





Running a practice session

# Drills to Help Your U8 to U16 Teams Become "More" Successful

Prepared for Edson Minor Soccer Coaches

By

Roger Redman NWC District Head Coach

#### **Building a Successful Practice Starts with the Coach**

#### **METHOD**

- With young players, all aspects of the game will require a great deal of work. Coaches should select one part of the game that they believe requires attention and use that as the theme for practice.
- Devise a realistic practice situation where that aspect of the game can be highlighted.
- Observe the performance of the players within the practice to identify their mistakes and successes.
- Guide the player(s) to successful responses to their problems by:
- a) Stopping the play after the mistake,
- b) Pointing out the mistake to the player,
- c) Demonstrating the correct method of execution to show the correct "picture" to the players.
- d) Allowing the player to correct their mistake under similar circumstances in which the error occurred.
- Allow play to continue if the error is corrected. If the player continues to make a mistake, the coach should remain with the player to give him opportunity to succeed.

#### **ORGANIZATION**

Having a parent/player meeting before your season starts is a must.

The coach should spend a little time before each session preparing the practice. In preparation, the following points should be considered:

- The theme of the practice
- How many players are available
- How much equipment is needed (e.g., balls, bibs, goals, cones, Frisbees, etc.)
- How much area is available in which to work
- How the practice would progress ideally
- Approximately how much time is going to be spent in each segment of practice

#### **DEMONSTRATION**

"A picture is worth a thousand words."

#### **OBSERVATION AND INFORMATION**

The skill in coaching is to observe the mistakes of players as individuals, or as a team, and to provide the information to correct the mistakes.

#### **POSITION**

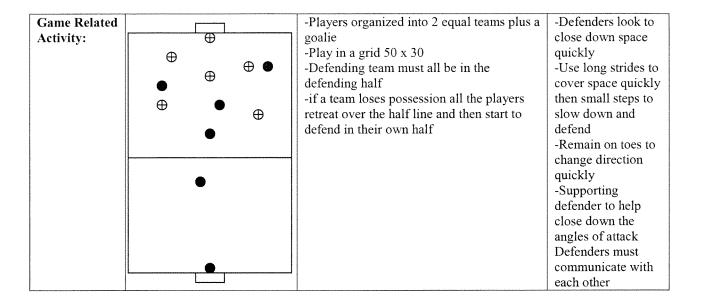
The coach should ensure that the practice is observed from "outside" the activity and not in the middle of play.





Team Name					Topic	Defendir	ıg		
Date:									
Age Group		U8 to U	12		Level	House L	eague		
Equipment									
Players 10 - 1	2	Goals	2	Balls	10	Cones	12	Pinnies	5
Equipment Notes:									

Phase	Diagram	Organization	Coaching Points
Warm-Up:		-Players are organized into groups of two -Front player (o) dribbles the ball and second player (x) follows -Front player (o) attempts to lose following player (x) -When the coach shouts stop, the following player (x) must be within touching distance of their partner -Alternate roles	-Player that is chasing keeps their eyes on the ball -Get "touch Tight" to player with ball -Sideways on Position _stay alert and move quickly on toes
Main Theme:	To Not the second secon	-Group organized into pairs -Work in a grid 10 x 5 yards -X passes ball to O -X cannot move until O has touched the ball -O attempts to dribble the ball past X and stop the ball on the end line -X attempts to defend his end line and take the ball -Alternate role	-Defenders close down space between themselves and the attacker quickly -As they get near the attacker slow down and get into a low and sideways position -Don't give the attacker room to work in
Progression:	O1 O2	-Play 2 v 1, then 2 v 2 -X1 passes to either O1 or O2 -X1 becomes an active defender when the ball is touched by either O player -O players work together to beat defender X1 -Alternate attacking a defending roles	-X must be aware of both attackers positions -Attempt to close down attackers quickly -Angle body to push attackers to the defenders strength -Angle body to prevent a pass and dribbling path to the end line







Team Name					Topic	Passing			
Date:									
Age Group		U8 to U	12		Level	House L	eague		
Equipment									
Players	10 - 12	Goals	2	Balls	10	Cones	12	Pinnies	6

Phase	Diagram	Organization	Coaching Points
Warm-Up:	•	-Pass ball across circle follow your pass -Add a ball (2 balls being passed) -Add a ball that must be dribbled to the other player (takeover) -Add a ball that is being passed around the circle (by foot) -Add a ball that is being passed around the circle (by hand).	-Practice using both feet -Ensure non- kicking foot points towards target -Pass through the ball to gain power
Main Theme:		-4 v 2 in a 10 x 10 yard grid -Dark's keep possession by playing the ball around and through the area -Defending players (white's) try to win ball by touching it -Everyone takes a turn playing in the middle, change after each win by the defenders	-Control the ball in the direction you wish to pass -Fake before passing in order to increase effectiveness and put the defender off balance -Choose when to pass early and when to take more touches
Progression:	0 0	-Use a 20 x 20 yard grid -Four players on the outside of the area -Three players on the inside attempt to maintain possession against two defenders -If the two defenders on the inside gain possession of the ball they then attempt to keep the ball by using those players on the outside	-Keep the ball moving -Spread out and use all of the space -Communicate -Use fakes to put defenders off balance
Game Related Activity:		-Play in a grid 40 x 30 yards -Divide players into two teams and place them into set areas -Players must remain in their area's and make 10 passes to score a goal -Passes can be made over all areas	-Create by spreading out when in possession -Decide whether to pass first time or control and then pass -Utilize spare players as often as possible







