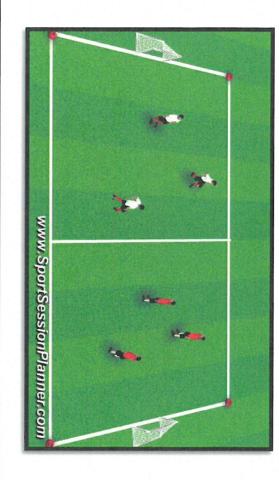


2013 - U6 - Spring Lesson Plan - Week One



Let's learn the Rules - Let's play



Dimensions in Yards:	Long: 30 max-20 min Wide: 25 max-15 min
Ball	Size 3
Number of Players	3 Players per team on the field - No Goalkeepers needed
Referee	No Referee needed
Duration	No more than 30 minutes max – Can play in quarters
Fouls and Misconduct	No cards (Yellow or Red) If a child misbehave you must sub him/her out of the game
Free Kicks	All free kicks shall be direct
	1. When the ball goes out bounds, please say RED LIGHT (all the players shall stop)
Out of bounds - Side Line	2. Place the soccer ball on the side line and allow the player to kick it in or dribble it into the
	field
	1. When the ball goes out of bound, Please say YELLOW LIGHT (opposite team will regroup
Out of Rounds End I inc	by the mid line)
Cut of Boallas - Ella Ellic	2. The Kicking team will place the soccer ball about 1-2 yards in front of the goal and kick it to
	a teammate
Corners (ontional)	When the defending team kicks the ball over the end line the other team will place the ball on
Corners (opnonar)	the corner and kick it in. The defending team must be at least 4-5 yards away from the ball



2013 - U6 - Spring Lesson Plan - Week Two



Match	Activity 4	Activity 3	Activity 2	Activity 1	Stage
3v3 - Dual Field Scrimmage	Get "Outta" There with Numbers: The players are divided into two teams, with each player given a number from 1-4 or 5 (depending on total amount of players). Players are positioned at either side of the coach, with multiple soccer balls, outside a 10x15 yard grid with two small goals on each end line. The coach serves a ball into the grid and the players try to gain possession and score on their opponent. If a goal is scored or the soccer ball goes out of bounds, the coach yells "Get outta there". Coach: Can make the games 1v1, 2v2,	Red Light/Green Light: All players are dribbling freely in a 15x20 yard grid. When the coach says "red light" the players must stop and put their foot on the ball. When the coach says "yellow light" the players must dribble slowly, and when the coach says "green light" the players must dribble fast. Coach: Control the frequency of light changes. Variation 2: Now the colors are the surfaces: Yellow= outside of the foot, Blue= inside of the foot, Green= Laces push, Red= Stop.	Body Part Dribble: All players dribbling a soccer ball. The coach calls out a body part (elbow! - knee!) and the players then touch their ball with that part of the body. Coach: Vary the body parts, number of body parts he calls out, and rate at which he calls them out.	4 Surfaces: Each player has a ball. Have the players try to use the 4 surfaces of the foot in 1 fluid motion in this order: Outside, Inside, Laces and Bottom, Transfer the ball from the right to left foot after the stop the ball with the sole (bottom). When the players display proficiency, challenge them to do it faster and in a smaller space. The sequence is: Outside of the foot touch - Inside of the foot touch Laces push - Stop with sole and Change foot	Activity Description
Set up two fields of 20x25 yards with a 5 yd. space between them in order to keep the majority of your team playing.	A SESSE	AND SAND SAND SAND SAND SAND SAND SAND S			Diagram
to keep the 25 minutes		 Stopping the soccer ball Decision Making What part of the foot to use What foot to use When and how to stop the soccer ball Where to go with the soccer ball 	"Outside –Inside- Laces push" Dribbling: • Keep ball close • Changing directions • Dribbling using different surfaces of the foot	 3 Surfaces: Players should start slow and increase the speed as they go Touches should be soft but able to move the ball Keep the soccer ball close and under control Players should talk to their feet: 	Coaching Considerations



