.

TIC - TOC



TECHNIQUE: 10 - 15 MINS.



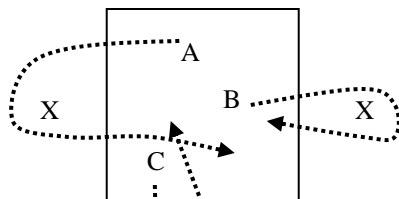
2 Squares C

WATER BREAK:

GAMES 1: 10 - 15 MINS.

Musical Soccerballs

X



BALL GYMNASTICS:

Stationary: Roll ball with bottom of foot forwards and backwards with right then left. Repeat from side to side, and then in a circular motion. Repeat all with increased speed.

On Toes.

Tick-Tock. Pass the ball from inside of left to inside of right (See Diagram)

Hat Dance. Lightly touch ball with bottom of right foot then with left. Ball should remain still. Increase speed for both.

Movement. Tick-Tock but move ball slightly forwards each touch. Take it width of field then turn and return. Same with Hat dance. Sideways stance. Roll right foot over ball and stop with inside of left. On return use other feet.

SQUARE ACTIVITIES. (SEE DIAGRAM)

Commands. Move ball inside square. Coach gives Commands like Stop, Go, Turn Left foot, Right foot, Insides, Tic-toc, etc.

Other Commands. Body Parts. Touch ball with that BP.

Find Spaces. As kids move their ball inside square they try to find as much space as possible. On Coaches command player with most space is winner.

2 Squares A. Add a 2nd square and have players on command move ball into new square.

2 Squares B. Split kids into 2 groups, 1 in each square, on command they leave their ball and switch squares to find a new one.

2 Squares C. Same as above but take the ball with them, avoiding bumping in the middle. (See Diagram)

Lose your Shadow. In the double square each player has ball and partner. The Shadow has to try and stay within 1 yd of 2 Square C. Partners Switch between Leader and Shadow.

SQUARE GAMES:

Pac Dudes. Kids inside square dribble around, 1 player (GHOST) outside square. On command Pac Dudes the for Musical Ghost has to kick all the balls out of the square. Winner is last one in square. Emphasize shielding and turning. Change ghosts. U7 all have go as Ghost. U8 have 2 Ghosts.

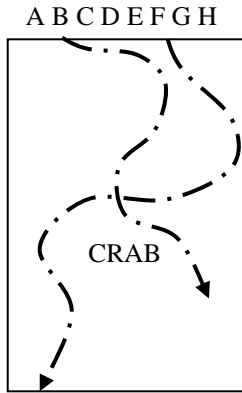
Musical Soccerballs. Place 4 cones outside square. Dribble in square, on command, players stop ball and leave it, and run to touch any one of the 4 cones. Coach removes 1 ball and When they come back into square they put there foot on ANY available ball. Player who doesn't get a ball is out. Get that player to remove next ball. Make sure all players are moving in square, not staying by the sides. (See diagram)

WEEK 1: BASIC FOOT SKILLS

WATER BREAK:

GAMES 2: 10 - 15 MINS.

TMNC set-up.



TEENAGE MUTANT NINJA CRABS.

Players start at end of the Island with their Soccer balls.

Coach starts as crab sitting with legs forward, and can only move in this position. On Command TMNC, players have to dribble ball past Crab to the other end (Beach.) without their ball going into the ocean. They must stop the ball on the line. Crab moves to kick ball into ocean. If ball goes into ocean, then that player becomes crab. When everyone has reached the beach, and crabs are ready, then repeat in opposite direction. Last one still on Island is winner.

Emphasize. close control and movement from side to side to get past the crabs. (See Diagram)

WATER BREAK: RECAP: GAME PREP: Use this time to recap on the practice and to organize for the game.

GAME: 15 - 20 MINS.

Play 4 vs 4 . Do not use GK's

SEE ADDITIONAL DRIBBLING GAMES AT END OF MANUAL FOR MORE VARIATIONS. BY ADDING THESE ADDITIONAL GAMES TO THIS STRUCTURE, YOU WILL HAVE SEVERAL MORE DRIBBLING PRACTICES.

WEEK 2: BASIC PASSING

WARM - UPS: 10 - 15 MINS.

straight line are the winners.

TEAM GAMES.