Team Nam	е			Topic	Dribblin	g		
Date:								
Age Group		U8 to U12		Level	House L	eague		
Equipment								
Players	10 - 12	Goals	Balls	10	Cones	12	Pinnies	6
Equipment	Notes:							

Phase	Diagram	Organization	Coaching Points
Warm-Up:	***	-Place 4 cones in center of the circle -Player with ball dribbles into the center square, dribbles out and passes to another player, then take his place on the perimeter of the circleAdd new condition after each minute  Left/right foot only  Turn in center  Go in slow, come out fast  Change of direction -Instead of passing the ball to another player the receiving player "takes" the ball in a "Take-Over" move.	-Dribblers keep their heads up -Use both feet to move the ball -Use the inside and outside of the feet
Main Theme:		-Work in a 15 x 5 yard grid -Organize players into groups of four -One ball for every 2 player -Dribble towards each other with ball, feint/fake to move past each other -Join the end of the group	-Keep the ball close -Slow down to feint -Bend knees to feint/fake -Accelerate past opponent -Use arms to maintain balance
Progression:		-Players are grouped as attackers and defenders -Defender passes ball to attacker who attempts to dribble the ball to the end line -If the defender gets the ball they attempt to dribble to their opponents line	-Take a good 1 <sup>st</sup> touch out from under your feet -Slow down when approaching opponent -Quick movements on the ball to beat the defender -Use inside and outside of feet to maintain close control

Game Related Activity:		-Play in a 30 x 20 yard grid -Organize players into groups of 8 maximum -Give each player a number from 1 – 8 -When the coach shouts out your number those players race around the outside of the grid through the cones to face each other -Add more numbers to play 2 v 2's up to 8 v 8's -This drill can be done with a ball each or have them race for a ball, or place a ball for 1 person between the cones	-Dribble when space is available in front of or behind an opponent -Change speed to beat opponents -Be aware of other players -Be confident -Have a purpose to your dribble, be determined
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Phase	Diagram		Organization	<b>Coaching Points</b>
Warm-Up:		0	-All players facing the coach with a ball -Players move when coach moves, stops when coach stops (players mirror the coach)	-Keep control of ball -Keep head up
Main Theme:			-Players are in four groups in a 20 x20 yard grid -Group go in turn to move the ball in a set pattern -After a few tries allow the groups to start at the same time -Players then follow when the current player has completed the circuit	-Identify and attack space early -Limit touches when in clear space -Change speed and direction quickly by using different parts of your foot
Progression:			-Players are organized into two teams plus one neutral player (②) -Play in a grid 50 x 40 -Each team utilizes the "neutral" player to create space to run with the ball -Neutral player plays for the team in possession of the ball and cannot score	-Maintain shape as a unit by positioning into space -Control away from defender and build up speed -Maintain possession until space appears
Game Related Activity:			-Players are organized into two teams -Play in a 50 x 40 yard grid -Aim to score within 10 yards of the goal -Players are marked "Man -to-Man" -Large playing area promotes running with the ball	-Same as above -Use close dribbling skills to change direction





Team Nam	ie			Topic	Turning	with the b	all	
Date:								
Age Group	)	U8 to U12		Level	House L	eague		
Equipment	-							
Players	10 -12	Goals	Balls	10	Cones	12	Pinnies	6
Equipment	Notes:							

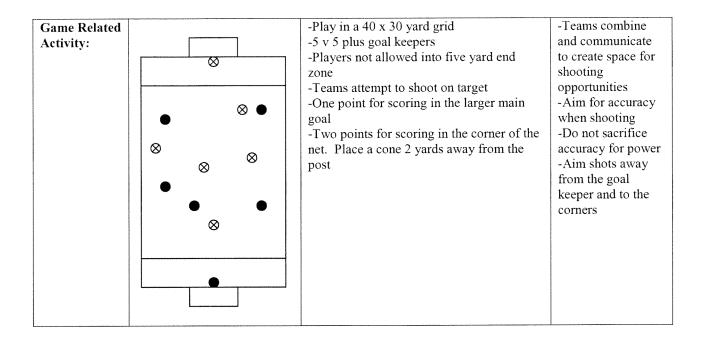
Phase	Diagram	Organization	Coaching Points
Warm-Up:		-Players have one ball between three -Players move within a 20 x 20 yard grid -The players with the ball dribble to a cone, turn and pass to a free player from their group	-Keep head up -Turn at a safe distance from the cone -Disguise turn by faking to pass
Main Theme:		-Players form a circle about 15 – 20 yards in diameter -Players dribble from their starting position on the outside of the circle to the center cone and back -Change the surface used to turn	-Keep the ball close -Slow down on approach to cone -Bend knees when turning -Accelerate back to starting position
Progression:	<b>⊗ ⊗ ⊗ ⊗ ⊗ ⊗ ⊗ ⊗ O O O O O O O O O O</b>	-Same lay out has above -Players work into the middle cone and then out to the next players spot in a clockwise direction -On the coaches command each player performs a specific turn	-Keep your head up -Quick movement on the ball -Accelerate away after turning -Turning action should face the body towards the next starting position on the outside of the circle
Game Related Activity:		-In a 20 x 20 grid place 2 players from 2 teams on the 4 corners, 4 other players play 1 v 1 inside the grid and attempt to dribble the ball to a teammate at one of the two cornersPlayers must use a turn to beat the defender before they can pass ball to teammate in cornerOnce player gets ball to corner, teammate switches with that player	-Keep Head Up -Keep ball close to body -Change of pace





