

# Inder 10 Spring Training Sessions





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Module: 1 – Week 1 Topic: <u>Dribbling and Turning</u>
Objective: To improve the ability of the player to turn when dribbling the ball

Technical Warm up	Organization	Coaching Dtc
rechnical warm up		Coaching Pts.
	6 Surfaces:	Players should start slow and
	Divide the team into 4 groups of 3 or 4 players.	increase the speed as they go
	Place each group in a 6x6 grid. The players will	• Touches should be soft but able to
, and a second s	perform the following ball touches with one	move the ball
	foot:	Keep the soccer ball close and
Wo Mo	<ul> <li>Outside of the foot touch</li> </ul>	under control
	<ul> <li>Inside of the foot touch</li> </ul>	Dribbling
	<ul> <li>Laces (instep) to push ball away</li> </ul>	Keep the ball close
	o Bottom (sole) to drag ball back	• Use all surfaces of the foot
	<ul> <li>Toe to push the ball way</li> </ul>	○ Inside/Outside
a w	o Heel to bring the ball back behind you to	○ Laces (Instep)
	turn	o Bottom (Sole) and Heel
	After the turn, the player should do it with the	• Keep your head up and use
97	other foot. After a while, put the players in each	peripheral vision
www.sports-graphics.com	square to compete.	Change of direction and speed
staur doo to 3i ahii maasonii	Time: 10 minutes	
Activity 2	Organization	Coaching Pts.
	The Running Maze	Running with the ball
<b>A</b>	All players in a determined area standing by a	• Push the ball forward with the
· have	cone. At the command of the coaches, the	instep (Laces and outside of the
	players will go around (running with the ball) as	foot)
	many cones as they can. Coach will prompt	• Each touch of the ball should push it
~ Cores	players to change direction at the cone:	a few steps ahead of the dribbler
	<ul> <li>With the inside of the foot (Cutting)</li> </ul>	Keep a natural running stride
i de la companya della companya della companya de la companya della companya dell	• With the outside of the foot (Hooks)	• The head is up and the eyes scan the
	<ul> <li>Dragging the ball back (Facing and Away)</li> </ul>	field
<i>√I</i> 1	With the forward part of the sole	• Use the appropriate surface for the
	Double Cuts & Hooks	appropriate turn
1 En.		Players must accelerate after turn
	Add defenders to introduce Shielding	• Turn should be performed with right
<u> </u>		and left foot
www.sports-graphics.com		Time: 15 minutes
Activity 3	Organization	Coaching Pts.
	1v1 Running and Turning:	• Use the front of the foot – laces, to
•	In a 15x20 yard grid divided into two boxes of	push the ball in front
	15x10 yards each with goals on one side, the	When confronted by a defender,
Δ Δ	coach will serve the ball to the red team. The	make a decision to either dribble or
<b>↓</b>   <b>↓</b>	white team will be defending. In order to score,	turn
	the red team needs to perform a turn in the	• The head is up and the eyes scan the
	second box. After the turn, the player can score	field
<b>1</b> / } †	in any of the goals. If the defending team gets	Protect the ball from the defender
	the ball they can score after performing a turn.	When and how to turn
	After all the red team players have gone switch.	• Transition
	Teams keep score.	- Transition
	1	Times 15 minutes
A A Museboun-Adhironous		Time: 15 minutes
Game	Organization	Coaching Pts.
	Play with goalkeeper and a formation:	Re-enforce all the coaching points
4v4, 5v5, or 6v6	• 4v4: 3-1 v 2v2 (no Goalkeeper)	from all the activities
, ,	•5v5: Gk-3-1 v Gk-2-2	Time: 20 minutes
	• 6v6: Gk-3-2 v Gk-2-1-2	
Cool Down	Activities to reduce heart rate, static stretching	x review session. <b>Time: 5-10 Minutes</b>





Module: 1 – Week 2 Topic: <u>Passing and Receiving</u>
Objective: To improve the player ability to pass and receive ground balls

