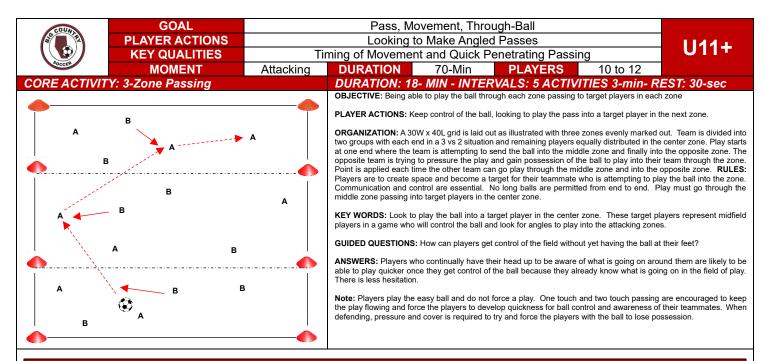
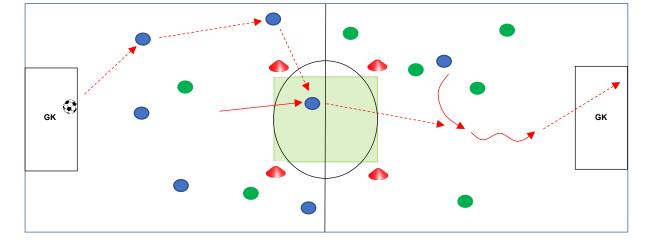


4-CORNER DEVELOPMENT SUMMARY						
Physical	Technical/ Tactical	Social/ Emotional	Psychological/ Mental			
- Quick reaction - Passing with both legs - Balance - Coordination - Agility - Speed of play	Being able use both left foot and right foot     Difference in two-touch and one-touch     Learning which area of the foot to pass with     Keeping the ball on the surface     Accuracy of the pass	- Communication - Listening to instruction on drill - Celebrate correct technique	<ul> <li>Focus on the path of the ball to prepare to receive</li> <li>Being able to understand passing technique</li> <li>Listening to the instructions of teammates</li> </ul>			







ORGANIZATION: Divide players into two teams. Use pinnies as required to help the players know who is on their team. Have open field play. Let the players play and avoid continual interruptions in the play. Look for moments for a stoppage in play for a coaching opportunity to help support the training that was done in the previous sessions leading up to the scrimmage. When the ball is played into the center grid when a player enters the grid, that player is now able to play attaching passes into the attackers. **RULES**: Players that enter the center grid cannot be challenged. Players that enter the grid to receive the pass must make a pass quick (within two touches if possible) to keep the player moving with pace. Once the player in the center grid makes the pass, they must come back out of the grid for the next chance to receive the ball to make another through-ball pass.

KEY WORDS: Look for the pass to lead the attacker into space to avoid the easy tackle.

GUIDED QUESTIONS: Why must players look to pass the ball to where a player can move onto the ball?

ANSWERS: Players who stand still are easier to mark and defend. Look to have passes being put into space that players can make easy direct runs in order to attack the goal.

Notes:

- To fit the scrimmage timing space-
  - Adjust the game intervals to fit the practice time remaining.
  - Only play as many intervals as there is time remaining for the practice.

Coaches can add or adjust any conditions as needed to challenge the players to their ability.

SCOUNTS	GOAL		Pass, Movement, Through-Ball Looking to Make Angled Passes Timing of Movement and Quick Penetrating Passing			
	PLAYER ACTIC					
SOCCER	KEY QUALITI					
	MOMENT	Attacking DURA	TION 70-Min	PLAYERS	10 to 12	
		4-CORNER DEVE	LOPMENT SUMMAR	Y		
Ph	ysical	Technical/ Tactical	Social/ Em	otional	Psychologi	cal/ Mental
Balance - Lear Coordination - Mov Agility pass t Speed of play - Bein send i		<ul> <li>Difference in two-touch and one-touch</li> <li>Learning which area of the foot to pass with</li> <li>Movement to space to set-up a through-ball pass to the opposite side</li> <li>Being able to control the play until able to</li> </ul>	<ul> <li>Listening to instruction on</li> <li>Celebrate correct technique</li> <li>Working in teams to success</li> </ul>	ue	<ul> <li>Peceive</li> <li>Being able to understand passing tech</li> <li>Knowing options by watching the play when ball is received, quick play options</li> </ul>	
	sociation is focused on the 5 k	send in a through-ball - Developing positional awareness				
g Country Soccer As: EAD- Player with you e what can be done	r head. Be focused and switt n the play/ game. PASS- Pas	send in a through-ball - Developing positional awareness key principles for game play: ched on. CONTROL- Control the ball through ss with purpose, accuracy, and intent. MOVE-	Move into a position where you a	are seen by your team	nmate with the ball for an o	ption to receive a pas
g Country Soccer As: EAD- Player with you e what can be done FIVE	r head. Be focused and switt n the play/ game. PASS- Pas	send in a through-ball - Developing positional awareness key principles for game play: ched on. CONTROL- Control the ball through ss with purpose, accuracy, and intent. MOVE RAINING EXERCISE	Move into a position where you a	are seen by your team	The second se	ption to receive a pas
g Country Soccer Ass EAD- Player with you e what can be done <i>FIVE</i> 1. ORGANI 2. GAME LI	r head. Be focused and switt n the play/ game. PASS- Pas ELEMENTS OF TI ZED: Is the exercise organize	send in a through-ball - Developing positional awareness key principles for game play: ched on. CONTROL- Control the ball through ss with purpose, accuracy, and intent. MOVE RAINING EXERCISE	Move into a position where you a TRAINING S 1. What was the go	are seen by your team ESSION SELF bal of the training sess b well in the training se	anate with the ball for an o	ption to receive a pas
g Country Soccer Ass EAD- Player with you e what can be done FIVE 1. ORGANI 2. GAME LI to the pla	r head. Be focused and switt n the play/ game. PASS- Pas ELEMENTS OF T ZED: Is the exercise organize KE: Is the exercise game like yer and their game?	send in a through-ball - Developing positional awareness key principles for game play: ched on. CONTROL- Control the ball through ss with purpose, accuracy, and intent. MOVE: RAINING EXERCISE Id the right way?	Move into a position where you a TRAINING S 1. What was the go e 2. What did you do 3. What could you	are seen by your team ESSION SELF bal of the training sess b well in the training se	anate with the ball for an o	ption to receive a pas
g Country Soccer Ass EAD- Player with you e what can be done FIVE 1. ORGANI 2. GAME LI to the pla 3. REPETIT 4. CHALLE	r head. Be focused and switt n the play/ game. PASS- Pas ELEMENTS OF T ZED: Is the exercise organize KE: Is the exercise game like yer and their game? IONS: Are there repetitions w	send in a through-ball - Developing positional awareness key principles for game play: ched on. CONTROL- Control the ball through swith purpose, accuracy, and intent. MOVE: RAINING EXERCISE Id the right way? e where the skills being coached are applicate	Move into a position where you a TRAINING S 1. What was the go e 2. What did you do 3. What could you	are seen by your team ESSION SELF bal of the training sess b well in the training se	anate with the ball for an o	ption to receive a pa

SESSION PLAN SYMBOLS		
•	Training Disc	
	Pass Ball	
	Run without Ball	
$\frown$	Run with Ball	