					Topic	Shooting	5		
Date:									
Age Group	I	U8 to U	12		Level	House L	eague		
Equipment									
Players	10 -12	Goals	2	Balls	10	Cones	12	Pinnies	6
Equipment	Notes:								

Phase	Diagram	Organization	Coaching Points
Warm-Up:		-Toss ball to partner who kicks ball with laces back to partners hands -Perform this skill while moving from sideline to sidelinePlayer that is tossing the ball should be moving backwards, player kicking ball is moving forward -Switch at each sideline	-Accuracy over power -Keep eye on ball -Use laces or inside of foot
Main Theme:		-Two 10 x 10 yard grids that are 10 yards apart. Three players in each gridThe players in one grid pass the ball around and then drive a firm pass into the other gridEach player must touch the ball before it can be passedInstead of passing the ball into the other grid, now shoot it hard and low. If the other team cannot control the ball and keep it in their grid, you win a pointBall must stay below hip height.	-Keep eye on ball -Strike ball with laces -Get balanced before shooting -Receiving player on toes and ready
Progression:	P1 S2 P2 S1	-Use a goal 15 – 20 yards from the group of passers and shootersEach passer is responsible for passing to a specific shooting group, e.g. P1 to S1 and P2 to S2Drill starts with P1 dribbling the ball and then passing for S1 to run in and shoot. Next P2 passes for S2 and so onplace a goalkeeper in the net to stop the shots	-Attack the ball -Don't kill your space by getting there too early -Shoot back to the direction the ball came from -Wait until the last moment to attack the ball
	and the state of		







Team Nam	e				Topic	Controlling the ball			
Date:									
Age Group		U8 to U	U8 to U12		Level	House L	House League		
Equipment									
Players	10 -12	Goals	2	Balls	10	Cones	12	Pinnies	6
Equipment	Notes:								

Phase	Diagram	Organization	<b>Coaching Points</b>
Warm-Up:		-Players form a circle about 15 yards wide -Two players work together in the center of the circle -The ball is played from the out side the circle to the players inside -One of the central players controls the ball for their partner to pass back to the outside	-Get in line with the ball -Offer the controlling surface early -Cushion the ball to aid control
Main Theme:		-Ball juggling -Drop ball from hands to feet, flick ball back up to hands -bounce ball on ground then flick back up into hands with feet -Play ball from ground without using hands -Juggle for as long as possible	-Stay on your toes -keep eye on ball -Get in line with ball -Cushion ball
Progression:	1 4 7 2 3 6 5	-Give each player a number -Players pass the ball in sequence, i.e. from 1 - 8	-Keep your head up -Control in the direction you wish to pass -Angle foot for direction -Choose controlling surface early
Game Related Activity:		-Normal mini soccer rules apply -Each player must take two touches before passing	-Create space by moving wide -Use your body to shield the ball -Control the ball away from danger





Team Nam	ie				Topic	Goalkee	oing				
Date:											
Age Group	)	U8 to U1	U8 to U12			House L	House League				
Equipment	-										
Players	10 - 12	Goals	2	Balls	12	Cones	12	Pinnies	6		
Equipment	Notes:										

Phase	Diagram	Organization	<b>Coaching Points</b>
Warm-Up:		-Players are placed around a circle 15 yards in diameter -Five players and one goalkeeper -Players pass the ball through the circle -Goalkeeper attempts to block the passes	-On your toes -Goalie should be on feet as much as possible -Close down player with ball -Dive to block the pass when ready and in a good position
Main Theme:		-Player are in groups of three -Play in a grid 10 x 5 yards -Goalkeeper is positioned between goals 5 yards wide -Player 1 ⊗ ) shoots at goalkeeper -Goalkeeper makes save and turns to receive a shot from player 2 (⊕) -Players should try to strike the ball on the ground or in the air towards the goalkeeper	-Get body behind the ball -Fast footwork to move in line of ball -Hands up and palms facing the ball in the "Ready" position -Bend the knees
Progression:		-Same layout as above -Players now aim for the corner of the goal -Goalkeeper moves to block shots -Keeper turns to block shot from other player	-Stoop with legs together to gather off the ground -Do not cross feet when moving sideways -Push ball around the post if you cannot catch it -Stand "Big" until the shot is about to be taken
Game Related Activity:		-Playing area is a 20 x 30 yard grid -Play 3 v 3 in the central zone -If any player is able to dribble out of the central zone they can attack their opposition goal -Attacker cannot be followed by any defending player -Keeper attempts to save the shot or block the dribble	-Close the angle a distance between attacker and keeper -Ready position -Stand "Big" till the shot is about to be made -Push ball around post if you have to