To	echnical Warm up	Coaching Pts.
	ep) to push the ball away, Bottom (Sole) to drag the	Keep the soccer ball close and under
	ill back to turn "Outside, Inside, Laces, Sole, Toe,	control
	Speak to the ball.	
Activity 1	Organization	Coaching Pts.
	Millwall Passing:	Passing:
	Two players will be in between two cones	• Toe up (inside) or down & turned
	about 4 yards apart and at least 8-10 yards	in (outside)
▲ T ▲ Y	from each other. They will inter pass and	• Placement of non-kicking foot and
	receive with the inside of the foot. Coach the	good balance
	players to:	• Surface of the ball to strike
f = f	1. Pass with one foot and receive with	Receiving:
f = f	the same foot	• Keep feet moving before ball
	2. Pass with one foot and receive with	arrives and go to it
	the other foot	• Keep ankle of receiving foot
	3. Pass with one foot, and receive the	locked and body behind ball
<b>*</b>	ball with a directional first touch past	• Eye on ball at instant of reception
	the cone by you	
	<b>Coach</b> : assist the players to deliver the pass	Time: 10 minutes
www.sports-graphics.com	in between the two cones	
Activity 2	Organization	Coaching Pts.
	Inter's Passing Triangle:	Head up to make eye contact
*	Three players are in a big triangle and are	• Weight and accuracy of the pass
* .	inside of a 4 yard triangle. The players must	• First touch(To prepare the ball)
	receive and pass the ball inside their triangle.	• Surface of the foot
	All players follow their pass.	• Surface of the ball t
<b>*</b>	Cooch the pleases to	• Technique with both feet
	Coach the players to:	Keep feet moving
	<ol> <li>Receive and pass with the same foot</li> <li>Receive Left pass right, Receive</li> </ol>	
Ø. <u></u> <u>-</u>	Right, pass left	
	3. Pass with one foot and directional	
www.sports-graphics.com	first touch past the cone	Time: 15 minutes
Activity 3	Organization	Coaching Pts.
Activity 5	3v1 Knock the Ball	• Tech of Passing and Receiving
	Outside a triangular grid 3 players try to	• Possess the ball to look for an
25	knock the ball while a defender is trying to	opportunity to hit the ball on the
	get possession of the ball. If the defender	cone
	intercepts the ball, or tackles it and possesses	• Players in good supporting
	it, then the player who lost the ball goes in	positions
\$ 192	the middle	• Decision making: safety versus
		risk
		Communication
		<ul><li>Communication</li><li>Good team shape</li></ul>
www.sports-graphics.com		<ul><li>Communication</li><li>Good team shape</li><li>Time: 15 minutes</li></ul>
www.sports-graphics.com	Organization	Good team shape
www.sports-graphics.com	Organization Play with goalkeeper and a formation:	• Good team shape Time: 15 minutes  Coaching Pts.
	•	• Good team shape Time: 15 minutes  Coaching Pts.  Re-enforce all the coaching points
Game 4v4, 5v5, or 6v6	Play with goalkeeper and a formation:  • 4v4: 3-1 v 2v2 (no Goalkeeper)  • 5v5: Gk-3-1 v Gk-2-2	• Good team shape Time: 15 minutes  Coaching Pts.  Re-enforce all the coaching points from all the activities
	Play with goalkeeper and a formation:  • 4v4: 3-1 v 2v2 (no Goalkeeper)	• Good team shape Time: 15 minutes  Coaching Pts.  Re-enforce all the coaching points from all the activities Time: 20 minutes





Module: 1-Week Three Topic: Goalkeeping Footwork and Proper Diving Technique
Objective: To improve the technical aspects of proper footwork, body position, handling
the ball, and teach goalkeepers the correct diving technique.