Zig Zag. Have 3 teams of 4. Set up about 5 cones per team. players in turn zig zag through cones using foot and surface coach has stated. When all have been 1st team sitting down in

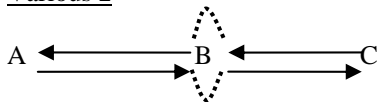
Pass and Stop. In pairs players are 3yds apart. Player 1(X) passes and player 2(X₁) stops ball. Player 2 runs backwards and player 1 runs forwards to pass ball again. Repeat for length of field then return with player roles switched.

Golf. Set up a series of cones 2 yds apart around field. Players have to pass ball through the course with the least amount of touches possible.

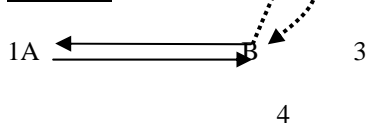
WATER BREAK:

TECHNIQUE: 10 - 15 MINS.

Various 2



Various 3



VARIOUS.

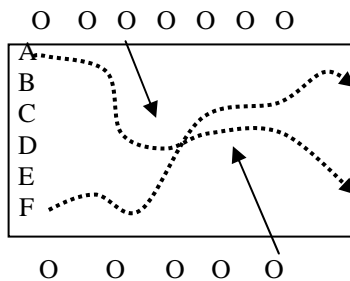
1. In pairs approx. 5 yds apart players pass back and forth. GIVE GOOD DEMO OF TECHNIQUE. Emphasize stopping ball 1st.

2. In 3's approx. 5 yds apart with 2 balls. A passes to B. B stops ball and passes back, then Turns to face C, who passes in. Repeat and rotate player B.

3. Numbers. In pairs, 1 ball, 4 cones in cross shape. A is by bottom cone and passes to B in center of cross. When he passes shouts a # 1,2,3,4. B stops passes back and then runs to touch that cone. When A shouts 1 players change position after passes.

4. 3 squares. Have 2 pairs in each square, with 1 ball per pair. Players move around inside their square, on command pass to their partner. Repeat. Emphasize movement and looking up.

GAMES 1: 10 - 15 MINS.



BRITISH BULLDOGS.

Set up Island like TMNC (Week 1). Have players start at one end with all the balls lined up along the two sides. Coach starts as BB. On command players have to run to other end of Island, dodging balls that BB is passing in. If hit below knee they become a BB. Reset all the balls and repeat till everyone hit. Winner starts as BB for next game.

WATER BREAK:

GAMES 2: 10 - 15 MINS.



Elvis Presley.

Divide into pairs and place approx. 5 - 10 yds from each other. Player A has ball. Payer B must call A's name before A passes. A passes. B stops and passes back when A calls his name. After passing B turns and runs to cone approx. 15 yds away. On return



WEEK 2: BASIC PASSING

repeat 3 times.

they repeat. Repeat 3 times and on final return players do Elvis shake, to show they are finished. New game A and B swap roles.

Passing Circle. Set up 2 circles. Player A is in center and other players have to pass to one another. Player A has to try and intercept. All players have a go as A. How many passes can be made without A touching ball.

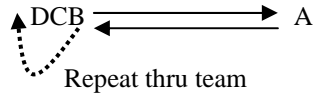
WATER BREAK: RECAP: GAME PREP: Use this time to recap practice and to prepare for practice.

GAME: 15 - 20 MINS.

Play 4 vs. 4. Do not use GK's

WEEK 3: CONTROL AND TURNING

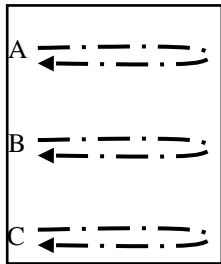
WARM UPS: 10 - 15 MINS.



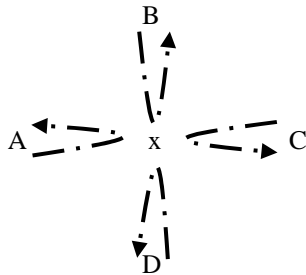
WATER BREAK:

TECHNIQUE: 20 - 25 MINS.

Choice of set ups.



OR:



WATER BREAK:

GAMES 1: 15- 20 MINS.

PASSING GAMES.

Wall game. Set up 2 or 3 teams. Player A is 5 - 10 yds from group. A is the Wall. Each player passes to the Wall. When it comes back he stops it, and then goes to end of line. All players pass to wall, then player B becomes wall. All players have turn as wall. When B, C, and D have turn as Wall team is finished and sit down in line.
Recap. BALL GYMNASTICS.