## Community Coach Program Session Planning

Name of Coach: JOE STOPPER Date:	
Name of Team/Group: DYNAMOS Duration of Session: 45 MINUTES	j
Previous Experience of Players:	
1. Age: G-8 YEARS OLD	
2. Ability Level: ENTRY LEVEL (FIRST TIME PLAYERS)	
3. Other Factors: CO-ED (BOYS and GIRLS)	
Session Theme: "RUNNING with the BALL"	
Session Objectives (i.e., key factors, activity level, etc.):	
1. WARMUP-STOP/CONTROL BALL (5 mins) 2. FLEXIBILITY (5 mins)	
3. GAME ACTIVITY - RACES (10 mins)4. TECHNIQUE-DRIBBLING (5 mins)	
5. GAME 3V3 (NO GKs) (15 mins) 6. FUN WARMDOWN HAPPY FACES!(5 mins)	
Equipment Requirements:	
# of Soccer Balls: 18 (ONE BALL EACH) # of Goals: 6 can be flags or markers	
Other Requirements (markers, bibs, etc.): BIBS - 2 SETS OF 9 (DIFFERENT COLOURS)  MARKERS - 18 YELLOW 12 RED	
Organization: MIRROR MAN ALL PLAYERS FACING THE COACH WITH A BALL-MOVE WHEN COACH MOVES-STOP (SAI	ne)
2 BALL TAG-ALL PLAYERS IN 20x 20 GRID - ONE STARTS WITH BALL IN HAND - SIMPLE TAG	
3 CIRCLE RACES - TWO TEAMS IN ONE CIRCLE ON "GO" ONE TEAM RUNS OUTSIDE - FIRST BACKSITTING PROGRESSIONS: THROUGH LEGS BEFORE RUNNING: DO IT BOTH WAYS: AROUND PARTNER: HORSES/ JOCKE	WIN: YS
A A A A A A A A A A A A A A A A A A A	1
- GUIDE WITH FEET DONT KIC	K
3 V 3 + 3 V 3 + 3 V 3 + 3 OX 20 YDS GOALS OFF WIDE (NO GKS)	
5 MINUTES GAMES - CHANGE TEAMS	
6 "PRISONERS" ONE TEAM INSIDE A BOX 20 GAME AREA WITH A BALL EACH—OTHER TEAM AROUND the outside: Players inside they to dribble ballout: Players outside kick balls b Safety Factors to Observe:	RACK

PLAYING AREA CLEAR OF GLASS STICKS STONES etc - FLAGS HIGH ENOUGH - LACES TIED

## Community Coach Program Session Planning

	Name of Coach: SUZY	STRIKER	Date:
	Name of Team/Group:	NORTHSTARS	Duration of Session: 55 minutes
	Previous Experience of Players	ख क	
	1. Age:	8-10 YEARS	OLD
	2. Ability Level: AVERA	GE - MOST PLAYE	O AS 6-8 YEAR OLDS
	3. Other Factors: CO-E	D (BOYS and GIRL	S) GIRLS BETTER THAN THE BOYS!
	Session Theme:	NDIVIDUAL BAI	LL POSSESSION"
	Session Objectives (i.e., key fact	-	
	1. WARMUP - BALL CONTRO	L(5 mm) 2 DRIBBL	LING - SPACE PIRATES (10 min)
	3. RELAY RACES - RUNNING (	10 mins 4. JUGGLI	ING-BALL CONTROL (10 anias)
	5. GAME-KEEPER FIVES (1)	(mins) 6. <u>FUN W</u>	ARMDOWN (5 MINS)
	Equipment Requirements:		
	# of Soccer Balls: 16 (one ed	ach) # of Goals.	2-USE FLAGS
	Other Requirements (markers, bib	m#	BLUE/RED & YELLOW & RED MARKERS
		*	₩.
BOTO NOSANO.			STOP-TURN EGO - (TAKE ANOTHER BALL)
2.	2 "SPACE PIRATES" 20X10 GRID ONE PIR PLAYERS	ATE TRIES & ZAP (TOI MUST KREP MOVING	UCH) OTHERS-"SAFE" IS FOOT ON THE BALL UNTIL PIRATE CLOSE - ZAPS JOIN PIRATE
Z.	3 XXXX ~ A ~ A	: AROUND B - 2:	CACLE B, BACK - 3: ADD 2 MORE CONES
1	4 BALL JUGGLING 1: DROP FROM HAI	NOS TO FEET FLICK G	SATCH 2: ONE BOUNCE, FLICK, CATCH 3: NO BOUNCE
5	GAME GKAXO OXAGK 30-	ENCOURAGE GK TO CO COAX THE DIAMONE PLAYER WITH BALL"SO SUB OFTEN (EVERY	DITE AUT - PLAY WITH FEET  DITEAM SHAPE  CHEMEN" - CLOSEST OPPONENT PRESSER
	Safety Factors to Observe: PLA	ING AREA- CHEC	K FOOTWEAR - CHECK ALFLAGS
	NO BODY CHECKS DURING	ACTIVITIES - HAVE	OWN WATER BOTTLE

