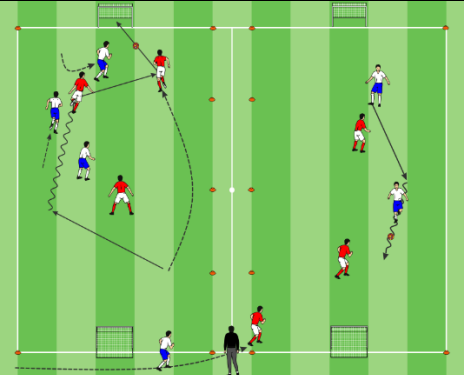
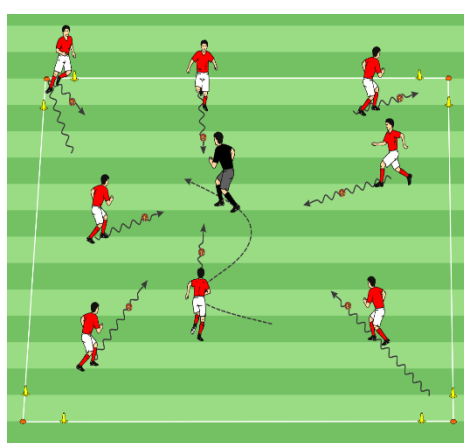
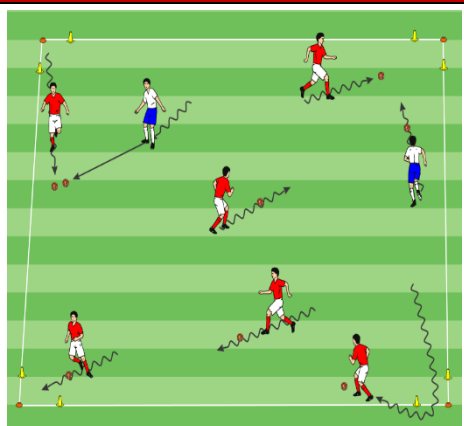
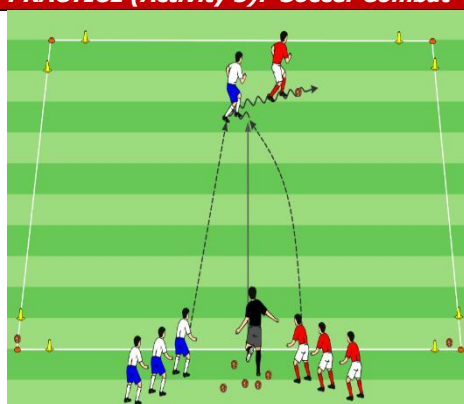
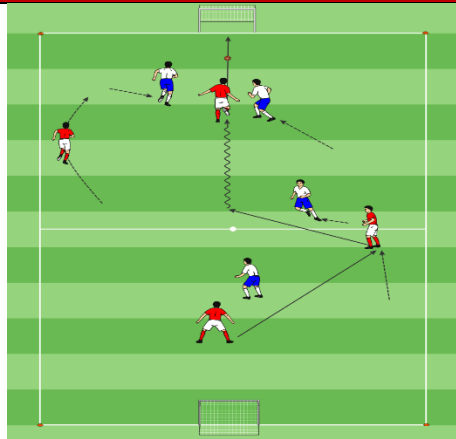


 	GOAL: Improve the techniques of passing, dribbling and shooting			AGE GROUP	
	PLAYER ACTIONS		Shoot, pass or dribble forward		6U
	KEY QUALITIES		Take initiative, be pro-active		
	MOMENT		Attacking	DURATION	60 minutes
1st PLAY PHASE (intentional Free Play): Up to 3v3 Games				Play multiple 2-3 minute games	
			Objective: to pass or dribble past an opponent then score goals Organization: On your (20Wx30L) game field, set up two 15Wx20L fields with a small goal at each end. When practice is scheduled to start & as soon as 2 players arrive, start playing a game. The game will start as 1v1. As players arrive, the game becomes 2v1 then 2v2 up to 3v3. Once one field is at 3v3, start a second game on the field next to it. Key Words: go to goal, score goals Guided Questions: Are the players engaged? Are all the players getting challenged? Answers: have one field with less players on it to encourage participation. Adjust the games so the stronger players may have less teammates (2v3 game).		
PRACTICE (Activity 1): Red Light/Green Light				7.5 Minutes-8 intervals-1 min. play-30 sec. rest	
			Objective: to dribble and change directions toward the goal (coach) Organization: In a 15Wx20L grid, a small cone goal in each corner & all players with a soccer ball dribbling within the space. The coach(es) walk around the space. When the coach says "red light", the players must stop their ball. If the coach says "green light", the players must dribble again. If a player cannot stop their ball, they must dribble through any goal then start playing again. Coach controls the frequency of the lights to allow the players time to respond. Variations: Yellow Light-dribble slow, Blue Light-5 toe taps on the ball. Purple Light-hop on 1 foot around the ball. Rules: On Green Light, the players are trying to dribble toward the coach. Once the coach is tagged, start a new game. Key Words: Laces, Outside (of the foot), Inside (of the foot), Bottom (of the foot) Guided Questions: Are the players able to stop the ball? Are all players able to use different surfaces of their feet? Answers: Get close to the ball and softly touch the top of the ball with the bottom of the foot. Use terms like big toe and pinky toe instead of inside and outside of the foot.		
PRACTICE (Activity 2): Wreck It Ralph				8 Minutes-8 intervals-45 sec. play-15 sec. rest	
			Objective: to dribble your ball to goal while protecting it from opponents Organization: In a 15Wx20L grid, with a cone goal in every corner & every player with a soccer ball. All but 2 players are trying to dribble their soccer ball into as many goals as possible. 2 players do not try to score but try to WRECK the goal scorer's points. If a Wreck It Ralph hits a goal scorer's ball with their own, they demolish all the points and the goal scorer has to start scoring over again. Rules: Play begins when coach says, "GO". Score by dribbling your ball through any of the 4 goals. Key Words: Go forward, dribble to goal, protect your ball Guided Question: What do you do to protect your ball? Where do you have to point your toe if you want your laces to kick the ball? Answers: Put your body in the way to block it from the opponents (hide it/shielding). Point your toe to the ground and push the ball in front with your laces.		
PRACTICE (Activity 3): Soccer Combat				8 Minutes-16 intervals-10 sec. play-20 sec. rest	
			Objective: to dribble your ball toward a target & strike your ball to goal Organization: In a 15Wx20L grid, a cone goal in every corner, the coach starts at the center of a side line with all the soccer balls. Divide the group into 2 teams; one team on the coach's right & one on the left. Once the coach plays a ball onto the field, a player from each team goes after the ball and tries to score by striking the ball into any of the 4 goals. Rules: Play starts when the coach passes a ball onto the field. Coach can make the game 1v1, 2v1 or 2v2 by telling the teams prior to kicking a ball onto the field. Team's get 1,000 points if they can score a goal. Once a goal is score or if the ball goes out of play, game over and coach serves a new ball out for the next player(s) to play. Key Words: Find the open goal, go fast towards it Guided Question: What can you do to trick the opponent? When would you use the bottom of your foot? Answer: Pretend to go to one goal then change direction to go to the other. Use the bottom of your foot to stop the ball or to change directions (pull back).		

2nd PLAY PHASE: The Game – 3v3/4v4**24 Minutes-2 intervals-10 min. play-2 min. rest****Objective:** to pass or dribble past an opponent then score goals

Organization: In a 20Wx30L field and a small goal on each end line, play a 3v3 game or 4v4 (game should not exceed 4v4). Play for 24 minutes – 2 intervals of 10 minutes with a 4 minute rest between intervals. Local rules apply. If the ball leaves the field, the coach should roll another ball onto the field and play continues. No goal keepers allowed.

Key Words: turn, get the ball, score goals

Guided Questions: Who should determine whether to dribble pass or shoot? What are successful practice indicators?

Answers: The players must be allowed to make their own decisions. Coaches can provide guided assistance only as needed. Players are engaged, enjoy practice and positive reinforcement was provided.

Five Elements of a Training Activity

1. Organized: Is the activity organized in the right way?

2. Game-like: Is the activity game-like?

3. Repetition: Is there repetition, when looking at the overall goal of the training session?

4. Challenging: Are the players being challenged? (Is the right balance between being successful and unsuccessful?)

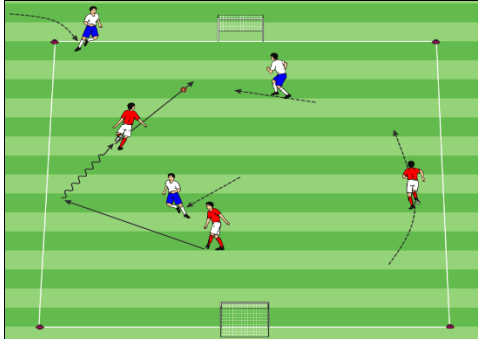
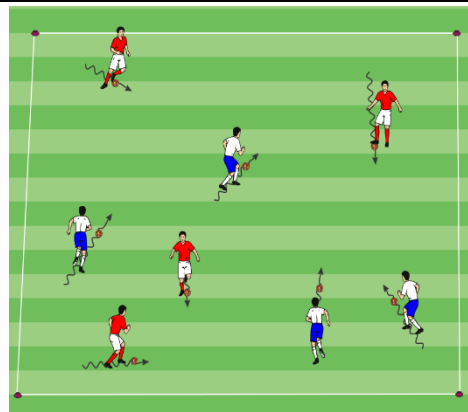
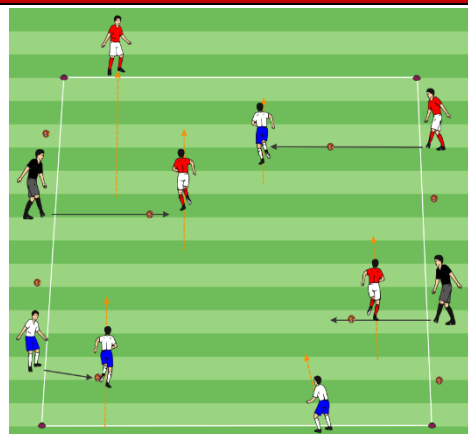
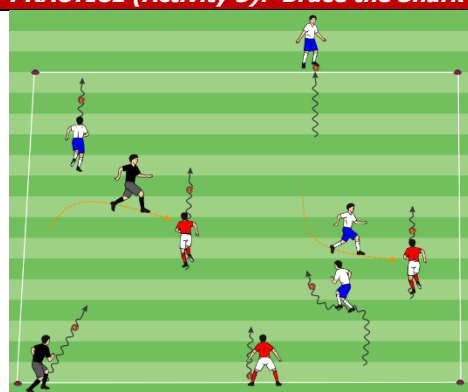
5. Coaching: Is there coaching based on the age and level of the players?