COERVER MOVES. (ALSO SEE MOVES APPENDIX)

U7

1. roll
2. Cut (inside and outside)
3. Cryuff
4. Barnes

U8

1. roll
2. cut (inside and outside)
3. Cryuff
4. Barnes
5. Step 1 and 2.
6. Scissors.

Roll: Roll backwards with sole of shoe.

Cut: Cut across body with inside. Then with outside.

Cryuff. Put standing leg alongside ball. Look to shoot, then turn foot inwards and drag ball back behind standing foot with inside of other foot.

Barnes: Step over ball with outside of one foot (LUNGE), then push ball forwards with outside of other foot.

Step 1: Fake a pass with inside of foot, but step over ball and cut ball back with outside of same foot.

Step 2: Opposite as above. Step over with outside, cut with inside.

Scissors: As with Step 1, but cut ball back with inside of other foot.

Turning. Allow approx. 5 mins of freedom. In half field get them moving with the ball trying new tricks , moves, or coervers.

(SEE MOVES APPENDIX FOR DIAGRAMMED MOVES)

1 V. 1'S.

Set up. Square with 1 pair per side, 1 ball per pair. A and B face each other about 1 yd. apart. A has ball and B is shadow. B is not allowed to steal ball. A must try and stop ball by 1 of the cones while 'losing' B. Start without ball to get the idea of body movement.

Emphasize upper body movement, change of direction and speed.

Keep away. Set up. 3 squares, 2 pairs per square, 1 ball per pair.

Player A has to try and keep ball away from B. And C away from D. When player loses ball, or when coach gives command, whichever is first, players switch roles.

WATER BREAK: RECAP: GAME PREP: If Spare time, recap Coerver moves.

Use this time to recap practice, and to organize for the game.

WEEK 3: CONTROL AND TURNING

GAME: 4 * 10 MIN. QTRS.

WEEK 4: PASSING GAMES

1 and 3: 3 passes = goal

2: Try to beat defender with move. 4:

WEEK 5: SHOOTING TECHNIQUE AND GAMES

WARM UP: 10 MINS.

2 GROUPS.

Coerver: Half the group practice coerver moves in half field.

Juggling: Other half practice juggling. Change after 5 - 7 mins.

TECHNIQUE: 10 - 15 MINS.

SHOOTING.

Striking with laces.

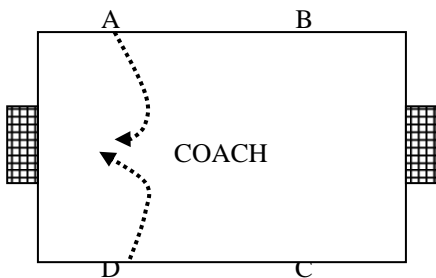
1. Circle around coach. players sit in crab position. Try to kick back into coaches hands. 2. This time players are standing and drop ball onto their foot. Same objective. 3. Same but in pairs approx. 5 yds apart. 4. Now drop ball and try and get through partners legs. 5. Ball on ground. Partner approx. 7 - 10yds away. try to get through legs. 6. Set up. Goal of 2 cones approx. 12ft. Players either side of goal approx. Emphasize: Strike middle of ball, strike with center of foot, keep ankle solid, flex from hip and knee, focus on ball only, be relaxed.

GAMES 1: 20 MINS.

PASS AND SHOOT.

Set up. 2 lines of players facing goal on half way line, in line with goal posts. Coach approx. 7 yds from players. Goal divided into 3. Players pass to coach who passes to side and/or forwards. Player runs on and shoots to goal. U7 can dribble. have to shoot before arc and aim for corners. 10 points for corners, 5 points for center.

Numbers game.



NUMBERS.

Set up. 4 groups of players. Each group is numbered 1 thru 3. Coach on center spot with all balls.

Play. Coach calls # and groups A play D, and B play C, in each half. Player whose # is called tries to score, without going into arc.

Progression. Call 2 or 3 #'s .
(SEE DIAGRAM.)

GAMES 2: 10 - 15 MINS.

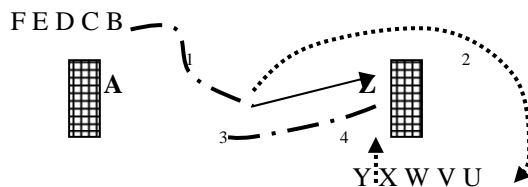
SHOOT AND SAVE.