FUN WARMDOWN: "HORSES and JOCKEYS" OR "TRUCK and TRAILER"

Session Planning





Name		Edson Soccer Academy			Topic	Controlling The Ball			Practice #2	
Date:										
Age Group		9 – 12 year olds			Time	4:15pm – 5:45pm				
Equipment										
Players	30	Goals	4	Balls	30	Cones	60	Pinnies	20	
Equipment	Notes:									

Phase	Diagram	Organization	Coaching Points
Warm-Up:			
4:15 - 4:25			
Technique:		Foot Control	-Do not trap under
4:25 - 4:40	•	-Two thirds of players on outside of circle	the foot
		-One third of players on inside	-Use laces or inside
-		-Inside players run to an outside player who	of foot. Control in
		tosses a ball in air for inside player to	front and away
		control with there feet.	from body so you
	⊗ (*)	-Once player controls ball they pass it back	are ready to play
		then overlap outside player and finds	-Quick run into
	X	someone else to get a ball from	players, slow down
		-Rotate every 1 - 2 minutes	on arrival
		Progressions:	-Be up on toes,
	⊗ ⊗	-Control with one foot and pass with the	adjust to height and
		other	weight of toss
		-Volley ball back on 1st touch	-Relax on
Table Control of the		-Control with one foot, then volley back	controlling touch -Control out of
		with other foot	your stride and play
		Think Courtual	back quickly
4 2 5 4 5 0		Thigh Control -Same setup as before, players must now	back quickly
4:35 – 4:50		take controlling touch with thigh and play	-Make sure muscle
		back to outside player before overlapping	is relaxed
		and finding a new server	-Stay in line with
		Progressions:	the ball
		-How many can you do in a minute	-Offer thigh and as
		-Control with one thigh then laces volley	ball touches, drop
		back to the server	away so ball lands
			at feet ready to play
			-Control ball across
			your body and
			shield from def.
		Chest Control	
4:50 - 5:00		-Same setup as before players must now	-Arms out for
		take controlling touch with chest and play	balance and
		ball back to outside players before	protection
***************************************	¥	overlapping and finding new server	-Lean back then
			drop chest away on
			touch
			-Control with

Water Break 5:00 – 5:05			muscle of chest
Skill: 5:05 – 5:15	•	Control, Turn, Shoot  -Three players in a 10 x 15 yard grid. Player 1 passes ball to player 2 who controls the ball, under slight pressure from player 3, and tries to turn and shoot at goalRotate so all players control, serve, and pressure  Progression  -Use a variety of serves (looped, hard, soft)	-Maximize your space to receive the ball -Call for ball -Keep body between defender and ball

Phase	Diagram	Organization	Coaching Points
Game: 5:15 – 5:30	Ф Ф Ф	-Divide players into even groups and place in a 10 x 10 yard grid, with an open grid inbetween each group -Players must perform a task (20 thigh traps each, 20 two touch passes, 20 one touch passes, etc) before they can move onto the next grid. Repeat the task before moving againThe first team to get back to their starting grid wins	-Try to get groups performing the correct techniques while racing each group -Remain calm and take small touches Run quickly between grids -Make sure you compete task properly before moving on
Game: 5:30 – 5:40	8 8 8	-Play 4 v 4 in a 20 x 15 yard grid -Players can only score from a two touch shot (1 <sup>st</sup> touch control 2 <sup>nd</sup> touch shot)	-Keep game at a high tempo, with lots of ball on the sides for quick restarts -Encourage the players to play aerial balls
Cool Down: 5:40 – 5:45		Slow jog then Pick up equipment	





Name		Edson Soccer Academy			Topic	Passing Prac			ractice #3	
Date:										
Age Group		9 – 12 ye	ear olds		Level	Low				
Equipment										
Players	10	Goals	2	Balls	15	Cones	30	Pinnies	6	
Equipment	Notes:									

Phase	Diagram	Organization	Coaching Points
Warm-Up: 4:15 – 4:25			
Main Theme: 4:25 – 4:30	⊗ ← ●	-With a partner you will pass the ball to each other. After you pass the ball move backwards, when you are going to receive the ball move towards it.	-Control ball in the direction you wish to pass -Do not stand still -Try to put
4:30 – 4:55		-Play 4 v 2 in a 10 x 10 yard grid -Dark's keep possession by playing the ball around and through the grid -Defending players (white's) try to win ball by touching it	defenders off balance by faking a pass sometimes -Choose when to pass early and
Water Break 4:55 – 5:00	•	-Everyone takes a turn playing in the middle, change after each win by the defenders	when to take more touches -Try to keep the ball moving
Game: 5:00 – 5:15		-Set up a grid 40 x 30 yards and divide the grid into 4 equal areas -Divide players into two teams -Place players from each team in each area of the grid -Players must remain in their area's and	-Create space by spreading out -Decide whether to pass first time or control and then pass
	• 0	make 10 passes to score a goal -Passes can be made over all areas of the grid	-Use both feet -Use the inside of the foot to pass -Talk -Keep your head up -Non kicking foot
			points towards target -Pass through the ball to gain power

