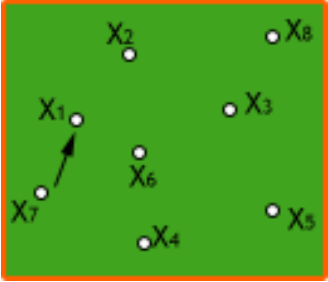
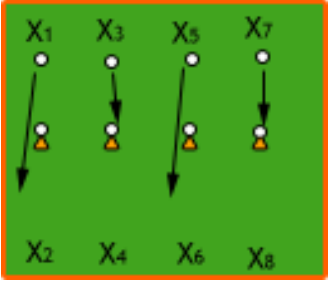
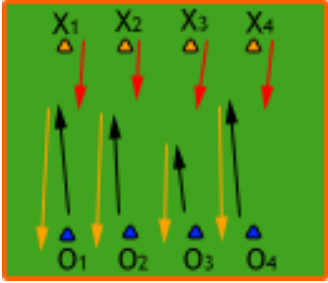


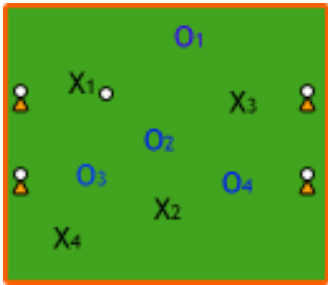
TSF:A	PROGRAM	FAIR LAWN ALL-SPORT
	LEVEL	RECREATIONAL
	AGE	KINDERGARTEN

ORGANISATION		WEEK TWO	
GAME #1:	10-15 MINS	DRIBBLING-TURNS	<i>SOCCER MARBLES</i>
		- All players have a ball each dribbling around grid. - Players must avoid the marble master (X7-COACH) who is trying to hit other player's ball with his/hers. - Players should be encouraged to perform a turn in order to protect their ball and move I out the path of the Marble Masters ball. Progress: All players can hit each other's; count how many times you hit someone's ball.	
COACHING POINTS		- Reinforce dribbling from previous games - When passing: - Inside of foot - Guide ball with non-kicking foot being alongside ball and pointing to target.	
GAME #2:	10-15 MINS	PASSING (Technique)	WHACK THE WITCH
		- Players in pairs 10 yards apart. - Each player gets a ball and 1 cone per 2. - Player 1 places ball on cone and player 2 must try and knock partners ball off cone to score point. - Switch roles after each pass. Progress: Make distance longer if success is gained too easy.	
COACHING POINTS		- Non-kicking foot by side of ball. - Lock ankle of passing foot. - Heel down & toes up. - Inside of foot strikes middle of the ball. - Follow through the ball in the direction you want the ball to go. - Eye on target and line body for accuracy.	

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GAME #3:	10-15 MINS	DRIBBLING & TURNS	RATS & RABBITS
		- Start by both teams (X = Rats, O = rabbits) dribbling ball towards each other and on Coach call "Go!" perform Quick-Turn and return to own base. - Both teams start at own base, (C) calls out team & that team dribbles towards other team. (C) Shouts "Go!" team dribbling must turn and get back safely before other team catches them wins ball and dribbles back over their line. - If you lose ball, join other team. PROGRESSION - Ask to perform different skill - L-Turn; Drag Back (if these have been taught in session)	
COACHING POINTS		- Reinforce dribbling from previous games. - Slow, closer control on approach to defender. During turn keep eyes on the ball, stay low & bend knees. - Explode away with bigger touches after turn to get away from defender.	
GAME #4:	10-15 MINS	DRIBBLING & TURNS	WHAT'S THE TIME MR. WOLF
		- All players have a ball each at end line. - Coach (C) is the Mr. Wolf at other end of area. - Players shout out "What's the time Mr. Wolf" - Coach responds with "...O'Clock" (choosing number between 1 & 12) - Whatever the time is, the players take that many small dribble touches forward. - If Coach responds "Dinner Time" then the players must turn and run back to the beginning line - If players make it to Mr. Wolf before he says 'Dinner Time' they get a point	
COACHING POINTS		- Reinforce dribbling -keep ball close and under control. - When turning tell players they must use quick-turn or L-turn. - Make it a story!	

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SCRIMMAGE	15 MINS	4 v 4	
		▪ Split group into 2/4 teams depending on numbers. ▪ 2 teams play, one team rest OR set up two field so all four teams play. ▪ No Goalkeepers ▪ Do not add players ▪ Do not keep score ▪ Let the players play	
COACHING POINTS		▪ Try to keep players in area ▪ Let the players play ▪ Do not keep score	