tne ball, ar	nd teach goalkeepers the correct divi	ng technique.
	Technical Warm up	Coaching Pts.
ball back, push with the Toe, Heel the	step) to push the ball away, Bottom (Sole) to drag the ball back to turn "Outside, Inside, Laces, Sole, Toe, I"! Speak to the ball.	Keep the soccer ball close and under control
Activity 1	Organization	Coaching Pts.
www.sports-graphics.com	Up / Down: GK's shuffling in and out of each other within the 18 yard box while bouncing a ball on the ground, when coach yells out down, the player rolls a ball out to him/herself to go and scoop it up. The word up means the GK's throw a high ball to themselves. Version 2: On the same commands, the GK's quickly find a partner and either serve them a high ball & switch balls, or roll a ball to the left or right of a partner to scoop it up, switching balls again.	<ul> <li>Catch the ball with a "W" hand position on any ball waist height and above (formed by thumbs and index fingers)</li> <li>For low balls have hands together with fingers pointing towards the ground (pinky's together like a shovel scooping into the body)</li> <li>Time: 10 minutes</li> </ul>
Activity 2	Organization	Coaching Pts.
2 On the Knees  3 Standing  www.sports-graphics.com	Diving Progression:  Basic Diving: Each player is seated on the ground, with knees bent. They must place a ball about 2 steps away to the left or right at a 45 degree angle in front of them. The GK must roll down their side reaching out to make the save.  Kneel Diving: Each GK is kneeling on one knee (leg closest to the ball has foot planted on ground) with ball about 2 steps away to the left or right at a 45 degree angle in front of them. Now a small step must be taken at a 45 degree angle towards the ball before reaching out and diving to make the save.  Standing Diving: Each player in a ready position with a ball 4-5 steps away to the right or left of them at a 45 degree angle out in front. GK must take a large step towards the ball and collapse in the direction of the ball, rolling down their side and reaching out to make the save.	<ul> <li>Instill upon the GK's to attack hands first, moving their body forward</li> <li>Lead with their hands in order to attack the ball</li> <li>Eyes on the ball, one hand on top, one behind</li> <li>Elbows slightly bent and top leg up for protection</li> <li>GK must then kick out with the top leg up for protection in order to go back to a standing position</li> <li>Time: 15 minutes</li> </ul>
Activity 3	Organization	Coaching Pts.
www.sports-graphus.com	Small Goal Saves:  Two lines of players, each in between a cone goal, facing each other with one ball and extras on the sides. (maximum players per line is 3) Goals should be about 30 yards apart with a 10 yard buffer zone in the middle. Keepers are now trying to score on each other by either throwing or rolling it but the ball must bounce on the opponent's half before a goal is scored. GK gets one point for a goal. Once a GK gets scored on, next person in line hops in.	<ul> <li>Be in a ready set position before every ball</li> <li>Go to the ball and carry momentum forward</li> <li>Quick lateral footwork to get body behind every ball to limit diving         Time: 20 minutes     </li> </ul>
Game	Organization	Coaching Pts.
4v4, 5v5, or 6v6	Play with goalkeeper and a formation:  • 4v4: 3-1 v 2v2 (no Goalkeeper)  • 5v5: Gk-3-1 v Gk-2-2  • 6v6: Gk-3-2 v Gk-2-1-2	Reinforce all the coaching points from all the activities  Time: 20 minutes
COOL DOWN Activities to reduce heart rate, static stretching & review session. Time: 5-10 Minutes		





Module: 1 – Week Four Topic: <u>Defending – Pressing the Ball</u>
Objective: To improve the player's ability on when and how to press the ball

To	echnical Warm up	Coaching Pts.
	ep) to push the ball away, Bottom (Sole) to drag the	Keep the soccer ball close and under
ball back, push with the Toe, Heel the ball back to turn "Outside, Inside, Laces, Sole, Toe,		control
	Speak to the ball.	
Activity 1	Organization	Coaching Pts.
	1v1 Defending foot work:	• Speed of approach- Approach
2	The server will pass the soccer ball to the	fastarrive slow
	attacker and the defender will press the ball.	• Angle of approach-We want to
	The receiver will dribble the ball and the	direct the player one way on the
	defenders will back up keeping a good	field, take away option of
	defending posture	advancing forward
		Body shape-knees bent, on balls
<b>*</b> ' <b>*</b> '		of your feet, one foot slightly
www.ssorts-oranhics.com	Time: 10 minutes	angled in front of other foot
Activity 2		
Activity 2	Organization	
	2A 1v1 Defending to small goals:	Prossing Defender
	As soon the server passes the soccer ball the	Pressing Defender: • Concentrate on the 5 D's of
	defender will press the attacker.	
	Score by passing or dribbling through the	Defending:
	goal. Focus on speed and angle of approach	OClose the attacker <b>Down</b>
	body position etc. If defender wins the ball	∘ Slow <u>Down</u>
	he/she can score (Transition).	o Get <u>Down</u>
www.sports-graphics.com	Time: 10 minutes	○ Stay <u>Down</u>
_Attacking Goals	2B 1v1 Recovering to defend:	o <u>Decide &amp; Destroy</u>
	The server will serve to the attacker and as	• Important to delay progress of
	soon as the soccer ball is served, the defender	the opponent by jockeying the
	needs to get in between the ball and the goal	attacker with the ball
	to cut the path of the attacker with good	• Read attackers 1 <sup>st</sup> touch and
	speed and angle of approach. If defender	make decision to tackle or delay
	wins the ball he/she can score (Transition).	• Immediate pressure on the ball
		Patience; do not over commit
Defending Goal	Time: 10 minutes	Block Tackle
Activity 3	Organization	Poke Tackle
	2v2 Defending:	• Recognizing when and how to
	In groups of 8-12 players per grid, half of the	pressure the ball
1 + 2 m + 1	players will position on one end line and the	
	other half on the other end line Then one of	
<b>†</b>	the players or the coach will pass the ball to	
74	one team while the other team will defend	
	and try to keep attacker from scoring. If	
	defender wins the ball, he/she can score	
000	(Transition).	
www.sports-graphics.com	Coach: Concentrate on the pressing	
	defender Time: 15 minutes	
Game	Organization	Coaching Pts.
	Play with goalkeeper and a formation:	Reinforce all the coaching points
4v4, 5v5, or 6v6	• 4v4: 3-1 v 2v2 (no Goalkeeper)	from all the activities
, 5.5, 5. 545	●5v5: Gk-3-1 v Gk-2-2	Time: 20 minutes
	• 6v6: Gk-3-2 v Gk-2-1-2	Time. 20 minutes