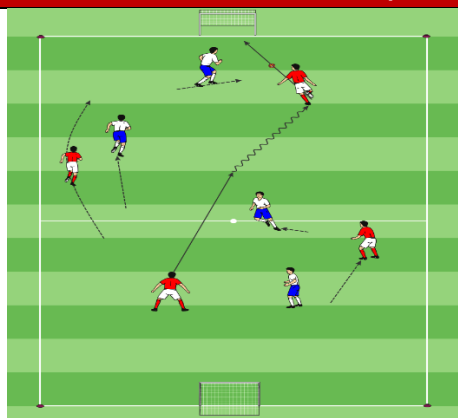
Training Session Self-Reflection Questions

1. How did you do in achieving the goal of the training session?

2. What did you do well?

3. What could you do better?

 	GOAL:	Improve the techniques of dribbling, passing & shooting			AGE GROUP 6U
	PLAYER ACTIONS	Shoot & pass or dribble forward			
	KEY QUALITIES	Take initiative, be pro-active			
	MOMENT	Attacking	DURATION	60 minutes	
1st PLAY PHASE (intentional Free Play): Up to 3v3 Games					Play multiple 2-3 minute games
		Objective: to pass or dribble past an opponent then score goals Organization: On your (20Wx30L) game field, set up two 15Wx20L fields with a small goal at each end. When practice is scheduled to start & as soon as 2 players arrive, start playing a game. The game will start as 1v1. As players arrive, the game becomes 2v1 then 2v2 up to 3v3. Once one field is at 3v3, start a second game on the field next to it. Key Words: go to goal, score goals Guided Questions: Are the players engaged? Are all the players getting challenged? Answers: have one field with less players on it to encourage participation. Adjust the games so the stronger players may have less teammates (2v3 game).			
PRACTICE (Activity 1): Sailing the Seas					8 Minutes-8 intervals-40 sec. play-20 sec. rest
		Objective: Improve the player's ability to dribble their soccer ball and change direction Organization: In a 15Wx20L grid, all the players with a soccer ball (ships) & the coaches the (ship's captain). The players dribble their ball and will change speed or direction based on the weather; high winds, go fast, no wind, go slow, hurricane, dribble in a circle, rogue wave, go backward. Each round, add a new direction, command or combine movements. Rules: Play starts when the coach says, "ahoy mates, set sail". Key Words: Keep the ball close, softer touches to slow the ball down Guided Questions: What if the players are not engaged in the activity? How can you help the players get more repetitions? Answers: Use your imagination & the theme of the activity to tell a story & make the game more of an adventure. After calling out a weather condition, allow the players time to respond and get the repetitions you desire.			
PRACTICE (Activity 2): Pirates of the Caribbean					8 Minutes-8 intervals-30 sec. play-30 sec. rest
		Objective: to improve the players ability to pass the ball toward a moving target Organization: In a 15Wx20L grid, (the ship), place all the players one end line without a soccer ball (Captain Jack Sparrows). All soccer balls (cannon balls) are lined up on either side of the grid. Captain Jacks will try to run to the other side of the ship without getting hit by a cannon ball below the knee. Coaches (Barbosa) will start as the shooters. Rules: When the coach yells, "make it across or walk the plank" the players start across the grid. Pirates who get hit become Barbosas too. Hits below the knee change players from Pirates to Barbosas. Key Words: Pass with the inside of your foot or your laces, touch the ball to the side to set up your pass Guided Questions: What do you do before striking the ball? Where can you go if Captain Jack is too far away? Answers: Light the fuse by moving the ball to the side before striking it. Use the inside or outside of your foot to move the ball down the field before striking it at Captain Jack.			
PRACTICE (Activity 3): Bruce the Shark & Nemo					8 Minutes-8 intervals-30 sec. play-30 sec. rest
		Objective: to dribble your soccer ball past an opponent and stop it once on the opposite side of the field Organization: In a 15Wx20L grid, select 1-3 players to be Bruce the Sharks without a ball (coaches can start as sharks too). The rest of the players are Nemo or Dori. They all have a ball & start at one end of the grid. They have to swim (dribble their ball) to the other side without losing their soccer ball to Bruce the Shark. Rules: Game starts when the Sharks yell, "Nemo, Nemo cross my ocean". Once a dribbler has reached the other side, he/she is safe. Key Words: run with your ball, stop your ball Guided Questions: What is a schemer? How do you know where to cross the ocean? Answers: The player who patiently watches & waits for the best moment to go. Play with your head up, move across the shore and look for the best place to cross.			

2nd PLAY PHASE: The Game – 3v3/4v4**24 Minutes-2 intervals-10 min. play-2 min. rest****Objective:** to pass or dribble past an opponent then score goals**Organization:** In a 20Wx30L field and a small goal on each end line, play a 3v3 game or 4v4 (game should not exceed 4v4). Play for 24 minutes – 2 intervals of 10 minutes with a 4 minute rest between intervals. Local rules apply. If the ball leaves the field, the coach should roll another ball onto the field and play continues. No goal keepers allowed.**Key Words:** turn, get the ball, score goals**Guided Questions:** Who should determine whether to dribble pass or shoot? What are successful practice indicators?**Answers:** The players must be allowed to make their own decisions. Coaches can provide guided assistance only as needed. Players are engaged, enjoy practice and positive reinforcement was provided.**Five Elements of a Training Activity****1. Organized:** Is the activity organized in the right way?**2. Game-like:** Is the activity game-like?**3. Repetition:** Is there repetition, when looking at the overall goal of the training session?**4. Challenging:** Are the players being challenged? (Is the right balance between being successful and unsuccessful?)**5. Coaching:** Is there coaching based on the age and level of the players?**Training Session Self-Reflection Questions****1. How did you do in achieving the goal of the training session?****2. What did you do well?****3. What could you do better?**

		GOAL:	Improve the techniques of dribbling, passing & tackling				AGE GROUP
		PLAYER ACTIONS	pass or dribble forward				
		KEY QUALITIES	Read and understand the game, Demonstrate focus				6U
		MOMENT	Attacking/Defending		DURATION	60 minutes	

1st PLAY PHASE (intentional Free Play): Up to 3v3 Games

Play multiple 2-3 minute games



Objective: to pass or dribble past an opponent then score goals

Organization: On your (20Wx30L) game field, set up two 15Wx20L fields with a small goal at each end. When practice is scheduled to start & as soon as 2 players arrive, start playing a game. The game will start as 1v1. As players arrive, the game becomes 2v1 then 2v2 up to 3v3. Once one field is at 3v3, start a second game on the field next to it.

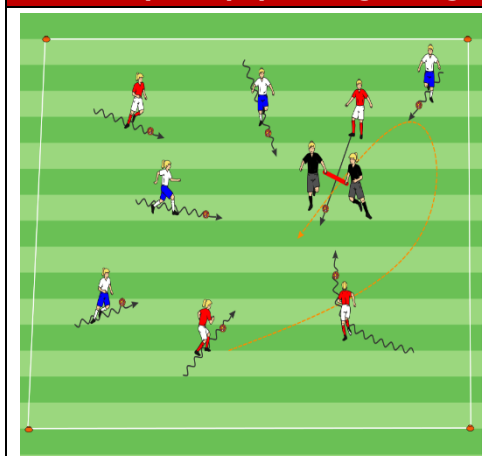
Key Words: go to goal, score goals

Guided Questions: Are the players engaged? Are all the players getting challenged?

Answers: have one field with less players on it to encourage participation. Adjust the games so the stronger players may have less teammates (2v3 game).

PRACTICE (Activity 1): Driving Through the Moving Tunnel

8 Minutes-6 intervals-1 min. play-20 sec. rest



Objective: Improve the player's ability to maneuver the ball with different surfaces of the foot.

Organization: In a 15Wx20L grid, 2 coaches are joined by holding a pinny between them. They walk around the field to create a moving tunnel. Each player dribbles their soccer ball. The dribblers try to dribble or pass their ball through the tunnel. Count the number of times each player can play their soccer ball through the tunnel in 1 minute. If needed, select to players to make a second tunnel so the dribblers have more chances to score. Remember to change the players after each interval. **Rules:** Play begins as soon as the moving tunnel starts moving. Players must stay within the grid. Coach can award bonus points for dribbling with different surfaces of the foot.

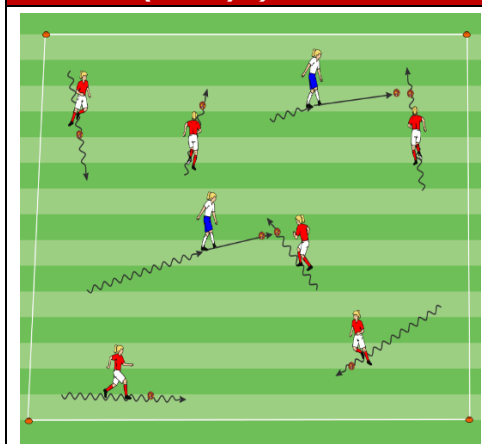
Key Words: Move toward the tunnel. Watch out for traffic around the tunnel.

Guided Questions: Did the players have a lot of chances to get through the tunnel? What should you do if you see the tunnel is open?

Answers: The coaches can move closer to the players who are struggling to score or further away from the players who have scored more. If you see that the tunnel is near & open, point your toe down to push the ball in front of you so you can run through the tunnel.

PRACTICE (Activity 2): Police Patrol

8 Minutes-6 intervals-1 min. play-20 sec. rest



Objective: to dribble the ball away from opponents and pass it at moving targets (soccer balls)

Organization: In a 15Wx20L grid, select 2-3 players to start as the (Police Patrol); they should wear pinnies. The rest of the players dribble their soccer ball with their feet (like crazy drivers). The police patrol dribble their soccer ball and try to ticket the crazy drivers by either hitting the driver's soccer ball with their ball or tagging the crazy drivers. Police patrol count the number of tickets they can give in 1 minute. **Rules:** Play begins as soon as the coach says, "police are on patrol!" Players must stay within the grid. Coaches can start as the Police Patrol.

