		IES Iastery: E	Being All Being able to	Ball Dribbling and Control nning with Ball, Close Ball Control, Using Both Feet Comfortable with the Ball Running or Close Movement DURATION 90-Min PLAYERS 10 to 12 b be comfortable with the ball; Being able to run short dis ugh close obstacles; Learning to master touch of the ball.	
				ent: Looking for the open space and move to while keepir	
1 st F	PLAY PHASE (Touch Warm-	Up with B	all)	DURATION: 25-MIN - INTERVALS: 2 ACTIVITIES: 12-MIN OBJECTIVE: This is a warm-up to get players moving through the space using various ball	
		¢		PLAYER ACTIONS: Players are to complete each instructed ball control technique and mo without running into each other. ORGANIZATION: Set up a grid of approximately 15L x 10W as shown in the diagram. Eac for the session. Each activity is to be demonstrated by the coach first before the players Activity 1: players are to move through the grid avoiding touching each other but only using alternating left and right as needed. Activity 2: players are to toe-tap on top of the ball while also are to move forward and backward to avoid making contact with other players. Activity through the grid and when they get close to a player, bend a knee on top of the ball to s different direction. Activity 5: players are to dribble freely through the grid. When they are left or right over the ball and use their opposite outside foot to change direction. Activity through the grid. When close to a player, they are to move around the player using roll-ove to dribble. RULES: Players are to focus on close contact with the ball. If the players are no and get players to re-set. It is important to do the skill properly.	we throughout the space h player is to have a ball are to perform the skill. I the outside of their foot inside left and right foot moving the ball. Players 4: players are to dribble top it, then proceed in a close to a player, scissor 6: players are to dribble technique and continue
#	TOUCH ACTIVITY	MINUTES	INTERVALS	KEY WORDS: Close control of the ball. Be aware of what is around you when doing your st	kill in the grid.
1	Dribble Alternating Outside (LT/ RT)	2	2	GUIDED QUESTIONS: How do you know what is around you?	
2	Piston Between (LT/ RT)	2	2	ANSWERS: As you move through the grid, it is important to also look up.	
3	Toe-Taps Alternating (LT/ RT)	2	2	Note: Depending on the number of players, you may need to set up more than one grid or	
4	Dribble and Stop with Knee	2	2	players gain confidence with their touch, some skills they will be able to do without looking a	t their feet/ ball.
5	Scissor (LT/ RT)	2	2		

4-CORNER DEVELOPMENT SUMMARY							
Physical Technical/ Tactical Social/ Emotional Psychological/ Mental							
- Quick reaction - Running with the Ball - Slowing down - Balance - Coordination - Agility	 Being able use both left foot and right foot Close ball control Use of both inside and outside of the foot 	- Communication - Listening to instruction on drill - Celebrate correct technique	 Watching the ball and where space is Concentration on body position Building confidence with the ball 				

CORE ACTIVITY: Movement with Close Ball Control	Ľ
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Roll-Over (LT/ RT)

6

4

2

2

2

2



Roll to Inside (LT/ RT)

DURATION: 20-MIN - INTERVALS: 2 ACTIVITIES 8-MIN - REST: 1-MIN OBJECTIVE: Close ball control through cones using various ball control techniques.

PLAYER ACTIONS: Players are to complete each instructed ball control technique and move through the cones.

ORGANIZATION: Set up a line of cones 1-meter apart as shown in the diagram. 5-cones in total. Try and set up a line of cones for each player so that players are not having to stand around and wait for a turn. Each activity is to be demonstrated by the coach first before the players are to perform the skill. **Activity 1**: players are to start at the first cone where they are to dribble the ball through the cones using only the inside of both left and right foot. **Activity 3**: players are to dribble the ball through the cones using only the outside of both left and right foot. **Activity 3**: players are to dribble through the cones using only the outside of both left and right foot. **Activity 3**: players are to dribble through the cones using inside and outside of the foot. On the second interval, the player is to switch up starting with the opposite foot. **Activity 4**: players are to dribble to first cone, and of the ball through the cone advancing the ball forward. **RULES**: Players are to focus on close contact with the ball. If the players are to incortrol, stop the skill and get players to re-set. It is important to do the skill properly. Additionally, players are to focus on their balance. If a player needs to, they can take an extra touch but need to work up to being able to take a single touch through the cones.

KEY WORDS: Close control of the ball. Watch balance while working the ball through the cones. Shifting balance to help set-up the next touch of the ball is important.

GUIDED QUESTIONS: What is close ball control so important?

ANSWERS: If you lose the ball, you lose the advantage to control the game.

Note: As players grow in skill, look to add a speed component to the drill to help challenge players more.