**Topic: Shooting** 

Module: 1 – Week Five

Objective: To improve the player's ability to strike the ball at goal

Technical Warm up		Coaching Pts.
	p) to push the ball away, Bottom (Sole) to drag the	Keep the soccer ball close and under
	Il back to turn "Outside, Inside, Laces, Sole, Toe, Speak to the ball.	control
Activity 1	Organization	Coaching Pts.
www.sports-graphics.com	Shooting Though the Cones:  Arrange players in 4 lines with a ball between them about 20-30 yards apart from each other. Place two cones representing a goal between each group about 6 yards apart. Players shoot the ball and follow their shot to the opposite side.	<ul> <li>Shooting Technique</li> <li>Body position and balance</li> <li>Eye on the ball at moment of contact</li> <li>Strike ball with ankle locked and hard bone on top of foot</li> <li>Non-kicking foot directed at target</li> <li>Surface of the Ball</li> <li>Surface of the Foot to strike the ball</li> <li>Time: 10 minutes</li> </ul>
Activity 2	Organization	Coaching Pts.
www.aports-graphics.com	Beat the Goalkeeper: With the same setup, add a GK in between the cones. The GK will only change when the shooter scores by putting the ball through the cones. After every shot the GK will turn around and try to stop/save the shot from his opponent. If the GK catches the ball, the GK must throw it back. If the GK produces a rebound the shooter has a second opportunity to score.	<ul> <li>Against a Goalkeeper</li> <li>Keep the shot low</li> <li>Try to hit the area near the cones</li> <li>Use instep for power or inside of the foot to place the ball</li> <li>Surface of the ball and the Foot to use</li> <li>Finish rebounds</li> <li>Time: 15 minutes</li> </ul>
Activity 3	Organization	Coaching Pts.
www.sports-graphics.com	4 Corner Shooting: Two equal teams playing 2v2 with GK's. The remaining players start at corners behind their own goal. Coach begins the play from the sideline by serving a ball to player in any corner. Players try to score on their opponent's goal. Play continues until ball is out of bounds or a goal is scored. Players return to their corners. Keepers stay on.	<ul> <li>Proper technique and body control</li> <li>Placement vs. power</li> <li>Quality preparation touch</li> <li>Proper selection of contact surface</li> <li>Timing and shape of attacking runs</li> <li>Creativity and deception</li> <li>Combination Play</li> <li>Time: 15 minutes</li> </ul>
Game	Organization	Coaching Pts.
4v4, 5v5, or 6v6	Play with goalkeeper and a formation:  •4v4: 3-1 v 2v2 (no Goalkeeper)  •5v5: Gk-3-1 v Gk-2-2  •6v6: Gk-3-2 v Gk-2-1-2	Reinforce all the coaching points from all the activities  Time: 20 minutes
COOL DOWN Activities to reduce heart rate, static stretching & review session. Time: 5-10 Minutes		