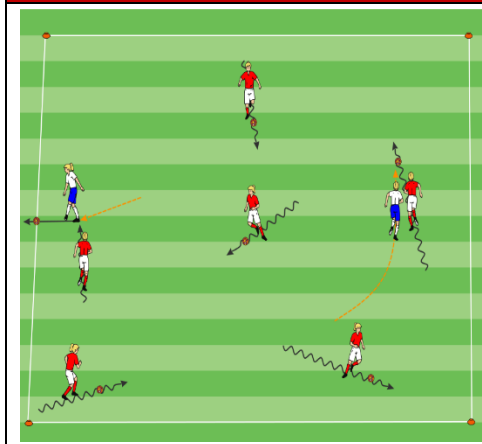
Key Words: Dribble fast away from the police patrol or put your body in the way to hide your ball (shielding)

Guided Questions: What should the crazy drivers do if their soccer ball gets away from them? How do you know where the police patrol is?

Answers: Use softer touches to keep the ball close. Dribble with your head up to see where the patrol is.

PRACTICE (Activity 3): Crushing Monster Trucks

8 Minutes-8 intervals-40 sec. play-20 sec. rest



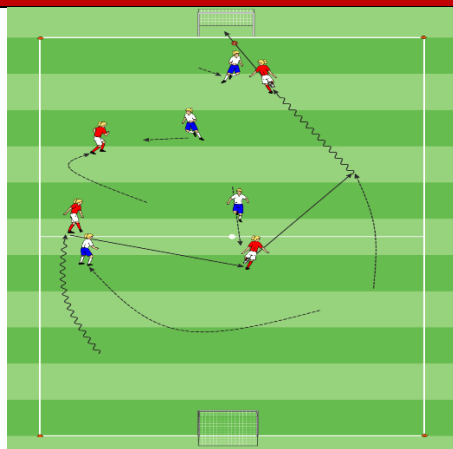
Objective: to dribble & shield your soccer ball or, if you do not have a ball, tackle it away

Organization: In a 15Wx20L grid, select 2-3 players to be Monster Trucks (no soccer ball). All other players dribble their ball around the grid & avoid the Trucks. The Trucks are trying to smash (kick) the soccer balls out of the grid. If a ball gets smashed out of the grid, the dribbler must go get it & re-enter the game. Coach can ask them to complete a task before re-entering such as 5 toe taps. Count the number of smashed trucks at the end of an interval. **Rules:** Play begins as soon as the coach says, "let the crushing begin!" Players must stay within the grid.

Key Words: dribble forward, turn away from monster trucks and the sidelines.

Guided Questions: What can you do if the same player keeps getting his/her ball kicked out? What can you do if you see a monster truck coming to kick your ball away?

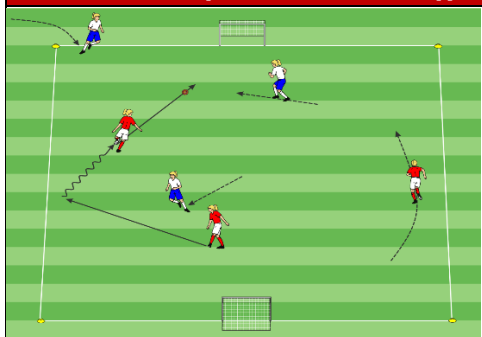
Answers: The coach can be a monster truck & encourage the player from staying away from the coach. You can also select that player to be a truck. Use the inside or outside of your foot to move your ball out of the way of the Monster Trucks.

2nd PLAY PHASE: The Game – 3v3/4v4**24 Minutes-2 intervals-10 min. play-2 min. rest****Objective:** to pass or dribble past an opponent then score goals**Organization:** In a 20Wx30L field and a small goal on each end line, play a 3v3 game or 4v4 (game should not exceed 4v4). Play for 24 minutes – 2 intervals of 10 minutes with a 4 minute rest between intervals. Local rules apply. If the ball leaves the field, the coach should roll another ball onto the field and play continues. No goal keepers allowed.**Key Words:** turn, get the ball, score goals**Guided Questions:** Who should determine whether to dribble pass or shoot? What are successful practice indicators?**Answers:** The players must be allowed to make their own decisions. Coaches can provide guided assistance only as needed. Players are engaged, enjoy practice and positive reinforcement was provided.**Five Elements of a Training Activity****1. Organized:** Is the activity organized in the right way?**2. Game-like:** Is the activity game-like?**3. Repetition:** Is there repetition, when looking at the overall goal of the training session?**4. Challenging:** Are the players being challenged? (Is the right balance between being successful and unsuccessful?)**5. Coaching:** Is there coaching based on the age and level of the players?**Training Session Self-Reflection Questions****1. How did you do in achieving the goal of the training session?****2. What did you do well?****3. What could you do better?**

		GOAL:	Improve the techniques of passing & dribbling			AGE GROUP 6U
		PLAYER ACTIONS	pass or dribble forward			
		KEY QUALITIES	Take initiative, be pro-active			
		MOMENT	Attacking		DURATION	60 minutes

1st PLAY PHASE (intentional Free Play): Up to 3v3 Games

Play multiple 2-3 minute games



Objective: to pass or dribble past an opponent then score goals

Organization: On your (20Wx30L) game field, set up two 15Wx20L fields with a small goal at each end. When practice is scheduled to start & as soon as 2 players arrive, start playing a game. The game will start as 1v1. As players arrive, the game becomes 2v1 then 2v2 up to 3v3. Once one field is at 3v3, start a second game on the field next to it.

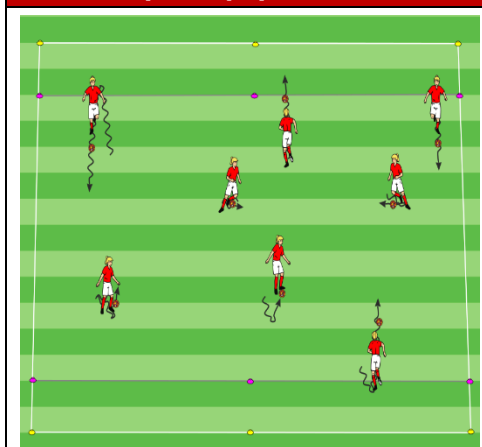
Key Words: go to goal, score goals

Guided Questions: Are the players engaged? Are all the players getting challenged?

Answers: have one field with less players on it to encourage participation. Adjust the games so the stronger players may have less teammates (2v3 game).

PRACTICE (Activity 1): 4 Surface Dribbling

8 Minutes-6 intervals-1 min. play-20 sec. rest



Objective: Improve the player's ability to maneuver the ball with different surfaces of the foot.

Organization: In a 15Wx20L grid, which includes a 3 yard end zone on each end line and each player with a ball. Have the players use 4 surfaces in 1 fluid motion & in order: Outside of foot (pinky toe)-Inside of foot (big toe)-laces & bottom. Once the ball has been stopped, have them try it with the other foot. Players move throughout the grid toward each end zone.

Rules: Play begins as soon as the coach calls out a surface. After 2 rounds, see if the players can shout out the surfaces as they use them.

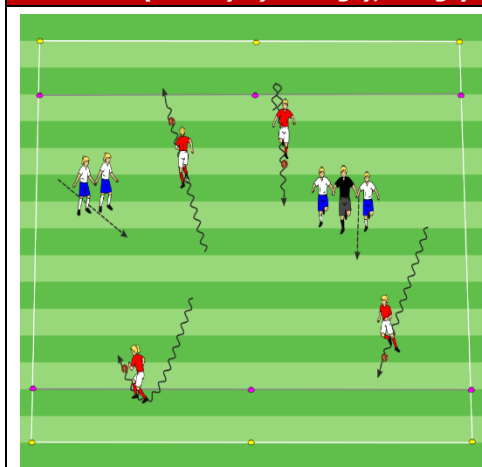
Key Words: Outside (pinky toe), Inside (big toe), Laces, Bottom

Guided Questions: Did the players enjoy this activity? Was there lots of movement from all the players?

Answers: Play for short periods of time. Challenge them to get use as many surfaces as they can in a shorter period of time. Ask the players to move around the space as they use the surfaces (toward an end zone).

PRACTICE (Activity 2): Hungry, Hungry Hippos

8 Minutes-8 intervals-30 sec. play-30 sec. rest



Objective: to improve the players ability to dribble the ball away from opponents

Organization: In a 15Wx20L grid, which includes a 3 yard end zone on each end line and each player with a soccer ball. The coaches start as Hungry Hippos in the river. Players dribble their soccer ball across the river to the river's edge (end zone) while avoiding Hippos. When the players cross & the Hippos can touch their soccer ball, they join hands with the Hippo to make the Hippo grow. How many times can the dribblers cross the river in 30 seconds? **Rules:** Play begins when the coach says the "the Hippos dare you to cross the river". Hippos should not be bigger than 4 players.

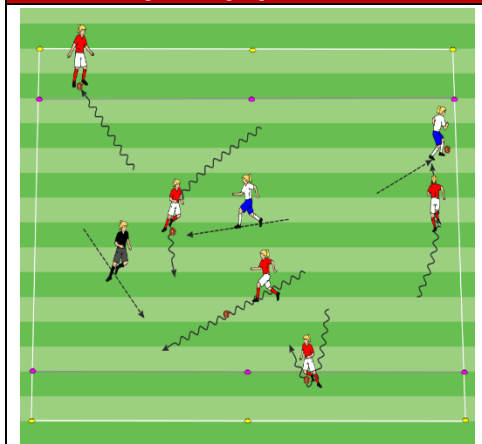
Key Words: Avoid Hippos, take big touches to past the hippos, little touches to move the ball to the side

Guided Questions: Did the dribblers understand where they need to go (river's edge)? Where should you go if you see a hippo in front of you?

Answers: Play without hippos in the first round. Let the players dribble across to see the end zone (river's edge) they are trying to get to. Use different surfaces of the foot to move the ball around the hippos.