Set up. Bring goal to half way line (GET ASSISTANCE.). GK in each goal, and players in line outside left post. Balls in both goals

Play. Player takes ball and dribbles towards goal (1) opposite and Shoots. Then goes to end of other line (2). The GK now becomes a Forward, takes ball , dribbles (3) and shoots. 1st player in the line replaces the GK (4)

Players in line can assist collecting balls. Repeat rotation at other end.

Shoot and save



WATER BREAK: RECAP: GAME PREP: Use this time to recap, and organize for game.



WEEK 5: SHOOTING TECHNIQUE AND GAMES

GAME: 4 * 10 MIN. QTRS.

WARM UP: 5 - 10 MINS.

2 GROUPS.

Coerver: Half the group practice coerver moves in half field.

Juggling: Other half practice juggling. Change after 5 - 7 mins.

TECHNIQUE AND GAME: 25 MINS.

DEFENDING.

1 v 1. In squares have 2 pairs working. Defender has to try and win ball. When does, swap roles.

Progression. In squares. 2 pairs. 1 player from each pair at opposite sides of square. 2 balls. Pairs alternate turns. A passes to B, who controls. A follows pass and is defender. tries to force out of square or win possession. A and B swap roles after each turn.

GAME.

Set up. Divide field into 4 qtrs. using cones. Coach on center spot. 1 defender on goal line in each segment. other players in 4 groups on half way line.

Play. Attackers take ball to defenders. Defenders job to force ball back to half way line. Attacker has to stop ball on goal line. Attacker becomes defender.

Progression. Only half 2 sections and play 2 vs. 2.

Emphasize: Don't back away, don't rush in, stay goal side, chase back if beaten, timing, jockeying, staying low, forcing wide.

TECHNIQUE AND GAME: 25 MINS.

GOALKEEPING.

Prep. With no ball, players on half way line facing 1 goal. On command, run forwards, backwards, left and right. Always face same goal. Emphasize on sideways running, bring feet together And then apart.

Pairs. Approx. 5 - 7 yds apart with 1 ball. Each player in goal of approx. 12ft. Players serve to one another.

1. Rolling to feet.
2. Throwing to chest.
3. Rolling to side (close)
4. On knees. Roll further to corners.
5. Variety of above.

Emphasize: Not stepping back, on toes, get body behind ball, hold to chest, scooping to collect ball, keeping legs together.

GAME.

Repeat any shooting game that uses GK repetitively. Or add GK to a shooting drill.

WATER BREAK: RECAP: GAME PREP:

use this time to recap practice, and to organize for game.

GAME: 4 * 10 MIN. QTRS.

Set Conditions in 1st and 3rd qtrs.

1st. Select a passing condition. i.e. 3 passes = goal.



WEEK 6: DEFENDING AND GOALKEEPING

3rd. Select a control condition. i.e. limit 3 touches.

WEEK 7: TEAM WORK

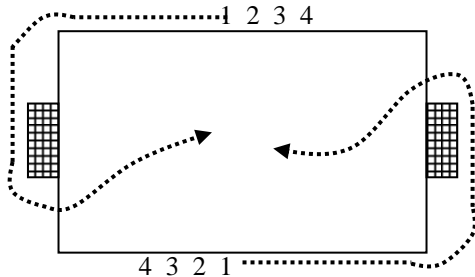
WARM UP: 10 - 15 MINS.

above.

TECHNIQUE: 10 - 15 MINS.

GAME 1: 10 - 15 MINS.

England vs. America



WATER BREAK: GAME PREP:

TEAM GAMES.

Set up. 2 teams of 6 or 3 teams of 4. 6 cones in line approx. 5yds apart.

1. Passing. Wall Game. (see week 3 W-up.)

2. Tunnel ball. 1st player rolls ball through everyone's legs. End person picks ball up runs to front and repeats. repeat through team. Sit down in line when finished.

3. Over under. 1st passes over head, next under legs. repeat as

4. Dribbling. dribble through cones. Repeat as above.

Emphasize: Team work, co-ordination.

WALL PASS.

Set up. Same as Shoot and save (week 5) but use full field, and coach is in center circle. Balls in goals.

Play. Similar as shoot and save but player is served ball by GK. Dribbles forwards and passes to coach. Coach wall passes back, and player runs on dribbles and shoots. GK serves his line, goes to end of line and is replaced in goal by the 1st shooter.

Progression. Use player for the wall pass. Don't dribble on return pass.