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Module: 2 - Week Six

#### **Topic: Dribbling to Beat an Opponent**

**Objective:** To improve player's confidence, their dribbling ability and the recognition of when to take opponents on

	to take opponents on	
Technical Warm up		Coaching Pts.
	p) to push the ball away, Bottom (Sole) to drag the	Keep the soccer ball close and under
	ll back to turn "Outside, Inside, Laces, Sole, Toe,	control
	Speak to the ball.	
Activity 1	Organization	Coaching Pts.
a a	Free Dribble:	• Keep the ball close
<b>1 1 1 1 1 1 1 1 1 1</b>	All players dribbling in a defined space.	• Use all surfaces of the foot
	Players should use all surfaces of their feet.	o Inside/outside
\$ # ~ · · ·	Coach will prompt players to work on:	o Sole
	• Circle and take	o Laces
A STATE OF THE STA	• Fake and take	<ul> <li>Surface of the ball to strike</li> </ul>
7. F	Bish bash	• Keep your head up and use
Commercial Turning	• Puskas V	peripheral vision
08	Stop and take	<ul> <li>Change of direction and speed</li> </ul>
www.sports-grapnes.com		Time: 10 minutes
Activity 2	Organization	Coaching Pts.
<b>₹? ♦</b>	1v1 to Two Lateral Goals:	• Keep the ball close to you under
	Place 2-3 players between the yellow cones at	control
	the opposite side of the grid. One of the groups	• Execute a feint to unbalance the
	have all the soccer balls; the defenders, and	defender and dribble past him/her
	other group are the dribblelinos. When the first	with a burst of speed
	dribblelino gets the soccer ball he/she will try to	• Use the outside of the foot or
1:	score in one the lateral goals (blue cones). If the	laces when dribbling for speed
	defender gets the ball, he/she can also score in one of the two side goals. When a player scores	with furthest foot from the
<b>♦</b>	or the ball goes out of bounds a new 1v1 will	defender
	start.	• Encourage players to be creative
	Variations:	with the ball at their feet
	1. The attacker can score in the side goals or	
	the front goal	
Do the Do was mort-combine com	2. The attacker can pass back to the next	
ппорологу артогонн	attacker. After the pass he/she is out	Time: 15 minutes
Activity 3	Organization	Coaching Pts.
A A	4 Corner Dribbling to End Zones:	• Keep the ball close to you under
<b>***</b>	In 20x25 yard grid with an end zone at each	control
	end, players of the same team are placed by the	• Execute a feint to unbalance the
الليم المالية	corner cones of the End Zone they are	defender and dribble past him/her
	defending. Half of the team is in a line at one	with a burst of speed
	cone and the other half at the other cone. The	• Use the outside of the foot or laces
	coach is standing outside the middle with all the	when dribbling for speed with
	balls. The game starts when the coach serves	furthest foot from the defender
	the ball into the field. The game is over when	• Encourage players to be creative
	one team scores by dribbling the ball into the	with the ball at their feet
All	end zone. If the ball goes out of bounds, the	
www.sports-graphics.com	players need to get out of the field quickly and get back in line.	Times 15 minutes
Game	Organization	Time: 15 minutes  Coaching Pts.
Gaille	Play with goalkeeper and a formation:	
	• 4v4: 3-1 v 2v2 (no Goalkeeper)	Reinforce all the coaching points
4v4, 5v5, or 6v6	•5v5: Gk-3-1 v Gk-2-2	from all the activities
	• 6v6: Gk-3-2 v Gk-2-1-2	Time: 20 minutes
COOL DOWN	Activities to reduce heart rate, static stretching	& review session. Time: 5-10 Minutes
* * * * * * * * * * * * * * * * * * * *		