Phase	Diagram	Organization	<b>Coaching Points</b>
Game: 5:15 – 5:25		Ten Pin Passing  -Make two teams of equal numbers  -Each player has a ball  -On "Go" the first player tries to pass ball and knock soccer balls off the cones  -Player gets ball and dribbles back to the end of their line	-Use inside of foot -Lock ankle square to target -Fetch ball quickly -Only one shooter at a time
Game: 5:25 – 5:35		"Clean Your Room"  -Two teams of equal numbers -Every player has a ball -On "Go" all players pass ball into other teams "room". Players pass back and forth for 1 MinuteTeam with least amount of soccer balls in their room wins	-Ball must stay below knee height -Inside of foot passing only -No hands allowed to control other teams passes
Game: 5:35 – 5:45		"Pinball"  -Two teams of equal numbers in a 20 x 10 yard grid  -Everyone has a ball  -Players have to hit the pinball in the middle  -Team that knocks the "Pinball" off the cone wins  -Players must shoot from behind end line	-Side foot passes only -Make sure as distance increases the technique remains constant Fetch spare balls quickly and keep shooting at the pinball





Name		Edson So	Edson Soccer Academy		Topic	Passing		P	ractice #4
Date:									
Age Group	)	9 - 12  ye	ear olds		Time	4:15pm -	- 5:45pm		
Equipment									
Players	24	Goals	4	Balls	15	Cones	30	Pinnies	20
Equipment	Notes:								

Phase	Diagram	Organization	<b>Coaching Points</b>
Warm-Up: 4:15 – 4:25			
Main Theme: 4:25 – 4:40		-In pairs players pass the ball back and forth using the inside of their foot only in 10 x 15 yard grids -players now move up and down the grid passing the ball with the side of foot only	-Foot points towards target -Lift knee as you are about to kick -Turn your toe out -Call person name just before you pass
4:40 – 4:55 Water Break 4:55 – 5:00		Triangle Passing Drill -Pass ball and move to the line you did not pass tooAdd a ball that the last person in the line passes behind the triangleAdd a ball that the players in the line must pass by hand over their head to the person behind them. Move to the front of the line, if you are the last person.	
5:00 - 5:15		Passing and Receiving -Pass – Control – Pass in partners (2 touch) -3 touch passing (control, move ball away from defender, pass)	-Eye on ball -Pace and weight -Part of foot

5:15 - 5:25	Passing And Receiving Techniques -In a 20yd x 40yd grid, 2 groups of 3 players with one ball per group. The players pass and move using the following techniques: -Receive ball with the inside of the foot and move away pushing the ball with the outside of the same foot Look to see if you can turn, then turn with the ball Control with the outside of the foot and move away Try losing a defender by moving from side-to-side. Player with ball must watch so they know when to pass the ball Same as above only now the players move away from you then come back A passes to B and C works to get open and calls for the ball.	-Eye on ball -Pace and weight -Part of foot -Vision -Decision -Good First Touch
Game: 5:25 - 5:40 Cool Down 5:40 - 5:45	-in a 20 x 20 yard grid players will play 3 v 3 games. Score a goal by making 5 passes in a row or passing the ball on the ground through a 1 yard wide goal -Players that are not playing will practice passing, juggling, and controlling the ball	-Use all of the coaching points talked about today -Team shape (triangles) -Call for the ball -Movement into open spaces - Try losing a defender by moving from sideto-side





Name		Edson So	Edson Soccer Academy		Topic	Dribbling		Practice # 5	
Date:									
Age Group		8 – 12 ye	ear olds (	Low)	Time	4:15pm -	- 5:45pm		
Equipment								***************************************	
Players	8	Goals	4	Balls	10	Cones	12	Pinnies	4

Phase	Diagram	Organization	<b>Coaching Points</b>
Warm-Up: 4:15 – 4:25			
Main Theme: 4:25 – 4:35		-Players have one ball between three -Players move within a 20 x 20 yard grid -The players with the ball dribble to a cone, turn and pass to a free player from their group	-Keep head up -Turn at a safe distance from the cone -Disguise turn by faking to pass
4:35 - 4:40 4:40 - 4:50		-Players form a circle about 15 – 20 yards in diameter -Players dribble from their starting position on the outside of the circle to the center cone and back -Change the surface used to turn  -Same lay out has above -Players work into the middle cone and then out to the next players spot in a clockwise direction -On the coaches command each player	-Keep the ball close -Slow down on approach to cone -Bend knees when turning -Accelerate back to starting position  -Quick movement on the ball -Accelerate away after turning -Turning action should face the body towards the
Water Break 4:50 – 4:55		performs a specific turn	next starting position on the outside of the circle
4:55 – 5:05	Δ	The "Scissors" -Start dribbling with the ball between your feet. Plant your right foot next to the right side of the ball and swing your left leg around the ball in a counterclockwise arc, from the inside (right side) of the ball to the outside (left side) of the ball. Plant that left foot down and take the ball back to the right with the outside of the right foot. Accelerate!	-This is an "inside to outside" stepover with the left footOnce the defenders catches on to the "scissors left – go right" -Sell the move by dropping the