PRACTICE (Activity 3): Crocs in the River

8 Minutes-6 intervals-1 min. play-20 sec. rest



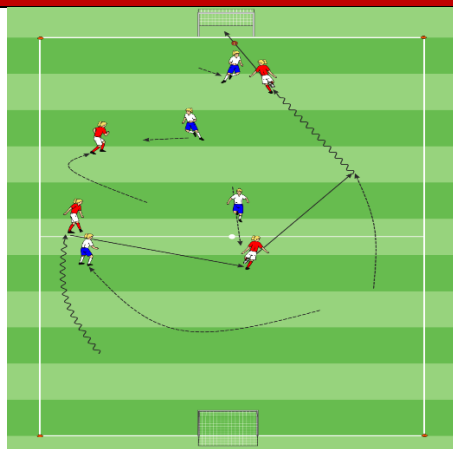
Objective: to dribble your ball toward a target & strike your ball to goal

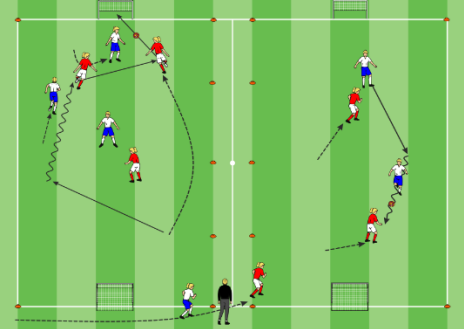
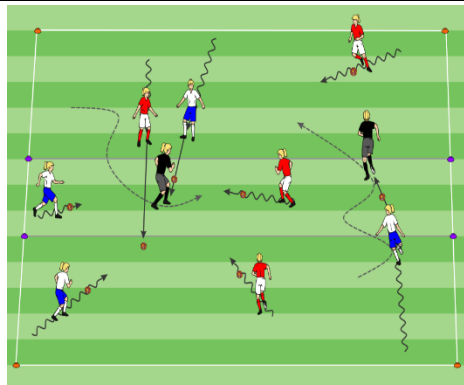
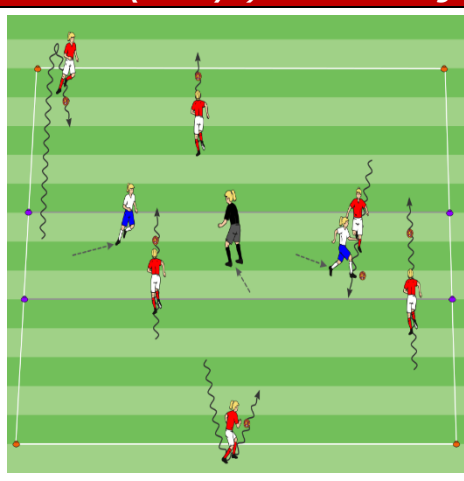
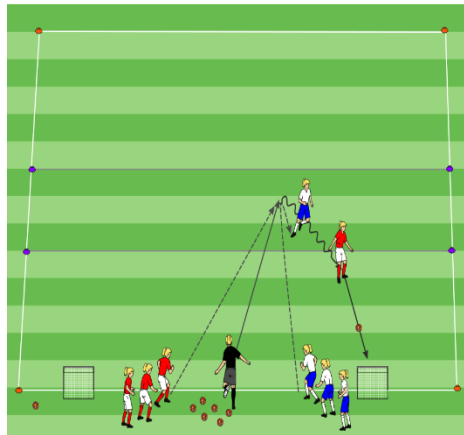
Organization: In a 15Wx20L grid, which includes a 3 yard end zone on each end line and each player with a soccer ball. The coaches start as the Crocs in the river. Players dribble their soccer ball across the river to the river's edge (end zone) while avoiding Crocs. When the players cross & a Croc steals their ball, they become a Croc also. **Rules:** play begins when the coach says go. If a Croc steals a soccer ball, they must dribble it over the sideline (not kick). Dribbler can steal their ball back as long as it's on the field. Dribblers can rest for a moment in an end zone if they want.

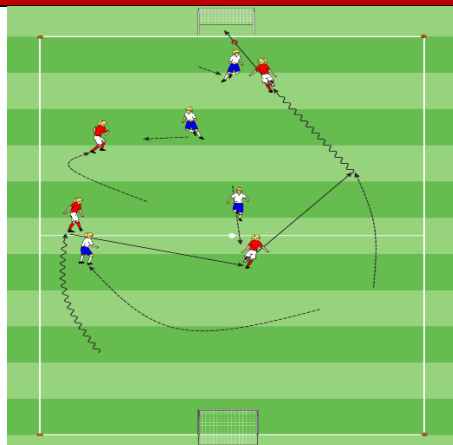
Key Words: Shield (Hide your ball) or Go forward, try to fake the crocs

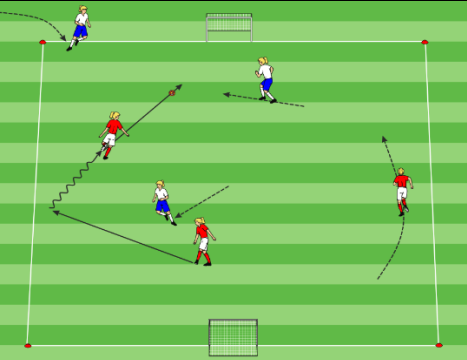
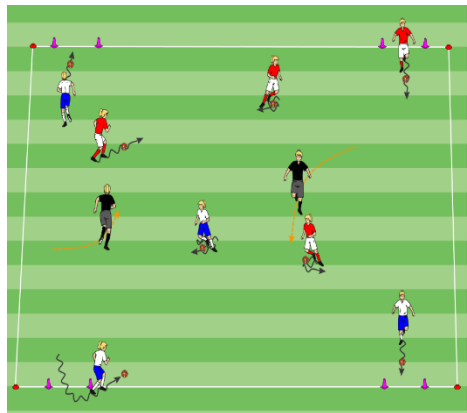
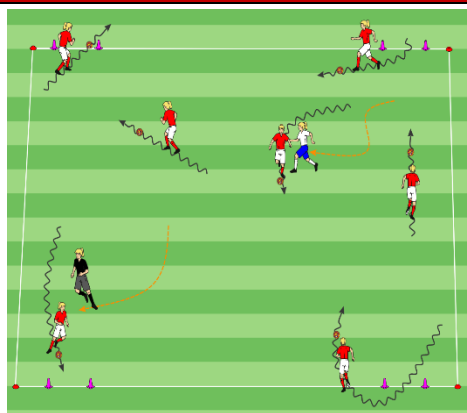
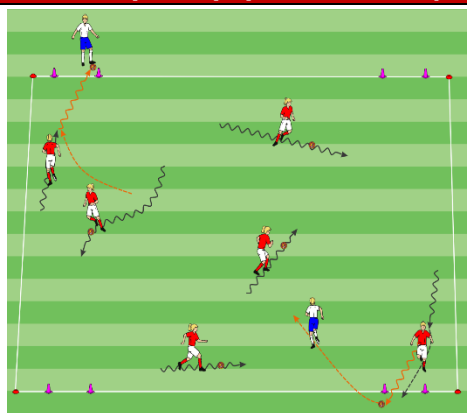
Guided Questions: How can you fake out one of the crocs? What should you do if you see an opening across the river?

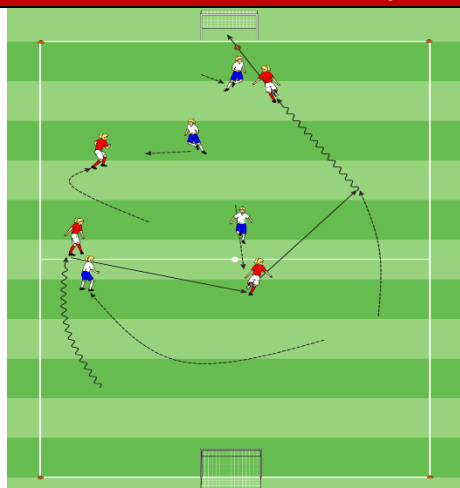
Answers: Try to dribble in one direction then change to directions as fast as you can turn the ball. Dribble fast with your laces to get past the Crocs but not so fast you lose the ball; too slow and Crocs may get you.

2nd PLAY PHASE: The Game – 3v3/4v4**24 Minutes-2 intervals-10 min. play-2 min. rest****Objective:** to pass or dribble past an opponent then score goals**Organization:** In a 20Wx30L field and a small goal on each end line, play a 3v3 game or 4v4 (game should not exceed 4v4). Play for 24 minutes – 2 intervals of 10 minutes with a 4 minute rest between intervals. Local rules apply. If the ball leaves the field, the coach should roll another ball onto the field and play continues. No goal keepers allowed.**Key Words:** turn, get the ball, score goals**Guided Questions:** Who should determine whether to dribble pass or shoot? What are successful practice indicators?**Answers:** The players must be allowed to make their own decisions. Coaches can provide guided assistance only as needed. Players are engaged, enjoy practice and positive reinforcement was provided.**Five Elements of a Training Activity****1. Organized:** Is the activity organized in the right way?**2. Game-like:** Is the activity game-like?**3. Repetition:** Is there repetition, when looking at the overall goal of the training session?**4. Challenging:** Are the players being challenged? (Is the right balance between being successful and unsuccessful?)**5. Coaching:** Is there coaching based on the age and level of the players?**Training Session Self-Reflection Questions****1. How did you do in achieving the goal of the training session?****2. What did you do well?****3. What could you do better?**

 	GOAL:	Improve the techniques of dribbling, passing & striking the ball to score			AGE GROUP
	PLAYER ACTIONS	Shoot & pass or dribble forward			6U
	KEY QUALITIES	Read & understand the game			
	MOMENT	Attacking		DURATION	60 minutes
1st PLAY PHASE (intentional Free Play): Up to 3v3 Games			Play multiple 2-3 minute games		
			Objective: to pass or dribble past an opponent then score goals Organization: On your (20Wx30L) game field, set up two 15Wx20L fields with a small goal at each end. When practice is scheduled to start & as soon as 2 players arrive, start playing a game. The game will start as 1v1. As players arrive, the game becomes 2v1 then 2v2 up to 3v3. Once one field is at 3v3, start a second game on the field next to it. Key Words: go to goal, score goals Guided Questions: Are the players engaged? Are all the players getting challenged? Answers: have one field with less players on it to encourage participation. Adjust the games so the stronger players may have less teammates (2v3 game).		
PRACTICE (Activity 1): Bulldogs Hunting for Milk-Bones			8 Minutes-8 intervals-40 sec. play-20 sec. rest		
			Objective: Improve the player's ability to maneuver the ball and strike it on target (the coach). Organization: In a 15Wx20L grid, all the players with a soccer ball (the Bulldogs) & the coaches are the guards of the milk-bones. The players dribble their ball and try to hit the coach below the knees to score a milk-bone. Rules: Play starts when the coach asks, "does anyone want a milk-bone?" Coaches can only walk. Whoever scores the most milk-bones wins the round. Key Words: Make the ball move faster with bigger kicks Guided Questions: Did all the players have a chance to win a milk-bone at least once? How can you get the players to use different surfaces of the foot to pass? Answers: The coach can walk closer to the players who need more help so it is easier for them to get the prize. Award extra milk-bones if a player can hit the coach using surface other than the toe.		
PRACTICE (Activity 2): Boston Bulldogs			7.5 Minutes-5 intervals-1 min. play-30 sec. rest		
			Objective: to improve the players ability to dribble the ball away from opponents Organization: In a 15Wx20L grid, which includes a 3 yard end zone on each end line and each player with a soccer ball. The coaches start as Hungry Hippos in the river. Players dribble their soccer ball across the river to the river's edge (end zone) while avoiding Hippos. When the players cross & the Hippos can touch their soccer ball, they join hands with the Hippo to make the Hippo grow. How many times can the dribblers cross the river in 30 seconds? Rules: Play begins when the coach says the "the Hippos dare you to cross the river". Hippos should not be bigger than 4 players. Key Words: Avoid Hippos, take big touches to past the hippos, little touches to move the ball to the side Guided Questions: Did the dribblers understand where they need to go (river's edge)? Where should you go if you see a hippo in front of you? Answers: Play without hippos in the first round. Let the players dribble across to see the end zone (river's edge) they are trying to get to. Use different surfaces of the foot to move the ball around the hippos.		
PRACTICE (Activity 3): Combat to Pugg Goals			8 Minutes-11 intervals-10 sec. play-30 sec. rest		
			Objective: to dribble your ball toward a target & strike your ball to goal Organization: In a 15Wx20L grid, with a 5 yard zone in the middle & 2 goals on 1 end line: divide the players into 2 teams; Bulldogs vs Dog Catchers. Coach stands between the goals with all the soccer balls. One team starts on the coach's right the other on his left. Coach plays a ball onto the field. 1 player from each team chases it. Whoever gets it tries to score in their opponent's goal. Rules: Game starts when the coach passes a ball onto the field. Score with feet. Key Words: Turn to score, Shoot Guided Questions: Are the players trying to score from far away or very close to the goal? How can the players strike the ball from greater distances? Answers: If the players are dribbling into the goal, award more points for goals scored from your middle zone on the field. Point your toe down, make a big swing with your kicking foot & try to hit the ball with your laces to make the ball go further.		