ENGLAND VS. AMERICA.

Set up. Half field. Divide into 2 groups. Put cones on corners. Teams set up on half way on opposite sides facing opposite goals. Players on each team given #'s 1 thru 6.

Play. Coach calls a # and serves ball into field. The players with that # run around corner cone, and goal and enter field to try and score against other team's player.

Progression. Call 2, 3 or more #'s at once. Introduce teamwork. Set conditions. i.e. have to make a pass. etc.

GAME 2: 10 - 15 MINS. PLAYERS CHOICE.

Recap the major skills developed over the weeks. Allow players to choose favorite game or games.

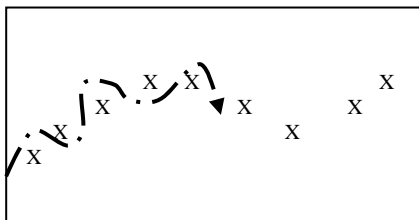
Organize for game.

GAME: 4 * 10 MIN QTRS. *Allow free play. Encourage team work.*

WEEK 8: SEASON FINALE

*This is a fun end of season finale. Play a series of 4 * 20 min games, with 5 min water breaks between game, or some of the players favorite games. A final game of Parents Vs. Players can be played. This can be followed by presentations of participation certificates to all players.*

ADDITIONAL DRIBBLING GAMES

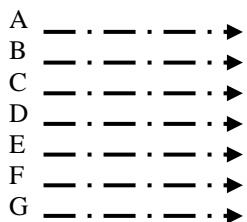


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Game: Follow the orange brick road

How to play: Set up a bending line of cones. At 1 end of the line place a Wicked Witch (a parent, asst coach) and have players at the other end of the cones. Each player tries to dribble down the windy orange brick road, zig-zagging through the cones. At the end of the road when they meet the Wicked Witch they have to shoot the ball past her to melt her.



WOLF

Game: What's the time Mr Wolf

How to play: Coach starts as the big bad wolf. Each little pig has a brick house (a cone) The Pigs shout "What's the time Mr Wolf" and the wolf shouts back a time. Each player advances the ball the number the wolf shouts out. Pigs ask again and repeat. When the Wolf shouts "Dinnertime", the pigs have to dribble their soccer balls back to their house and the wolf chases and tries to kick their ball away. Let each player have a go as the wolf.

Teaching points: Use soft touches to keep away from Wolf, and then dribble at speed and stop ball with feet only.

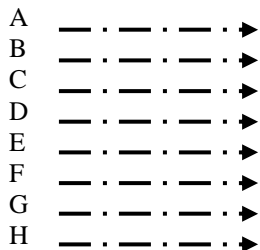
Progressions: Put cones in the way as trees that players avoid. Use multiple wolfs, or place wolf close to houses so pigs have to get past.

Game: Pac Dudes

Players in side square with their ball. Dribbling around trying not to bump each other who lose control of ball. Coach starts on outside of square and is a Ghost. On command Pac Dudes, the ghost has to try and knock everybody's ball out of the square.

Game: Knockout

Each player with a ball inside a square. On command "knockout" players are allowed to try and kick other players balls out, but must keep their own ball inside square.



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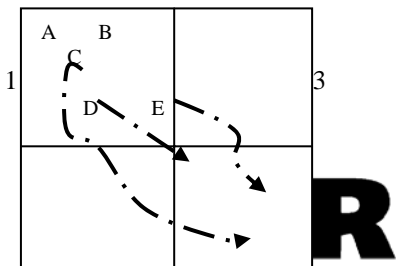
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Game: Traffic Lights

How to play: Players start on one end of (Soccer city) grid with their soccer balls (car). Coach is the traffic light (or traffic cop). Coach shouts various colors of traffic lights and players try to drive their soccer cars to Soccer town at the other end of grid. On command "red light" players need to stop their car with the sole of the foot and not move. If they move they return to soccer city and start again. Play to see who reaches Soccer town first.

Teaching Points: Dribbling and control movement.

Progressions: Add "yellow light" and make players do a stationary tic-toc or hat dance. Add additional commands: reverse where players go backwards, go home players turn and head back home, left, right etc.



SPORTS, OUTREACH, ARTS & RECREATION

Multiple Square Games:

ADDITIONAL DRIBBLING GAMES

A: Using 4 adjacent squares. All players start in one square with ball. Coach calls a square number and players move their ball to that square and keep dribbling inside new square until coach calls another number.

