



GOAL: PLAYER ACTIONS KEY QUALITIES

MOMENT

Build Up in the Attacking Half
Shoot, Pass or Dribble Forward, Create Passing Options

Shoot, Pass or Dribble Forward, Create Passing Options
Read & understand the game, take initiative, be pro-active

DURATION 60 Minutes

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AGE GROUP

1st PLAY PHASE (intentional Free Play)

18 Min.-Play multiple 3-4 minute games



Objective: to dribble your ball to goal while protecting it from opponents

Organization: On your (25Wx35L) game field, set up two 17Wx25L 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

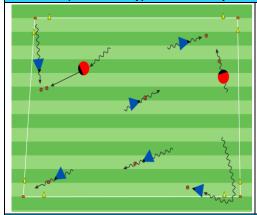
Attacking

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 (Core Activity): Wreck it Ralph

18 Minutes-9 intervals-1 min. play-1 min. rest



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

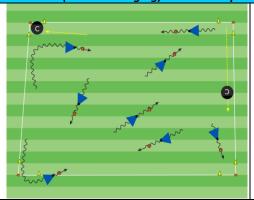
Guided Question: What do you do to protect your ball? Where do you have to point your toe if you want your laces to kick the ball?

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.

Notes: Rotate the area of the field the ball is served into to change the starting points of the attacks. You can also serve a ball closer to a player who has not had many opportunities to play the ball.

PRACTICE (Less Challenging): Find The Open Goal

18 Minutes-9 intervals-1 min. play-1 min. rest



Organization: In a 15Wx20L grid, with a cone goal in every corner & every player with a soccer ball. Players will try to dribble their soccer ball into as many goals as possible in 1 minute. The coaches will randomly walk from goal to goal. If a coach is standing in a goal, that goal is closed until the coach leaves. Players cannot score in a goal that is closed. **Rules:** Play begins when coach says, "GO". Score by dribbling your ball through any of the 4 goals that are open.

Key Words: Go forward, dribble to goal

Guided Question: How do you know which goal is open? Where do you have to point your toe if you want your laces to kick the ball?

Answers: Pick your head up to look around. Point your toe to the ground and push the ball in front with your laces.

Notes: Coaches can move a little faster than a walk to provide a greater challenge for some of the players.

PRACTICE (More Challenging): Soccer Combat

18 Minutes-9 intervals-1 min. play-1 min. rest



Organization: In a 15Wx20L grid, with a cone goal in every corner & all but 2 players with a soccer ball. The players with a soccer ball will trying to score as many goals as possible in 1 minute. The players without a soccer ball are trying to steal any ball they can and start scoring for themselves. If your soccer ball is stolen, you can either steal your ball back or steal a ball from another player. **Rules:** Play begins when coach says, "GO". Score by dribbling your ball through any of the 4 goals that are open. You must have a soccer ball in order to score.

Key Words: Go forward, dribble to goal

Guided Question: What can you do to protect your soccer ball? Where do you go if you see a goal is blocked by a defender?

Answers: Either put your body between your ball and the defender or dribble fast to a goal. Turn away and attack an open goal.

Notes: Coaches can start as defenders if needed but should switch over to players within the first few rounds.

2 ^{nd.} PLAY PHASE: The Game – 4v4 (no G		
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26 Minutes-2 intervals-11 min. play-2 min. rest

Objective: to dribble your ball to goal while protecting it from opponents

Organization: In a 25Wx35L field and a small goal on each end line, play a 4v4. Play for 24 minutes -2 intervals of 11 minutes with a 2 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

oal Keepers):

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?		
2. What sould you do betton?		
3. What could you do better?		