2nd PLAY PHASE: The Game – 3v3/4v4**24 Minutes-2 intervals-10 min. play-2 min. rest****Objective:** to pass or dribble past an opponent then score goals**Organization:** In a 20Wx30L field and a small goal on each end line, play a 3v3 game or 4v4 (game should not exceed 4v4). Play for 24 minutes – 2 intervals of 10 minutes with a 4 minute rest between intervals. Local rules apply. If the ball leaves the field, the coach should roll another ball onto the field and play continues. No goal keepers allowed.**Key Words:** turn, get the ball, score goals**Guided Questions:** Who should determine whether to dribble pass or shoot? What are successful practice indicators?**Answers:** The players must be allowed to make their own decisions. Coaches can provide guided assistance only as needed. Players are engaged, enjoy practice and positive reinforcement was provided.**Five Elements of a Training Activity****1. Organized:** Is the activity organized in the right way?**2. Game-like:** Is the activity game-like?**3. Repetition:** Is there repetition, when looking at the overall goal of the training session?**4. Challenging:** Are the players being challenged? (Is the right balance between being successful and unsuccessful?)**5. Coaching:** Is there coaching based on the age and level of the players?**Training Session Self-Reflection Questions****1. How did you do in achieving the goal of the training session?****2. What did you do well?****3. What could you do better?**

 	GOAL: Improve the techniques of dribbling, shooting & tackling			AGE GROUP	
	PLAYER ACTIONS		Shoot, dribble forward or steal the ball		6U
	KEY QUALITIES		Take initiative, be pro-active		
	MOMENT		Attacking/Defending	DURATION	60 minutes
1st PLAY PHASE (intentional Free Play): Up to 3v3 Games				Play multiple 2-3 minute games	
			Objective: to pass or dribble past an opponent then score goals Organization: On your (20Wx30L) game field, set up two 15Wx20L fields with a small goal at each end. When practice is scheduled to start & as soon as 2 players arrive, start playing a game. The game will start as 1v1. As players arrive, the game becomes 2v1 then 2v2 up to 3v3. Once one field is at 3v3, start a second game on the field next to it. Key Words: move the ball around the opponents, dribble, take a chance Guided Questions: How do you engage all the players? When should the players be encouraged to shoot? Answers: Rotate who starts with the ball after goals or restarts. Allow players to find their own shooting range. Encourage players to shoot from further away if they have already scored a goal.		
PRACTICE (Activity 1): 4 Surfaces to 4 Goals				8 Minutes-8 intervals-40 sec. play-20 sec. rest	
			Objective: to dribble and change directions to goal Organization: In a 15Wx20L grid, 2 cone goals on each end line & each player with a soccer ball: the players dribble their soccer ball using specific surfaces: outside right (pinky toe)-inside right (big toe)-repeat with the left foot. Coaches walk around and are obstacles for the players to avoid. Players must avoid them and get to the safety of a goal. Rules: Players begin dribbling as soon as they have their ball. On the coach's command (or whistle), the players will dribble their ball as fast as they can through any of the 4 goals. After each round, the coach can introduce a new surface. Key Words: Move the ball away from the coaches with the inside, outside or laces of your foot. Coaching Points: Why should the players use soft touches when dribbling? How do the players know where the coaches are? Answers: Soft touches help to keep the ball close. Dribble with your head up so you can see the coaches and the goals.		
PRACTICE (Activity 2): Sid the Sloth vs Crash & Eddy				8 Minutes-4 intervals-90 sec. play-30 sec. rest	
			Objective: to dribble your ball toward a target & strike your ball to the moving target Organization: In a 15Wx20L grid, 2 cone goals on each end line, the players (Crash & Eddy the possums) try to dribble their soccer ball anywhere in the grid & avoid Sid the Sloth (coaches are Sid the Sloths & can only walk). Crash & Eddy try to dribble their soccer ball into as many goals as they can without getting tagged by Sid. Rules: play begins when Crash & Eddy are on the field. Crash & Eddy get 1000 pts for every goal they can score by dribbling through them. If they get tagged by Sid the Sloth, they lose all their pts and have to begin counting over. Key Words: go around Sid, push the ball forward Guided Questions: When do you want to go fast with the soccer ball? Why would you use your laces to get away? Answers: When Sid is chasing you, go faster with the ball. If you point your toe down you can use your laces for longer/stronger touches on the ball to accelerate.		
PRACTICE (Activity 3): Sabertooth Squirrel's (Scrat) Acorn Hunt				8 Minutes-4 intervals-90 sec. play-30 sec. rest	
			Objective: to dribble your ball toward a target & strike your ball to the moving target Organization: In a 15Wx20L grid, 2 cone goals on each end line, select 2 players to be Scrats, all other players have a soccer ball: the players try to dribble their soccer ball (acorn) anywhere in the grid & avoid the Scrats. The Scrats try to steal the acorns and hide them in any of the 4 goals (trees). Dribblers can steal their ball back from the Scrats or from the goal. Rules: Play begins as soon as the Scrats enter the field. Scrats get 1 pt. for every ball they take to a goal. Any dribbler with a ball on the field after 90 seconds gets 1000 pts (even if they have to steal it back from a goal). Key Words: Head up, keep your acorn away from Scrats. Guided Questions: what can you do to avoid the Scrats? Why is it important to dribble with your head up? Answers: Turn away from them and accelerate. Dribble with your head up to see where the Scrats are		

2nd PLAY PHASE: The Game – 3v3/4v4**24 Minutes-2 intervals-10 min. play-2 min. rest**

OBJECTIVE: to pass or dribble past an opponent then score goals
24 Minutes-2 intervals-10 min. play-20 min. rest

ORGANIZATION: In a 20Wx30L field and a small goal on each end line, play a 3v3 game or 4v4 (game should not exceed 4v4). Play for 24 minutes – 2 intervals of 10 minutes with a 4 minute rest between intervals. Local rules apply. If the ball leaves the field, the coach should roll another ball onto the field and play continues. No goal keepers allowed.

KEY WORDS: turn, get the ball, score goals

GUIDED QUESTIONS: Who should determine whether to dribble pass or shoot? What are successful practice indicators?

ANSWERS: The players must be allowed to make their own decisions. Coaches can provide guided assistance only as needed. Players are engaged, enjoy practice and positive reinforcement was provided.

Five Elements of a Training Activity

1. Organized: Is the activity organized in the right way?

2. Game-like: Is the activity game-like?

3. Repetition: Is there repetition, when looking at the overall goal of the training session?

4. Challenging: Are the players being challenged? (Is the right balance between being successful and unsuccessful?)

5. Coaching: Is there coaching based on the age and level of the players?

Training Session Self-Reflection Questions

1. How did you do in achieving the goal of the training session?

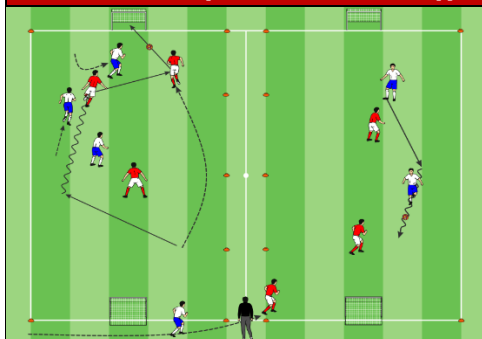
2. What did you do well?

3. What could you do better?

		GOAL:	Improve the techniques of dribbling, passing & striking the ball to score			AGE GROUP 6U
		PLAYER ACTIONS	Shoot & pass or dribble forward			
		KEY QUALITIES	Focus, Take initiative			
		MOMENT	Attacking		DURATION	60 minutes

1st PLAY PHASE (intentional Free Play): Up to 3v3 Games

Play multiple 2-3 minute games



Objective: to pass or dribble past an opponent then score goals

Organization: On your (20Wx30L) game field, set up two 15Wx20L fields with a small goal at each end. When practice is scheduled to start & as soon as 2 players arrive, start playing a game. The game will start as 1v1. As players arrive, the game becomes 2v1 then 2v2 up to 3v3. Once one field is at 3v3, start a second game on the field next to it.

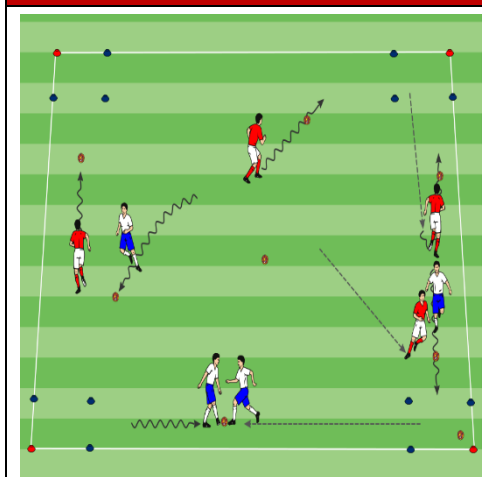
Key Words: go to goal, score goals

Guided Questions: Are the players engaged? Are all the players getting challenged?