B: Split players into all 4 squares. Call 2 square numbers and those players have to switch squares.

C: Have players from 1 square on command try to go and steal balls

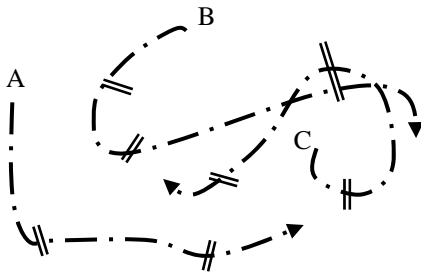
ADDITIONAL DRIBBLING GAMES

From the other players and get them back to their square. Give each square a set time and see who can steal the most balls.

Game: Relay races.

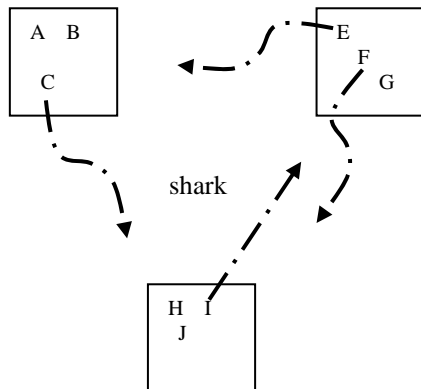
Set up multiple teams of 3 or 4 players. For each team set up a short course of cones that players have to dribble through. Players then dribble back, give ball to next person who repeats the course. When all players in a team have completed they sit in a straight line with their hands on their heads.

≡ Is a gate



Game: Downhill Skiing

Set up multiple gates in a grid. Each gate should be about 2-3 ft wide. Players are skiing (dribbling their ball) inside the grid but not going through the gates until the coach shouts “ Lets go Skiing” then players try to ski through as many different gates as possible in the time coach allows.

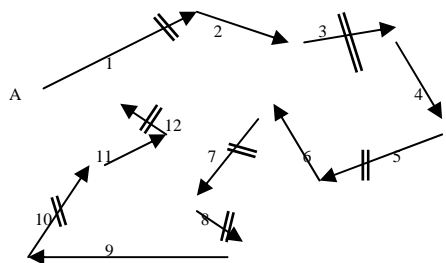


Game: Shark Attack

Set up 3 Islands. Divide players onto the 3 Islands. Each player with a ball. Coach starts as the shark in the middle of the ocean. The shark holds a cone on his/her head, or hands to designate a shark fin, so everyone knows they are the shark. When Coach shouts “shark attack” the players have to swim (dribble) their balls to either of the other 2 islands. The shark attempts to kick soccer balls away. Any soccer balls kicked away, then that player also becomes a shark. Play until 1 person left, who becomes the new shark for the next game.

Teaching points: Players have to respond to the defenders movements and keep possession of the ball. A lot less static and more game like than the above relay races.

ADDITIONAL PASSING GAMES



Game: Soccer Bowling

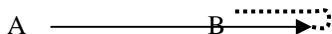
Set up several cones as pins. Arrange players in a circle around the pins and have each player attempt 2 passes to knock as many pins down as possible.

Game: Soccer Golf

Set up a golf course similar to the skiing course using gates as the holes. Have players pass their ball through the gates in the order you designate. Players count their number of passes. The lowest score wins.

Teaching points: A variety of passing techniques, short, angled, long.

Variation: have players design the course, or use obstacles such as trees, parents that players have to pass around.



Game: Tunnel Game

In pairs players have a ball. 1 player stands with his/her legs shoulder width apart. Player tries to pass ball through the legs. They take it in turns to try and score points.

Scoring: 3 pts if it goes through without touching. 2pts if it touches a leg and still goes through, 1 pt hits leg but doesn't go through. Opt if misses.

Progression: As ball goes through legs the tunnel player, turns and runs and receives it dribbles back towards partner and passes. The partner moves to let the ball pass through legs, turns and runs to receive it.

Teaching point: For the progression it gets the receiver into getting their body behind the ball.

Game: Stuck in the mud.

In a grid about 20 by 20, players are dribbling their soccer balls. Have 2 or 3 players as Swamp Monsters outside the grid with a ball each. On "go" the swamp monsters dribble their balls into the grid and attempt to hit players on the knees and below or soccer ball. If a player gets hit, or leaves the grid, they are stuck in the mud and they pick the ball up and hold it on their head, and stand with legs apart. Other players may release them by passing their ball through the stuck players legs. Rotate through the team as Swamp monsters and see who can get the most people stuck.