4-CORNER DEVELOPMENT SUMMARY								
Physical Technical/ Tactical Social/ Emotional Psychological/ Mental								
- Quick reaction - Running with the Ball - Balance - Coordination - Agility	 Being able use both left foot and right foot Close ball control Use of both inside and outside of the foot 	 Listening to instruction on drill Celebrate correct technique Competition with others in a race 	- Concentration on body position - Building confidence with the ball - Seeing improvement in skill development					

GOAL	Ball Dribbling and Control	
PLAYER ACTIONS	Running with Ball, Close Ball Control, Using Both Feet	U9+
\$Coarts	Being Comfortable with the Ball Running or Close Movement	
MOMENT All	DURATION 90-Min PLAYERS 10 to	
CORE ACTIVITY: Movement through Pyramid	ORGANIZATION: 25-MIN - INTERVALS: 2 ACTIVITIES 12- OBJECTIVE: Using ball dribbling skills to move through the cones. PLAYER ACTIONS: Players are to go through the cones using the skills and techn two drill sessions. ORGANIZATION: Sets of two cones are to be set-up as shown in the diagram. E: meter apart. Players are to dribble the ball through the pyramid. Each time they g pick different directions and continue to use their ball dribbling skills. As the player a speed element to the drill to focus the players to simulate a more game-like pad the skills that were covered in the first two sessions, then introduce a rule where skill twice in a row. For example, their first move is an outside foot touch. The sec different. This is to help players grow confidence in attacking the pyramid with skill KEY WORDS: Close control of the ball. Watch balance while working the ball through help set-up the next touch of the ball is important. GUIDED QUESTIONS: Why is it important for players to use many different ball dri ANSWERS: Allows players to develop different solutions to challenges they are fac the ball. It also makes a player less predictable with the opposition when they are dribbling skills. Note: As players grow in skill, look to add a speed component to the drill to help ch	MIN - REST: 1-MIN higues that were used in the first ach set of cones are to be up to 1- jo through the pyramid, they are to r gets more comfortable, introduce se. RULE: If players are not using they cannot use the same dribble ond movement must be something ls. ugh the cones. Shifting balance to ribbling skills? ced with on the field when dribbling displaying more well-rounded ball

4-CORNER DEVELOPMENT SUMMARY								
Physical Technical/ Tactical Social/ Emotional Psychological/ Mental								
- Quick reaction - Running with the Ball - Balance - Coordination - Agility	 Being able use both left foot and right foot Close ball control Use of both inside and outside of the foot 	 Listening to instruction on drill Celebrate correct technique Competition with others in a race 	- Concentration on body position - Building confidence with the ball - Seeing improvement in skill development					

GAME SIMULATION: Movement with a Shot on Goal	DURATION: 20-MIN - INTERVALS: 1 ACTIVITIES 20-MIN - REST: 0-MIN
	OBJECTIVE: Using ball dribbling skills to move through the cones and make a quick shot on goal.
	PLAYER ACTIONS: Players are to quickly go through the cones using various ball dribbling techniques and end with a shot on goal.
	ORGANIZATION: Coach is to set-up various cones in a cluster as shown in the example diagram. Cones are to be set-up apart enough for players to be challenged but also have an opportunity to successfully complete the exercise. A goal is to be set-up without a keeper. Players are to go through the cones at pace using various touches. Once the players are through the cluster of cones they are to take a quick one-time shot on goal. RULE: As players get through the session, the coach can pick a spot that players are to target for their shot.
	KEY WORDS: Close control of the ball. Watch balance while working the ball through the cones. Shifting balance to help set-up the next touch of the ball is important. Use speed to help simulate game situations.
	GUIDED QUESTIONS: Why is it important for players to use many different ball dribbling skills?
	ANSWERS: Allows players to develop different solutions to challenges they are faced with on the field when dribbling the ball. It also makes a player less predictable with the opposition when they are displaying more well-rounded ball dribbling skills.
	Note: Players should be able to take a shot on goal without looking at the goal to simulate a quick strike on goal.

4-CORNER DEVELOPMENT SUMMARY							
Physical	Technical/ Tactical	Social/ Emotional	Psychological/ Mental				
- Quick reaction - Running with the Ball - Balance - Coordination - Agility - Striking the ball - Speed	 Being able use both left foot and right foot Close ball control Use of both inside and outside of the foot Using ball dribbling skills from session Striking the ball correctly for accurate strike 	 Listening to instruction on drill Celebrate correct technique Competition with scoring goals Players congratulating player after goal 	 Concentration on body position Building confidence with the ball Seeing improvement in skill development Feeling of success with a ball striking on goal 				

GOAL			Ball Dribbling and Control						
a Fr		PLAYER ACTIONS	Running with Ball, Close Ball Control, Using Both Feet						
	KEY QUALITIE		Bein	<u>g</u> Comfortabl	le with the Ball Running or Close Movement				U9+
Socc	ER	MOMENT	All	DURATI	FION90-MinPLAYERS10 to		10 to 12		
	FIVE	ELEMENTS OF TRAININ	IG EXERCISI	E		TRAINING SE	SSION SELF-RI	EFLECTION Q	UESTIONS
1.	ORGANIZ	ZED: Is the exercise organized the right	way?		1.	What was the goa	I of the training session?		
2.		KE: Is the exercise game like where th	e skills being coach	ed are applicable	2.	What did you do v	vell in the training sessior	1?	
	to the play	ver and their game?			3.	What could you de	o better?		
3.	REPETITI	IONS: Are there repetitions when lookin	g at the overall goal	of the session?					
4.	 CHALLENGING: Are the players being challenged? (Is there the right balance between being successful and unsuccessful? 								
5.	5. COACHING: Are the coaches comfortable with the session and able to present the details to their players?								
SESSIC	N PLAI	N SYMBOLS							
•		Training Disc							
	Pass Ball								
	•	Running w/o Ball							
\sim	-	Run with Ball							