	The "Double Scissors"	shoulder -Really push off leg
5:05 - 5:10	-Here instead of a scissors left and then taking the ball to the right you do scissor type stepovers in both directions and then take the ball. So, scissors with the left followed by a scissors-lunge with the right foot, and then take the ball back to the left, with the outside of the left foot.	so you can move quickly in the opposite direction
5:10 - 5:20	The "Matthews"  -Dribble forward and then with the inside of your right foot, touch the ball slightly to the left, as if you were going to cut that way. Instead, push off the left foot and take the ball back to the right with the outside of the right foot.	-Keep Head Up -Keep ball close to body -Change of pace

Phase	Diagram	Organization	Coaching Points
Skill: 5:20 – 5:30		"Fakes/Moves" -Players in opposite corners of a 10 x 10 yard grid, dribble towards each other and perform set move or fake that coach calls out. Continue to the opposite cornerOther corner players do the same thing right afterPlayer repeat four times until they arrive back at there original corner and spot.	-Slowly in, Accelerate after move -Keep ball close, use entire body to disguise move -Keep head up -Quick feet -Make sure both players go the same way (both go to the right then to the left)
Game: 5:30 – 5:40		"King/Queen of the Ring" -Players are dribbling inside a circle about 20 yards in diameter -Players have to kick every other players ball out of the circle, but still keeping control of there own ballIf a players ball goes out of the circle they must sprit after their ball and perform two "Donkey Kicks" before they go back in	-Try to shield your soccer ball whilst tackling for others -Keep close control -No rough tackling -Keep head up -Cannot leave soccer ball unattended
Cool Down 5:40 – 5:45		-Put equipment away -Talk about changing last day from the Friday to either the Thursday or the Monday after	





Name		Edson So	Edson Soccer Academy		Topic	Dribbling	3	P	ractice # 6
Date:									
Age Group		10 - 13 y	ear olds		Time	4:15pm -	- 5:45pm		
Equipment									
Players	12	Goals	4	Balls	15	Cones	20	Pinnies	8

Phase	Diagram	Organization	Coaching Points
Warm-Up: 4:15 – 4:25			
Main Theme: 4:25 – 4:35		-Four teams (2 or 3) line up in each corner of a 20 x 20 yard grid -Supply of soccer balls (8 – 10) in the middle of the grid -Each team sends 1 player at a time to get a ball from the middle and dribble it back to their home base -Players can also take a ball from another team's home.	-Turn with the soccer ball and explode back to your home base -Dribble with the outside of your foot in the open space
Skill: 4:35 – 4:55		"Square Relays"  -In teams of 4, players line up across from each other (2 in each line) about 15 yards apart  -First player dribbles ball to the player in front of the other line, that player now dribble back to the next player  -Continue till all players are back to their starting positions  -First team back wins  Progressions  -Use sole of feet forwards  -Use sole of feet backwards  -Move sideways  -Use inside of feet only  -Use outside of feet only  -Perform "Scissor" move	-Keep ball close, within a stride length -Control with different areas of the feet -Head up, good peripheral vision -Use change of speed, and direction
Water Break 4:55 – 5:00		-Perform Scissor move -Perform "Matthews" move -Combination of inside, outside, sole -Two different turns in middle before continuing	

Phase	Diagram	Organization	Coaching Points
Skill: 5:00 – 5:20	Diagram	"Run The Gauntlet"  -3 defenders are in a 40 x 10 yard grid, placed every 10 yards.  -Player plays ball into attacker who turns and dribbles at the first defender and tries to beat each defender in the grid.  -Defenders can only move along the lines made by the cones.  -Players rotate through all positions	-Attack defenders at speed -Keep head up and use fakes -Vary moves, be creative, not predictable
Game: 5:20 – 5:40		-Two teams playing 6 v 6 in a 20 x 45 yard gridBall cannot be passed backwards -Advance forward only by dribbling or running with the ball or taking a shot on goal  Progressions -Field is divided into thirds and players must stay in own zone unless they dribble into the next zone	-Be brave, take players on -Accelerate into spaces on the field
Cool Down: 5:40 – 5:45		Pick up and put equipment away	





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Phase	Diagram	Organization	Coaching Points
Warm –Up: 4:15pm – 4:25pm			
Foot Speed: 4:25pm – 4:30pm		"Rock, Paper, Scissors, Shoot" -Two players stand 2 yards apart with a ball between them. Play Rock, Paper, Scissors whoever wins can then try to kick the ball into the loser's legs. If they hit their partner's leg they get a goal. If you lose the contest you want to avoid getting hit with the ball by moving your feet as quickly as possible out of the way. If the winner kicks the ball at the other player and misses, both players must sprint after the ball and start playing again from where the ball ended up. First player to score 5 goals wins.	
Technique: 4:30pm – 4:40pm		-Players are on the corners of a 15 x 15 yard grid. 1 player starts by dribbling ball to the center cones, turns quickly and then passes the ball low and hard to the other end corner. Follow your pass and join the end of the line. <i>Progression</i> , add more balls, change directions.	-Accuracy of passing -Keep knee over top of ball -Hit ball with laces -Receiving player on toes and should move towards the line of the ball
4:40pm – 4:55pm Water Break 4:55 – 5:00		-In a 20 x 10 yard grid in front of the goal play with 1 shooter in the grid, 5 passers on the outside with a ball or two each, and a junior coach in goal. Outside players pass to the inside player who must turn and shoot at goal. After they have run out of soccer balls rotate positions. <i>Progression</i> , add a defender. Attacker must lose defender and communicate with the passers when the pass should be played. Attacker should look to shoot first time if they are going to be closed down quickly	-Communicate when pass is neededTake a good first touch -Move ball out and away from body -Take a quick look where the keeper is -Fast turn and shoot for corner -Outside players talk to shooter, do they have time to turn and shoot or if