Answers: have one field with less players on it to encourage participation. Adjust the games so the stronger players may have less teammates (2v3 game).

PRACTICE (Activity 1): Steal the Treasure

8 Minutes-4 intervals-1 min. play-1 min. rest



Objective: Improve the player's ability to turn & dribble their soccer ball to a target

Organization: In a 15Wx20L grid, place a 4x4 square in every corner. Divide the players equally between the corners (each team makes up a team name). All the soccer balls start in the center of the grid. On the coach's command, the players race to the middle to get a ball (with their feet only) and take it to their home base. Once all the balls are gone from the middle, steal them from other teams.

Rules: Play when coach says, "Game On!". Dribblers can only use their feet when getting or stealing a soccer ball. In later rounds, players can also kick the ball back to their home as long as someone can stop it.

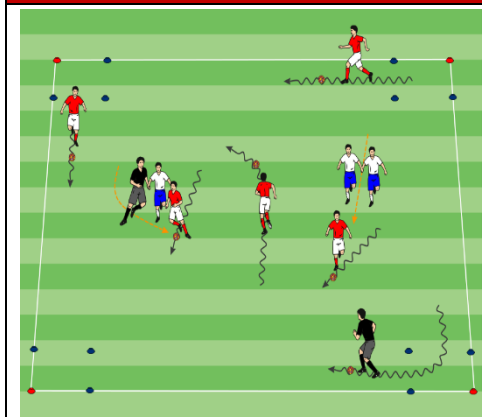
Key Words: Look up to find soccer balls, find your home

Guided Questions: after you steal a treasure, what now? What can you do if you see a soccer ball on your field?

Answers: Once you have stolen some treasure, dribble back to you base as fast as you can. Go get it as fast as you can so you get to it before anyone else.

PRACTICE (Activity 2): 2 Headed Monster Invasion

8 Minutes-4 intervals-90 sec. play-30 sec. rest



Objective: to improve the players ability to dribble the ball away from opponents

Organization: In a 15Wx20L grid, place a 4x4 square in every corner (cave). Divide the players equally between the 4 corners & each player has a soccer ball except for 2 set of 2 players. These players join hands (Two-Headed Monsters). The players try to dribble their ball into as many caves as possible. The Monsters try to tag them. **Rules:** Play when coach says, "Monsters on the Loose!" Dribblers get 100 points for each cave they get into. If tagged by a monster, they lose their points and have to begin scoring again. Monsters must stay connected.

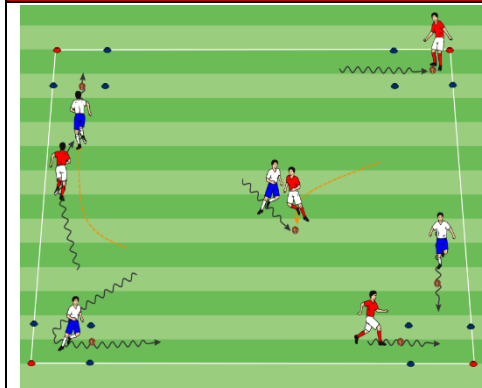
Key Words: Try to sneak behind the monsters, turn quickly, stop the ball in a cave

Guided Question: What can you do if a monster is chasing you? Where can you go if a monster is guarding a cave?

Answers: Run to a cave with your soccer ball to avoid them. Chose a different cave and get their as fast as you can.

PRACTICE (Activity 3): Field of Doom

8 Minutes-4 intervals-90 sec. play-30 sec. rest



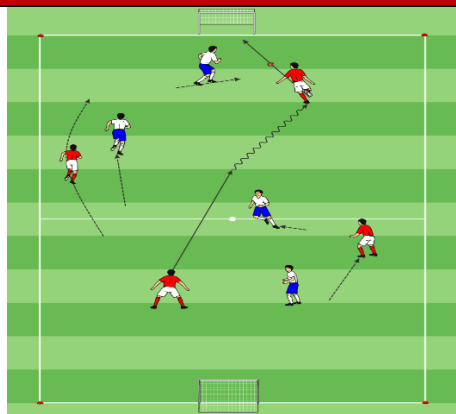
Objective: to turn and dribble your soccer ball away from pressure and find an open goal

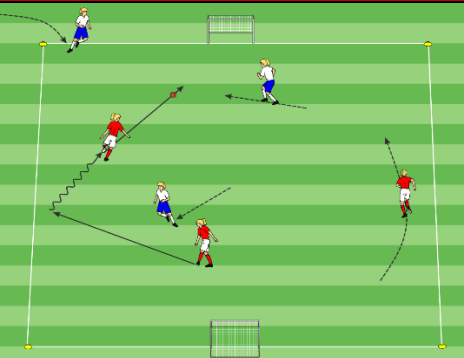
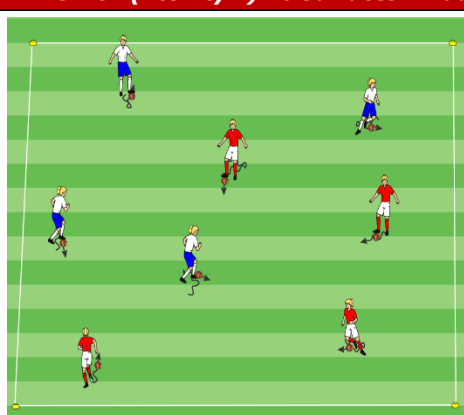
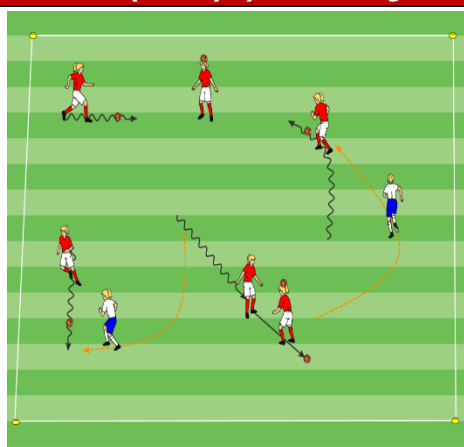
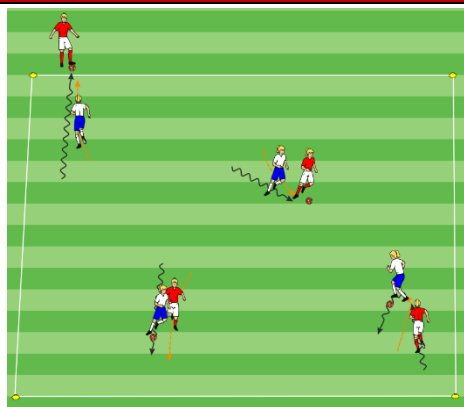
Organization: In a 15Wx20L grid, place a 4x4 square in every corner. Select 2 players to start without a soccer ball. Players with a ball try to dribble from box to box while avoiding players without a soccer ball to score points. Players without a ball try to steal any ball and start scoring by getting into boxes. **Rules:** Play when coach says, "Game On!" Only players with a ball can score. If you lose your ball, you can either steal your ball back or steal one from any of the dribblers. Dribblers are safe in any box but need to get to another box for more points.

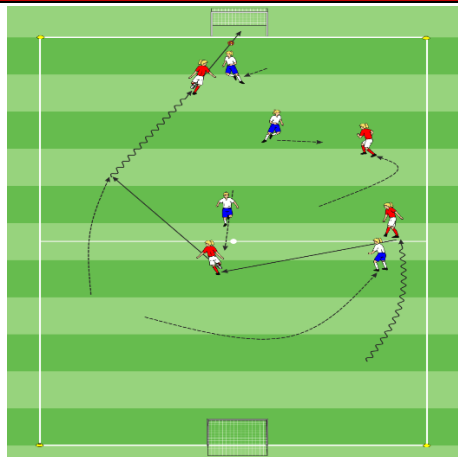
Key Words: Use your laces. Use the inside or outside of your foot. Change direction.

Guided Questions: Help the players recognize moments through guided questions. For example, when is it a good time to run to the next box? See if the players can answer.

Answers: When the monsters are not ready or not looking, get to the next box as fast as you can.

2nd PLAY PHASE: The Game – 3v3/4v4**24 Minutes-2 intervals-10 min. play-2 min. rest****Objective:** to pass or dribble past an opponent then score goals**Organization:** In a 20Wx30L field and a small goal on each end line, play a 3v3 game or 4v4 (game should not exceed 4v4). Play for 24 minutes – 2 intervals of 10 minutes with a 4 minute rest between intervals. Local rules apply. If the ball leaves the field, the coach should roll another ball onto the field and play continues. No goal keepers allowed.**Key Words:** turn, get the ball, score goals**Guided Questions:** Who should determine whether to dribble pass or shoot? What are successful practice indicators?**Answers:** The players must be allowed to make their own decisions. Coaches can provide guided assistance only as needed. Players are engaged, enjoy practice and positive reinforcement was provided.**Five Elements of a Training Activity****1. Organized:** Is the activity organized in the right way?**2. Game-like:** Is the activity game-like?**3. Repetition:** Is there repetition, when looking at the overall goal of the training session?**4. Challenging:** Are the players being challenged? (Is the right balance between being successful and unsuccessful?)**5. Coaching:** Is there coaching based on the age and level of the players?**Training Session Self-Reflection Questions****1. How did you do in achieving the goal of the training session?****2. What did you do well?****3. What could you do better?**