Teaching Points: Good passing technique, passing to where a player is running, good control, turning and changing of direction technique for the players in the swamp.

ADDITIONAL PASSING GAMES

MOVES APPENDIX

There are hundreds of moves, fakes and turns. Some are differentiated from others by slight variations. Some are basic and some very complex. Some are named for the movement and some named for the player who best personified the move. There is always overlap in what 1 person might call a move compared to another person. This list will arm you with an additional 4 moves. Each move is diagrammed like a dance step class and has descriptions to follow. Read through and replicate the steps to become familiar with the moves.

It is important to remember the function of a move is to beat a defender in a 1 vs 1 situation. In the target age groups U8 - U12 to beat a defender can simply mean to create enough space to make a pass, relieving pressure or maintaining possession. Too often in youth soccer, players are able to perform a move well but at the wrong time. The position of the opponent is very important. A Cryuff turn at the wrong time can and will lead the ball into the defenders possession. Ensure in your practice sessions you not only give them ample opportunities to practice with no opposition to get the mechanics down, but provide many opportunities where some passive then active opposition is provided to develop an appreciation of the opponents position in choosing a successful move.

Some key teaching points that will enable your players to better accomplish moves.

- Develop comfort with the ball by doing rollovers, toe touches, stop-go's <<Fast footwork>>
- Develop a sense of motion in your player, bouncing, stepping to ball, relaxed body posture
- Disguise move with an upper body fake, drop of shoulder, a look or point one way, a pass or shot set-up. This movement generally creates an “attacking space” beyond and to the opposite side of the fake
- Recognize when the player is off balance and penetrate the “attacking space.”

**The “attacking space” is the space the player in possession wants to attack with the ball. This can be beyond the defender, to either side or withdrawn from the defender. If a space is beyond the defender then the player should be encouraged to penetrate that space. The addition of the fake (body movement) usually creates a larger and more obvious space to attack. A Move laterally across the defender can create better passing angles and opportunities and a cut back or other move withdrawing from the defender can relieve pressure and allow possession to be maintained.

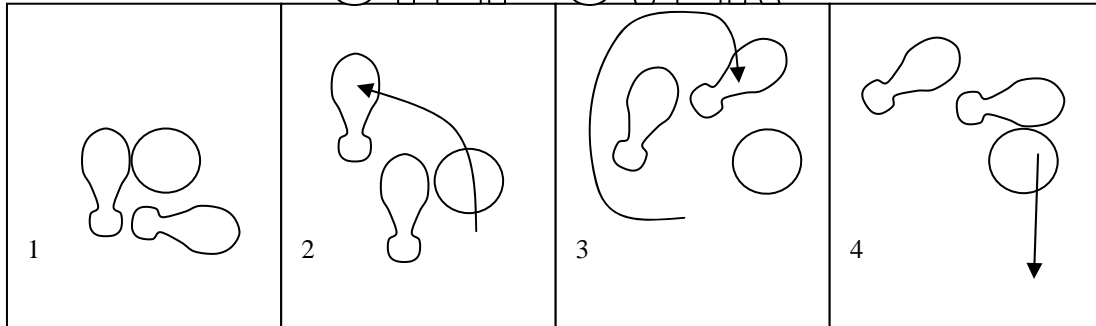
Basic Set-up for turn activities.

You can control the practice environment by creating 2 lines about 5 -10 yds apart. Have players start on 1 line approximately 5 - 10 yds between each with a ball. Walk through the mechanics of the move stationary 1st. Then players can walk towards other line and do move before it, repeat in opposite direction with other foot. And finally have them Dribble with more speed. **It is vital you develop 2-footed players so please provide time to practice with both feet.** For more limited space, you can set-up a square and have players work between cones to serve 4 players. Alternatively create a Hexagon with a central cone. Players can work each boundary line (6) and also the interior lines (spokes of a wheel) for another 6 players. This is easier for more proficient players.

Once mechanics and body movements are mastered you can put players back into the square game environments in your session to provide some opposition.