Module: 2 – Week Seven Topic: <u>Passing and Receiving in Small Groups</u>
Objective: To improve the teams' passing technique and to recognize the correct timing and opportunity to pass

	timing and opportunity to pass	
	echnical Warm up	Coaching Pts.
ball back, push with the Toe, Heel the ba	p) to push the ball away, Bottom (Sole) to drag the ll back to turn "Outside, Inside, Laces, Sole, Toe, Speak to the ball.	Keep the soccer ball close and under control
Activity 1	Organization	Coaching Pts.
	Dutch Square: Half of the players on the inside of the square (with soccer balls), half on the outside. The insiders will pass the soccer ball to the outsiders. The outsiders will pass the ball back with one or two touches to the insiders. The insiders will receive the soccer ball and look for another outsider to pass to. After a few minutes, switch insiders with outsiders.  Coach: have players pass and receive with the right and left foot.  Procedure:  1. Pass and Rec. 2 touches 2. Pass and Rec: Rec-left, pass-right and	Passing:  Toe up (inside) or down & turned in (outside)  Placement of non-kicking foot and good balance  Surface of the Foot and Surface of the Ball to strike Receiving:  Keep feet moving before ball arrives and go to it  Keep ankle of receiving foot locked and body behind ball  Eye on ball at instant of reception
www.sports-graphics.com	Rec-right, pass-left 3. Rec, Turn dribble and pass Time: 10 minutes	Coach: Have the players  • Talk and ask for the pass
Activity 2	Organization	• Signal that he/she wants the pass
www.sgorts-graphics.com	3v1 Knock the Ball: In an area, players in possession of the ball will try to knock the ball down for a point. If the defender intercepts the ball, or tackles it and gains possession, then the player who lost the ball goes in the middle.  Coach: You can play this game with a 4v1.  Time: 15 minutes	<ul> <li>Check to or away from the pass</li> <li>Get in good supporting distance and angles</li> <li>Group Passing</li> <li>Supportive body position</li> <li>Players in good supporting positions. Options close and far</li> <li>Speed of play</li> </ul>
Activity 3	Organization	Coaching Pts.
www.sports-graphics.com	3v3 to End Zones: In a 25x30 yard grid, make a one yard wide End Zone along each end line. Players will score by passing into and stopping the soccer ball in the End Zone. Defenders can't defend in the End Zone.	<ul> <li>Soft 1<sup>st</sup> touch receiving into space, away from pressure</li> <li>Proper weight, accuracy, and timing of passes</li> <li>Possession vs. Penetration</li> <li>Proper angle and distance of support off the ball</li> <li>Communication between players</li> <li>Time: 20 minutes</li> </ul>
Game	Organization	Coaching Pts.
4v4, 5v5, or 6v6	Play with goalkeeper and a formation:  • 4v4: 3-1 v 2v2 (no Goalkeeper)  • 5v5: Gk-3-1 v Gk-2-2  • 6v6: Gk-3-2 v Gk-2-1-2	Reinforce all the coaching points from all the activities Time: 20 minutes
COOL DOWN Activities to reduce heart rate, static stretching & review session. Time: 5-10 Min		& review session. Time: 5-10 Minutes

Module: 2 – Week 8 Topic: <u>Goalkeeping Handling and Distribution</u>

Objective: To improve the technical aspects of throwing the soccer ball after the Goalkeeper has collected it