 	GOAL:	Improve the techniques of dribbling			AGE GROUP	
	PLAYER ACTIONS	Dribble forward			6U	
	KEY QUALITIES	Take initiative, be pro-active				
	MOMENT	Attacking		DURATION	60 minutes	
1st PLAY PHASE (intentional Free Play): Up to 3v3 Games			Play multiple 2-3 minute games			
			Objective: to pass or dribble past an opponent then score goals Organization: On your (20Wx30L) game field, set up two 15Wx20L fields with a small goal at each end. When practice is scheduled to start & as soon as 2 players arrive, start playing a game. The game will start as 1v1. As players arrive, the game becomes 2v1 then 2v2 up to 3v3. Once one field is at 3v3, start a second game on the field next to it. Key Words: move the ball around the opponents, dribble, take a chance Guided Questions: How do you engage all the players? When should the players be encouraged to shoot? Answers: Rotate who starts with the ball after goals or restarts. Allow players to find their own shooting range. Encourage players to shoot from further away if they have already scored a goal.			
PRACTICE (Activity 1): 6 Surfaces Dribbling			8 Minutes-8 intervals-40 sec. play-20 sec. rest			
			Objective: to dribble and change directions with different surfaces of the feet Organization: In a 15Wx20L grid & all players with a soccer ball. Have the players try to use the different surfaces of the foot in a pattern: outside right (pinky toe), inside right (big toe), outside left, inside left, 2 touches with the right foot laces & 2 touches with the left foot laces; repeat the pattern. Start with 1 surface, then add another surface. Once you have introduced all surfaces, try to put them all together. Rules: Play starts on coach's command. Players must stay within the field of play. Key Words: Keep the ball rolling, which surface of the foot is next? Guided Questions: What if the players cannot remember the pattern or the surfaces? How do you use the inside or outside of the foot? Answers: Ask the players to say the surface they are going to use before the touch the ball with that surface. With the ball in front of the player, ask them to try to hit the side of the ball with their pinky toe for the outside or their big toe for the inside.			
PRACTICE (Activity 2): Freeze Tag			8 Minutes-6 intervals-1 min. play-30 sec. rest			
			Objective: to dribble your ball & change direction to find a target Organization: In a 15Wx20L grid, the coach will select 2 Freeze Monsters who do not need a soccer ball. The rest of the players will dribble their ball around the grid. The Freeze Monsters will try to tag the dribblers with their hand. Once tagged, the dribbler is frozen and must stand still with their ball over their head. To get unfrozen, a teammate can pass their ball to hit their shin or pass through their legs. Rules: Play begins when coach says, "beware of the Freeze Monsters". Dribblers must stay within the grid. If their soccer ball leaves grid, have the player bring it back as fast as they can. Key Words: Turn the ball, stop the ball, kick your ball through the open legs Guided Questions: Were the players engaged the entire game? If forward dribbling is dangerous, where can you go instead? Answers: If the players are getting board, play shorter intervals & rotate the roles of the freeze monster. Sometimes, use the bottom of your foot to turn and go back where you came from if it is safer.			
PRACTICE (Activity 3): 1v1 Dribbling Challenge			7 Minutes-7 intervals-30 sec. play-30 sec. rest			
			Objective: to dribble your ball past an opponent and stop it on the line Organization: In a 15Wx20L grid, each player gets a partner and 1 soccer ball to share. Play a 1v1 game. 1 player attacks an end line and their partner/opponent attacks the opposite end line. All pairs play at the same time. Rules: play begins as soon as the player with the ball puts their first touch on the ball. After a goal is scored, the player who didn't score starts with the ball. The game is continuous for 30 seconds. Players must stay within the grid. Key Words: Dribble forward to go by your opponent. Move the ball side to side to get around them. Guided Questions: Do the players understand how to score? Where should you go if you see space behind your Opponent? Answers: After a quick explanation (20-30 sec. max.) have to players demonstrate the activity. Use your laces to push the ball into the space and run onto it (remember to make softer touches as you get closer to the end line)			

2nd PLAY PHASE: The Game – 3v3/4v4**24 Minutes-2 intervals-10 min. play-2 min. rest**

OBJECTIVE: to pass or dribble past an opponent then score goals
24 Minutes-2 intervals-10 min. play-20 min. rest

ORGANIZATION: In a 20Wx30L field and a small goal on each end line, play a 3v3 game or 4v4 (game should not exceed 4v4). Play for 24 minutes – 2 intervals of 10 minutes with a 4 minute rest between intervals. Local rules apply. If the ball leaves the field, the coach should roll another ball onto the field and play continues. No goal keepers allowed.

KEY WORDS: turn, get the ball, score goals

GUIDED QUESTIONS: Who should determine whether to dribble pass or shoot? What are successful practice indicators?

ANSWERS: The players must be allowed to make their own decisions. Coaches can provide guided assistance only as needed. Players are engaged, enjoy practice and positive reinforcement was provided.

Five Elements of a Training Activity

1. Organized: Is the activity organized in the right way?

2. Game-like: Is the activity game-like?

3. Repetition: Is there repetition, when looking at the overall goal of the training session?

4. Challenging: Are the players being challenged? (Is the right balance between being successful and unsuccessful?)

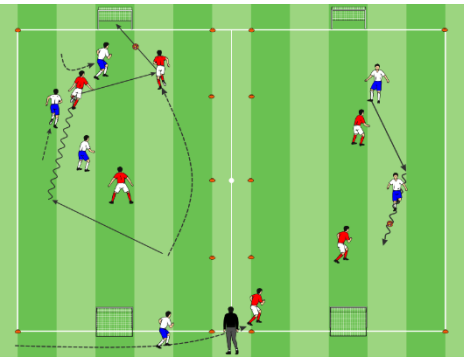
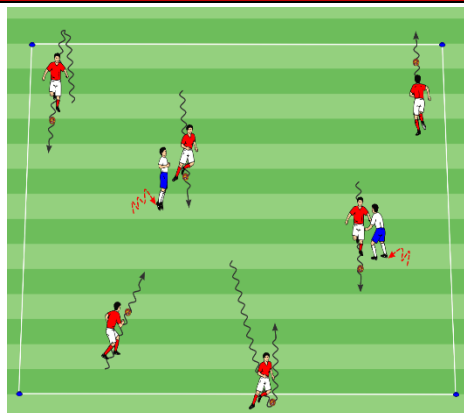
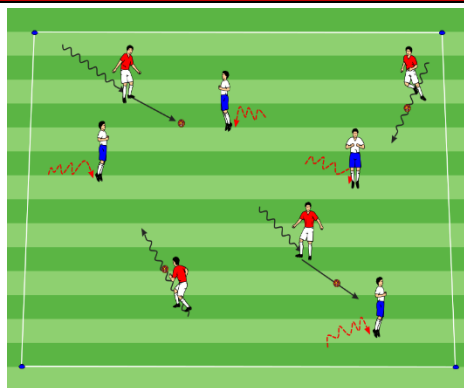
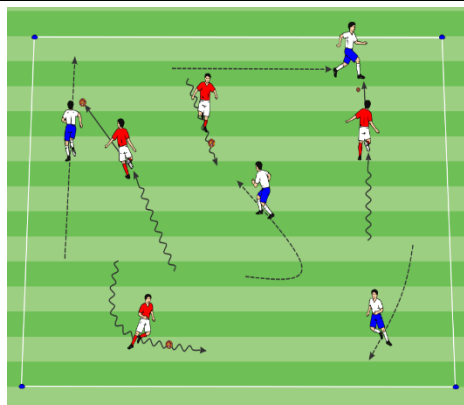
5. Coaching: Is there coaching based on the age and level of the players?

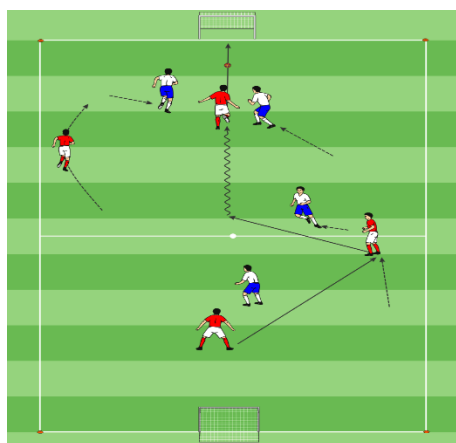
Training Session Self-Reflection Questions

1. How did you do in achieving the goal of the training session?

2. What did you do well?

3. What could you do better?

 	GOAL: Improve the techniques of passing, dribbling and shooting		AGE GROUP	
	PLAYER ACTIONS Shoot, pass or dribble forward		6U	
	KEY QUALITIES Take initiative, be pro-active			
	MOMENT	Attacking	DURATION	60 minutes
1st PLAY PHASE (intentional Free Play): Up to 3v3 Games			Play multiple 2-3 minute games	
		Objective: to pass or dribble past an opponent then score goals Organization: On your (20Wx30L) game field, set up two 15Wx20L fields with a small goal at each end. When practice is scheduled to start & as soon as 2 players arrive, start playing a game. The game will start as 1v1. As players arrive, the game becomes 2v1 then 2v2 up to 3v3. Once one field is at 3v3, start a second game on the field next to it. Key Words: move the ball around the opponents, dribble, take a chance Guided Questions: How do you engage all the players? When should the players be encouraged to shoot? Answers: Rotate who starts with the ball after goals or restarts. Allow players to find their own shooting range. Encourage players to shoot from further away if they have already scored a goal.		
PRACTICE (Activity 1): The Cat in the Hat vs Things 1 & 2			8 Minutes-8 intervals-30 sec. play-30 sec. rest	
		Objective: to dribble and change directions to avoid Things 1 & 2 Organization: In a 15Wx20L grid, select 2 players to start as Thing 1 & 2; they do not need a soccer ball & can only hop around the field. The rest of the players start at 1 end line, all with a ball. They are Cats in Hats. The Cats try to dribble their soccer ball from 1 end of the field to the other without getting tagged by Things 1 or 2. Rules: Players begin dribbling as soon as the coach says "Let's Have Fun!" Count the number of times the cats can cross the field in 30 seconds. If a Cat gets tagged, they become a Thing also (or can switch roles with Things). Key Words: Faster with longer touches, slower with shorter touches Guided Question: Why should the players use big touches to dribble? When should the players use softer touches? Answers: You can build up and maintain speed if they can get the ball further away from their body. Use softer touches when you want to stop the ball or to change direction.		
PRACTICE (Activity 2): Tiggers vs Rabbits (Winnie the Pooh)			8 Minutes-8 intervals-45 sec. play-15 sec. rest	
		Objective: to dribble your ball toward a target & strike your ball to the moving target Organization: In a 15Wx20L grid, Tiggers start without a soccer ball & can only hop/skip to avoid getting hit. The Rabbits start with a ball, can dribble & try to pass their ball to hit the Tiggers below their knees. Rules: Players begin dribbling as soon as the first Tigger makes one hop. Rabbits get 10,000 pts for every Tigger they can hit. Each round, switch who are the Rabbits and who are the Tiggers. Key Words: Kick the ball toward your teammate, watch the ball as it hits your foot Guided Question: Why should you get close to the Tiggers before you try to hit them? What part of your foot should you use when trying to hit the Tiggers? Answers: It makes it easier to hit the Tiggers if you are closer to them. Point your toe to the side and kick through the middle of the ball with the inside of your foot.		
PRACTICE (Activity 3): Good Minions vs Evil Minions			8 Minutes-8 intervals-45 sec. play-15 sec. rest	
		Objective: to dribble your ball toward a target & strike your ball to the moving target Organization: In a 15Wx20L grid, 2 teams-1 team of Good Minions; without a soccer ball & 1 team of Evil Minions; with soccer balls. Evil Minions try to dribble the soccer ball and zap the Good Minions by hitting them below the knee with the ball. Good Minions try not to get hit. Rules: Players begin as soon as the first Evil Minion starts to dribble. If an Evil Minion hits a Good Minion, the Evil becomes good and the good becomes Evil. The new Evil Minion gets a soccer ball. Who are the Good Minions at the end of the interval? Key Words: Accuracy (Aim), Pace (Speed) & Weight (Strength) Guided Question: Was there lots of movement from all the players? How can you get more power in your kick? Answers: Try using more Evil Minions to force the Good Minions to move more. When striking the ball far, give a big swing with the kicking leg and follow through the ball.		