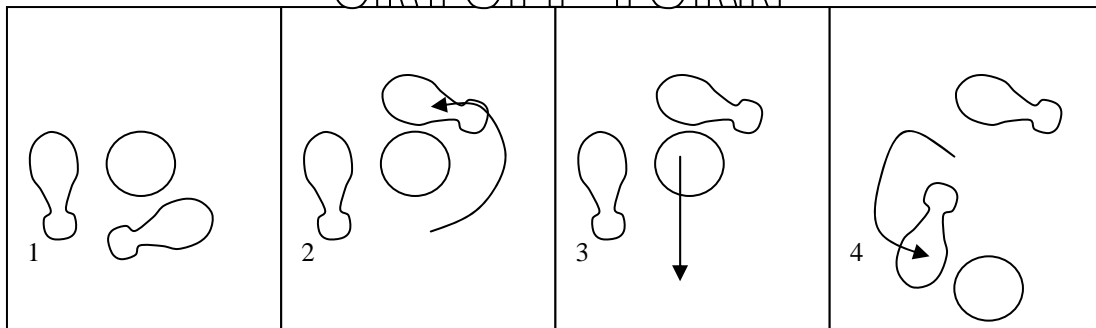
MOVES APPENDIX

STEP OVER



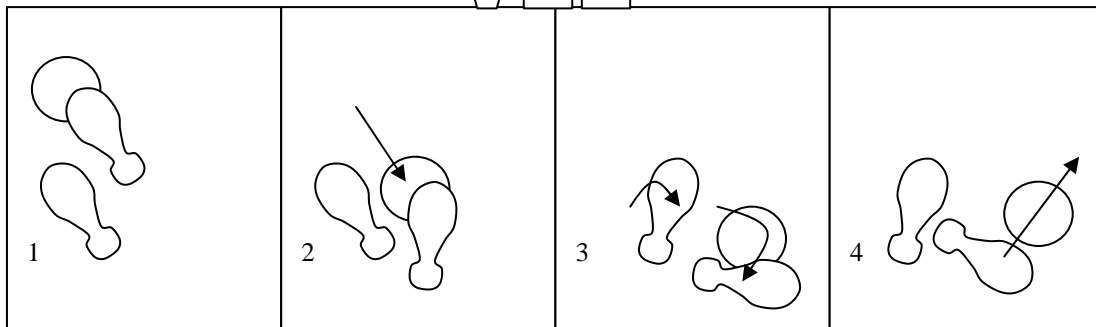
1. Stand in passing position (left foot alongside ball., right behind it)
2. Right foot steps over ball and to the outside of the left.
3. Swivel on the right foot and swing the left foot around the outside of the right
4. Knock the ball back (180) where you just came from and follow.

CRYUFF TURN



1. Set-up in a passing position for a right foot pass.
2. Right foot fakes a pass but circles around and in front of the ball (pointing at other toe at 90 degree angle)
3. Using inside of the right foot push the ball back through gap
4. and spin to the left to follow ball

VEE

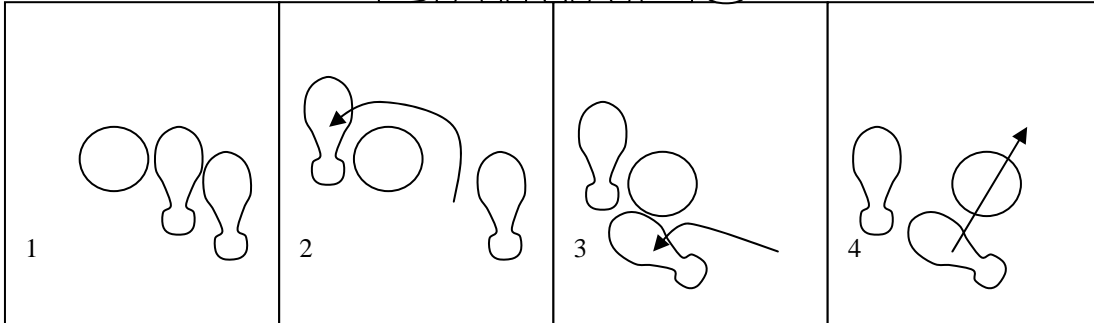


1. With the ball and body turned to the left
2. drag the ball back with the sole of the right foot

MOVES APPENDIX

3. and then use the inside of right foot to move in the opposite direction. As you roll ball back, turn hips and left foot
4. to allow a forwards push pass and follow

BARNES



1. Position ball on outside of left foot.
2. Step over ball with outside of the left foot, and lunge forward . (Can be more effective if the left foot circles forward and around the ball rather than stepping over)
3. Using the outside of trailing right foot
4. Play the ball away to the right