	Goalkeeper has conected it	
Technical Warm up		Coaching Pts.
	ep) to push the ball away, Bottom (Sole) to drag the	Keep the soccer ball close and under
	all back to turn "Outside, Inside, Laces, Sole, Toe,	control
	Speak to the ball.	Conchine Dte
Activity 1	Organization	Coaching Pts.
	Partner Catching for Distribution:	Catching:
	Two lines of players, each in between a cone	• Feet square to the body, shoulders
. A	goal facing each other in a 12x 15 yard grid	square to the ball, knees bent, arms
	(three players per line max). GK1 starts with the soccer ball and bowls it	out to the side, elbow slightly bent,
<b>         </b>	to GK2, who scoops it from the ground and	eyes on the ball
	brings it up the body to secure the soccer	Hands always lead, keep body  maying formula
<b>₩</b>	ball. Immediately after the service, GK1	moving forward
, a 2 a	follows his/her service. GK2 repeats the	• Be set before the shooter plants
	process and bowl is to the next GK in line.	his/her non-kicking foot
	After several rounds of bowling and scooping	• W or Diamond Shape hands to
	the soccer ball, the GK's should:	catch high balls
	Baseball throw - Bag catch	• Hands together, fingers point
	Roundhouse throw - W catch	towards the ground with pinkies
	Coach: Players should attack the ball (GK	together for low balls
<u> </u>	should not wait for the soccer ball on the goal	Throws:
9 g www.sports-graphics.com	line). Serving players should put a bit of	• <b>Bowl</b> : ball must be cupped, GK
www.sports-graphics.com	pressure to the catching GK when following	stepping forward with opposite
	their service. Time: 10 minutes	foot from serving hand, low body posture, release the ball low
Activity 2	Organization	• Round House: ball cupped in
Activity 2	GK Wars ( Hands Only):	hand straight back behind GK,
	In an area 15x20 with an 8 yard goal at each	bring hand with ball up over your
724	end and half way line, GK's will throw the	head with elbow locked and
	ball at each other trying to score using any of	shoulder going forward, then
	the three services (Bowl, Baseball or	release the ball as hand comes up
	Roundhouse). GK can't throw the ball past	over the shoulder. Release early
- 3	the half way line. If a GK gets scored on, a	for a high service, or late for a low
<u> </u>	new GK gets in the goal. No more than 3	service
© © www.sports-graphics.com	GK's per side. <b>Time:</b> 15 minutes	• Baseball: ball in palm of hand
Activity 3	Organization	besides head and is thrown straight
	Goalkeepers Hand Ball to End Zones:	forward as GK steps into throw,
	Split the team or Goalkeepers into two teams	let ball roll off fingertips, backspin
<b>₹</b> 0	and play handball. Each player can only take	will help settle ball quicker
/ ·	3 steps max. Keepers must catch the ball	
7	inside the End Zone in the air or after one	
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	bounce to score. On the field, keepers can't	
	allow the ball to bounce more than twice.	
www.sports-prachics.com		
www.sports-graphics.com	allow the ball to bounce more than twice.	Coaching Pts.
Game	allow the ball to bounce more than twice. <b>Time:</b> 20 minutes	Coaching Pts.  Reinforce all the coaching points
	allow the ball to bounce more than twice.  Time: 20 minutes  Organization	Reinforce all the coaching points
Game 4v4, 5v5, or 6v6	allow the ball to bounce more than twice.  Time: 20 minutes  Organization  Play with goalkeeper and a formation:	Reinforce all the coaching points from all the activities
	allow the ball to bounce more than twice.  Time: 20 minutes  Organization  Play with goalkeeper and a formation:  • 4v4: 3-1 v 2v2 (no Goalkeeper)	Reinforce all the coaching points

## **2012 = U10**Module: 2 – Week Nine

### 2012 - U10 - Spring Lesson Plan

Topic: <u>Defending – Working Together</u>

Objective: To teach the players how to work together to regain the ball for their team

Te	echnical Warm up	Coaching Pts.
	ep) to push the ball away, Bottom (Sole) to drag the	Keep the soccer ball close and under
	ill back to turn "Outside, Inside, Laces, Sole, Toe,	control
Heel"!	Speak to the ball.	
Activity 1	Organization	Coaching Pts.
	Footwork Review & 1v1 Defending:	Pressing Defender:
	The receiver will dribble the ball and the	• Concentrate on the 5 D's of
	defenders will back up keeping a good	Defending:
	defending posture.	<ul> <li>Close the attacker <b>Down</b>, Slow</li> </ul>
2	After several repetitions, play 1v1 - As	Down, Get Down, Stay
	soon as the server passes the soccer ball	Down and Decide &
316	the defender will press the attacker.	Destroy
	Score by passing or dribbling through the	
	goal. Focus on speed and angle of	Covering Defender
	approach, body position etc. If defender	• Should close space quickly
	wins the ball he/she can score	o Supporting distance close
U	(Transition). Time: 10 minutes	enough to choke passing lanes  o Provide pressure when the 1 <sup>st</sup>
Activity 2	Organization	defender is beating
ACTIVITY 2	1v2 Defending:	Body position to keep
	In a defined area, two players will defend one	attackers in view
	attacker. If the defenders get the ball then the	• Ready to switch from 2 <sup>nd</sup> defender
	attacker needs to defend the two attackers.	to 1 <sup>st</sup> defender
	The defenders will pass the ball to the	• What to say to the pressing
	dribbler and the closest defender will press	defender:
	the ball.	o "Stand them up"
		o "Force Inside"
		o "Force Outside"
		o "Tackle!!"
		o "Switch" (switch roles)
Www.sports-graphics.com	Time: 15 minutes	
Activity 3	Organization	Coaching Pts.
	2v2 Defending:	Speed and angle of approach
	In groups of 8-12 players per grid, half of the	Pressing defender forces head
	players will position on the side cones	down of attacker
22	(Defenders) the other half will position on either side of the small goal (Attackers). The	Covering defender is positioned
	either side of the small goal (Attackers). The defender will pass the ball to one of the	about 30 degrees behind pressure
	attackers and try to keep him/her from	Patience; do not over- commit
	scoring, applying the principles of pressure	Good communication to facilitate
	and coverage.	role switching while defending
www.sports-graphics.com	<b>Coach:</b> Concentrate on the covering defender	Time: 20 minutes
Game	Organization	Coaching Pts.
	Play with goalkeeper and a formation:	
And For and	• 4v4: 3-1 v 2v2 (no Goalkeeper)	Reinforce the coaching points
4v4, 5v5, or 6v6	•5v5: Gk-3-1 v Gk-2-2	from all the activities
	• 6v6: Gk-3-2 v Gk-2-1-2	Time: 20 minutes
COOL DOWN	Activities to reduce heart rate, static stretching	ly raviany aggion Times 5 10 Minutes