2nd PLAY PHASE: The Game – 3v3/4v4**24 Minutes-2 intervals-10 min. play-2 min. rest**

OBJECTIVE: to pass or dribble past an opponent then score goals
24 Minutes-2 intervals-10 min. play-20 min. rest

ORGANIZATION: In a 20Wx30L field and a small goal on each end line, play a 3v3 game or 4v4 (game should not exceed 4v4). Play for 24 minutes – 2 intervals of 10 minutes with a 4 minute rest between intervals. Local rules apply. If the ball leaves the field, the coach should roll another ball onto the field and play continues. No goal keepers allowed.

KEY WORDS: turn, get the ball, score goals

GUIDED QUESTIONS: Who should determine whether to dribble pass or shoot? What are successful practice indicators?

ANSWERS: The players must be allowed to make their own decisions. Coaches can provide guided assistance only as needed. Players are engaged, enjoy practice and positive reinforcement was provided.

Five Elements of a Training Activity

1. Organized: Is the activity organized in the right way?

2. Game-like: Is the activity game-like?

3. Repetition: Is there repetition, when looking at the overall goal of the training session?

4. Challenging: Are the players being challenged? (Is the right balance between being successful and unsuccessful?)

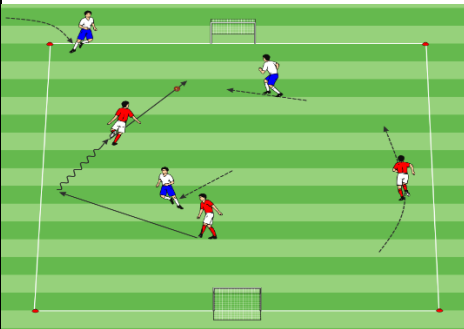
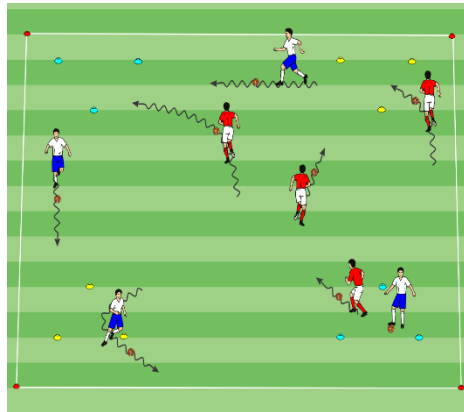
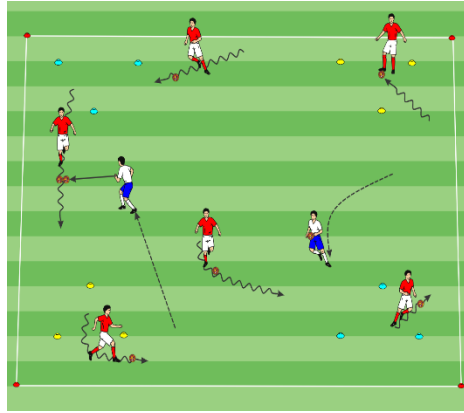
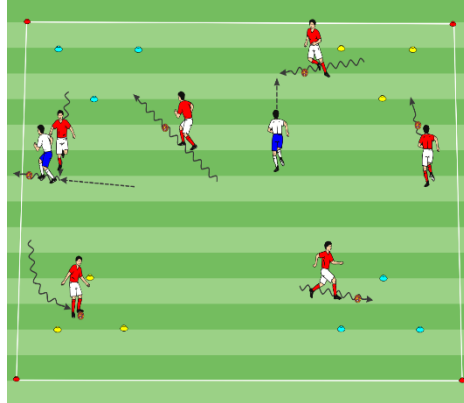
5. Coaching: Is there coaching based on the age and level of the players?

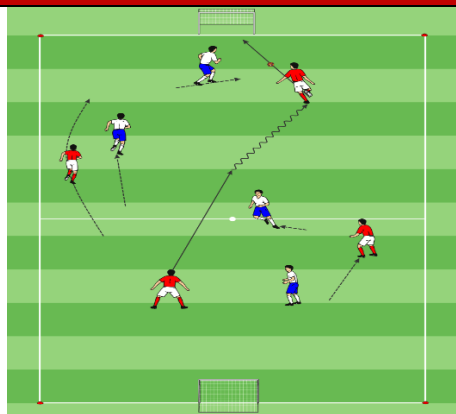
Training Session Self-Reflection Questions

1. How did you do in achieving the goal of the training session?

2. What did you do well?

3. What could you do better?

 	GOAL:	Improve the techniques of dribbling, passing & striking the ball to score			AGE GROUP 6U
	PLAYER ACTIONS	Shoot & pass or dribble forward			
	KEY QUALITIES	Focus, Take initiative			
	MOMENT	Attacking		DURATION	60 minutes
1st PLAY PHASE (intentional Free Play): Up to 3v3 Games				Play multiple 2-3 minute games	
		Objective: to pass or dribble past an opponent then score goals Organization: On your (20Wx30L) game field, set up two 15Wx20L fields with a small goal at each end. When practice is scheduled to start & as soon as 2 players arrive, start playing a game. The game will start as 1v1. As players arrive, the game becomes 2v1 then 2v2 up to 3v3. Once one field is at 3v3, start a second game on the field next to it. Key Words: go to goal, score goals Guided Questions: Are the players engaged? Are all the players getting challenged? Answers: have one field with less players on it to encourage participation. Adjust the games so the stronger players may have less teammates (2v3 game).			
PRACTICE (Activity 1): Triangle Gate Challenge				8 Minutes-4 intervals-90 sec. play-30 sec. rest	
		Objective: Improve the player's ability to dribble their soccer ball and stop it in the triangular spaces. Organization: In a 15Wx20L grid, with several 3 yard triangular shaped Galaxies, all players with a soccer ball. In 90 seconds, challenge the players to get into & out of as many Galaxies as the can. Players dribble from one galaxy to another (triangle on the field). Rules: Play when coach says, "Go explore the Galaxy". Interval 1-how many Galaxies can you visit? Intervals 2 & 3, beat your score. Interval 4, must stop in the Galaxy before you can exit. Key Words: Pick your head up. Go fast with the ball if you see an open gate. Guided Questions: Why is it important to pick your head up or look over your shoulder? Where would you have the players start? Answers: Pick your head up and check over your shoulder to find the open gates. Continue to look around whether dribbling fast or slow. You can either have the players start inside a gate or start in open space (coach's choice).			
PRACTICE (Activity 2): Triangle Gate Challenge with Guards				8 Minutes-4 intervals-90 sec. play-30 sec. rest	
		Objective: to improve the players ability to dribble the ball away from opponents Organization: In a 15Wx20L grid, with several 3 yard triangular gates (bases). Select 2 players to be it. They have their ball in their hands & they guard the bases. The rest of the players dribble their soccer ball & get 1000 pts. for every base they can stop their ball in. Rules: Play starts on coach's command. Guards can only toss their soccer ball underhand to hit the dribbler's soccer ball. Dribblers are safe if they can stop in any triangle. Count how many bases you can land on. If you ball is hit, you lose your points. Key Words: Stop your ball, look before you move to the next base Guided Questions: Were the triangle big enough for the players to stop their ball in? Can the players use their laces to dribble the ball? Answers: Make the triangles bigger if the players are not successful. Coaches can help the player's use their laces by encouraging them to point their toe down and make a fist with their toes.			
PRACTICE (Activity 3): Monsters Inc.				8 Minutes-4 intervals-90 sec. play-30 sec. rest	
		Objective: to dribble your ball toward a target & strike your ball toward a moving target Organization: In a 15Wx20L grid, with several 3 yard triangles (closets to hide in). Select 2 players to be it (they are Boo) & do not need a ball. The rest of the players are Mike & Sully (from Monsters Inc). They dribble their soccer ball and try to hide from Boo in the closets. Boo is trying to steal their ball and hide it by dribbling it off the grid. Rules: Play when coach says, "look out for Boo". Dribblers must get from closet to closet. Dribblers are safe if they can stop their ball in a closet. Award points as needed for getting into a closet. Key Words: Turn the ball away from boo or soft toe on top of the ball to stop it Guided Questions: Where should your body be when trying to stop the ball? Besides in the closets, when is another time you would want to stop the ball? Answers: Try to run slightly ahead of the rolling ball before trying to put your foot on top to stop it. If the ball starts to get too far in front of you, stop it and start to dribble again.			

2nd PLAY PHASE: The Game – 3v3/4v4**24 Minutes-2 intervals-10 min. play-2 min. rest****Objective:** to pass or dribble past an opponent then score goals**Organization:** In a 20Wx30L field and a small goal on each end line, play a 3v3 game or 4v4 (game should not exceed 4v4). Play for 24 minutes – 2 intervals of 10 minutes with a 4 minute rest between intervals. Local rules apply. If the ball leaves the field, the coach should roll another ball onto the field and play continues. No goal keepers allowed.**Key Words:** turn, get the ball, score goals**Guided Questions:** Who should determine whether to dribble pass or shoot? What are successful practice indicators?**Answers:** The players must be allowed to make their own decisions. Coaches can provide guided assistance only as needed. Players are engaged, enjoy practice and positive reinforcement was provided.**Five Elements of a Training Activity****1. Organized:** Is the activity organized in the right way?**2. Game-like:** Is the activity game-like?**3. Repetition:** Is there repetition, when looking at the overall goal of the training session?**4. Challenging:** Are the players being challenged? (Is the right balance between being successful and unsuccessful?)**5. Coaching:** Is there coaching based on the age and level of the players?**Training Session Self-Reflection Questions****1. How did you do in achieving the goal of the training session?****2. What did you do well?****3. What could you do better?**