Skill: 5:00pm – 5:10pm	-In a 20 x 10 yard grid play 2 v 2 with 2 players on the outside as support players for the team in possession. Players shoot on goals whenever they get a chance. Use outside players and Junior Coaches for "Wall Passes" to create space.  -In a 30 x 20 yard grid play 3 v 3. Place 6 soccer balls around the outside of the grid. Players try to shoot on goal. If ball goes out the nearest player resumes the drill by getting the nearest ball and continuing. Keep score and the game ends when all of the outside balls have been used. Players then collect all balls and start again.	-Strike ball with laces -Rapid shooting when in space -Get balanced before shooting -Be positive -Communicate, combine to create space in which to shootShots must hit target (GOAL)
Game: 5:10pm – 5:20pm	"Take Over Box Shooting" -Split up into 2 teams. Place a box 10 yards away from the goal. Players must perform a "Take Over" in the box and then shoot on goal. Players are allowed 2 touches when in the box. Each team will have 1 minute to score has many goals as possible.  "World Cup" -In teams of 2 or 3 try to score. All other	-Get shot off quickly -Strike ball at earliest opportunity -Strike ball on laces -Knee over ball Shoulder over ball -Head over ball -Keep head steady -Aim for far post, not center of goal -Always remember
5:20pm – 5:40pm	teams will try to stop you. Teams are not allowed in the arc in front of the goal, all shots must come from outside the arc. Last team to not score is eliminated from the competition. Work down to the last two teams for the finals. First team to score two goals in the finals wins	accuracy over power
Cool Down: 5:40pm –	-Slow jog, pick up equipment, stretch.	
5:45pm	-Remind players about the final Academy 3 v 3 tournament, which day did they pick. The "Boy" and "Girl" of the Academy will be named and awarded with wonderful prizes	





Name		Edson So	Edson Soccer Academy		Topic	Shooting		Practice # 7	
Date:									
Age Group		10 – 13	year olds		Time	4:15pm -	- 5:45pm		
Equipment									
Players	12	Goals	4	Balls	14	Cones	18	Pinnies	6
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Phase	Diagram	Organization	Coaching Points
Warm-Up: 4:15 – 4:25			
Main Theme: 4:25 – 4:35	Δ Δ	"Shooting and Finishing"  -In pairs the players strike the ball back to each other through the cones  -Vary the distance apart  -Limit players down to one touch	-Head down over the ball -Ankle lock with toe down -Planted foot next to the ball -Striking the ball with the laces -Shoulder over ball -Point toe where you want ball to go
Game: 4:35 – 4:55 Water Break	Δ Δ ⊗ ⊗	-Player 1 rolls ball to the side and shoots at opposite end goal. Other players try to stop the ball from going in their net without using their hands, and then shoot the ball backFirst team to five goals wins  Progression -Limit to two touches per player -Partners must play one-two before shooting -Limit to 3 touches per team -Players can use hands and increase the	-Work on angles for the lay off in the one-two's -Work as a team, catch opponents off guard with quick returns -Keep accuracy as power increases with distance -Shoot for far post

Phase	Diagram	Organization	Coaching Points
Skill:		"Hitting the Corners"	-Approach at an
5:00 - 5:15		-Two players have small targets (goals) to	angle
		shoot at.	-Keep knee, head
ore a constant	WI ALAKANANANANANANANANANANANANANANANANANAN	-Players take alternate shots trying to score	and shoulder over
- General Control of C		Progressions	the ball
	account of the second of the s	-Shoot standing still	-Strike with the
		-Hit a moving ball	laces across the
		-Partner plays you the ball, you control it	goal
		then shoot	-Use both feet
		-Left foot only, right foot only	<ul> <li>Look at keepers</li> </ul>
namentum de de artic		-Increase the distance you shoot from	position and shoot
			where keeper is not

Skill: 5:15 – 5:25	"Directional Volleying" -Player 1 serves to player 2 who volleys to player 3. Player 3 tosses ball to player 1 who volleys to player 2 and so onPractice with right foot then left foot	-Correct body positioning is at a 45 degree angle -See where ball is coming from and where it is going to -Rotation of the knee then hip then laces volley -Non kicking foot pointed to target area -Sweep ball across body
Game: 5:25 – 5:40	"World Cup" -In teams of 3 try to score. All other teams will try to stop you. Teams are not allowed in the arc in front of the goal, all shots must come from outside the arc. Last team to not score is eliminated from the competition. Work down to the last two teams for the finals. First team to score two goals in the finals wins	
Cool Down 5:40 – 5:45	-Slow jog, pick up equipment, stretch.  -Remind players about the final Academy 3 v 3 tournament, which day have they picked to have the "Boy" and "Girl" of the Academy named and awarded with wonderful prizes	