Module: 2 – Week Ten Topic: <u>Shooting and Finishing</u>
Objective: To improve the technique and confidence of shooting with the inside

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	echnical Warm up	Coaching Pts.
	ep) to push the ball away, Bottom (Sole) to drag the	Keep the soccer ball close and under
	Ill back to turn "Outside, Inside, Laces, Sole, Toe, Speak to the ball.	control
Activity 1	Organization	Coaching Pts.
i de la constanta de la consta	Numbered Shooting:	Body position and balance
• •	Two goals with GK's set up about 40 yards	• Eye on the ball at moment of
	apart. Each player with a number is	contact
ق معمد	dribbling in defined area between goals.	Strike ball with ankle locked and
1 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	When coach calls a number, that player	hard bone on top of foot
	dribbles out of area and shoots on the goal. Shots should be taken about 10-12 yards out.	Non-kicking foot directed at
**	Should be taken about 10 12 yards out.	<ul><li>target</li><li>Strike the center of the ball and</li></ul>
		follow through towards target
هنتر المار الم		landing on shooting foot
<u></u>		Shooting technique of a moving
• • •		ball
www.sports-graphics.com		Time: 10 minutes
Activity 2	Organization	Coaching Pts.
I	4 Corner Shooting: Two equal teams playing 2v2 with GK's.	• Proper technique and body
	The remaining players start at corners	<ul><li>control</li><li>Placement vs. power</li></ul>
	behind their own goal. Coach begins the	• Quality preparation touch
	play from the sideline by serving a ball to	• Proper selection of contact
	player in any corner. Players try to score on	surface
<b>*</b>	their opponent's goal. Play continues until	• Timing and shape of attacking
<b>★</b>	ball is out of bounds or a goal is scored. Players return to their corners. Keepers stay	runs
	on.	Creativity and deception
#		• Combination Play
A chi vi thy 3	Organization	Time: 15 minutes
Activity 3	Organization 3v3 (4v4) Plus Team on Deck:	• Proper technique and body
	Two goals with GK's set up about 25-30	control
	yards apart. Team is divided into 3 groups.	Placement vs. power
	Two teams compete to score a goal. The	Quality preparation touch
	team that scores defends that goal. The team	• Proper selection of contact
	on deck comes onto the field to defend	surface
i ii	quickly while the scored on team quickly leaves the playing field. This game teaches	• Timing and shape of attacking
	teams to go to goal with pace and to take	runs  • Creativity and departion
	chances quickly.	Creativity and deception
www.sgorfs-crachics.com		Time: 20 minutes
Game	Organization	Coaching Pts.
	Play with goalkeeper and a formation:	Reinforce the coaching points
4v4, 5v5, or 6v6	• 4v4: 3-1 v 2v2 (no Goalkeeper)	from all the activities
113, 513, 61 616	•5v5: Gk-3-1 v Gk-2-2	Time: 20 minutes
COOL DOWN	• 6v6: Gk-3-2 v Gk-2-1-2	
COOL DOWN	Activities to reduce heart rate, static stretching	& review session. Time: 5-10 Minutes