2013 - U6 - Spring Lesson Plan - Week Three



Match	Activity 4	Activity 3	Activity 2	Activity 1	Stage
3v3 - Dual Field Scrimmage	 Freeze Tag: How to layer The coach or coaches start as the freeze monster without a soccer ball. The players are dribbling their soccer ball. When a freeze monster tags a player, he/she is frozen (hold a soccer ball on top of your head with legs opened). To unfreeze, any dribbler must pass the soccer ball between the frozen player's legs. 	 Dribble Tag: All players dribbling a soccer ball will try to tag each other with their hands. Players cannot abandon their own ball to tag(Why not?). Coach: Have players keep count of their own tags. If playing more than one game, have players improve their tags by at least 1 more than before. 	 Let's Tag with the Ball: Now all the players hold their soccer ball in their hand. Players will try to tag each other with the soccer ball, every tag is a point. Play for 3 rounds of 45 sec 1 minute each. Challenge the players to improve their score. 	 Let's Play Tag: Round 1: Players will run around avoiding being tagged by the coach Round 2: Coach selects two players to be the taggers Round 3: Whoever is tagged becomes a tagger Round 4: Everybody tags Play 3 rounds of 45 sec 1 minute each Ask players to count how many tags they get and to try to improve it every round 	Activity Description
Set up two fields of 20x25 yards with a 5 yd. space between them in order to keep the majority of your team playing.	And the state of t		The state of the s		Diagram
r to keep the 25 minutes		 Where to go with the soccer ball Dribble or pass 	Where and how to stop the soccer ball When to tag What foot to use When and how to stop the soccer ball	• Keep ball close to the feet • Dribble using different surfaces • Dribble using different surfaces • Of the foot • Changing speed and direction • Running with the ball • Protecting the ball • Sudden changes of pace	Coaching Considerations



2013 - U6 - Spring Lesson Plan - Week Four



Match	Activity 4	Activity 3	Activity 2	Activity 1	Stage
h 3v3 - Dual Field Scrimmage Set up two fields of 20x25 yards with a 5 yd. s	Combat 1: The coach makes two teams of 3-5 players each. The players are lined up next to the coach. When the coach serves the ball on to the playing area, the players next to the coach will go after the soccer ball and retrieve it by dribbling and kicking it into their team's goal for a point. The coach can make the games 1v1, 2v2 and 3v3's. You can have several groups of players playing in the soccer area.	Bandits: Select 1 or 2 players to be the Bandits. Their mission is to get any dribblers' ball once the bandit gets a ball the player without the ball becomes the new bandit. Round 2: Add goals and bandit must get the ball back to their hideout.	Snake: All players are dribbling a soccer ball in a 15x20 yard grid with the exception of at least 2 players. The 2 players hold hands or lock arms to create a snake. The snake works together to tag the dribbling players who then become a part of the snake. The snake must try to stay connected and not break into little parts. Coach: Encourage the snake players to hiss.	Paint the Field: All players will dribble their soccer ball in a 15x20 yard grid pretending that is a paintbrush and wherever it rolls it is painting the field. The players will try to paint as much of the area as possible in the time allotted. Coach: Have the players write their names with the "Paintbrush" (Ball) can they "paint" different shapes? How big can they paint the shapes? Variation 2: Ask the players to dribble only with the left foot, then with the right foot.	Activity Description
ards with a 5 yd. space between them in order to keep the majority of your team playing.				The second secon	Diagram
to keep the 25 minutes	Dribbling: • Keep ball close to the feet • Dribbling using different surfaces of the foot • Changing speed and direction • Running with the ball • Sudden changes of pace • How to stop the soccer ball • Decision Making • When and how to stop the soccer ball • Where to go with the soccer ball • Iv1 attacking and defending • Protecting the ball				



2013 - U6 - Spring Lesson Plan - Week Five



Match	Activity 4	Activity 3	Activity 2	Activity 1	Stage
3v3 - Dual Field Scrimmage Set up two fields of 20x25 y:	Capture the Balls: Players should be divided into equal teams to play in a grid with each team's home in the corners. Soccer balls are in the middle of the grid with all players starting inside their home bases. On the coach's command, the players each get one ball. They try to dribble or pass it into their home base. Players can steal soccer balls from their opponent's home bases. Coach: Call time and each team counts the balls they have collected.	Pac Man: Select two players to be the Pac Man. They will dribble around and try to tag any player without the ball. Once they tagged a runner, he or she becomes a Pac Man and will go to get a ball and joint the hunt	Shadow Dribble: Two players (Leader and Shadow) each with a ball. They will dribble all over a 20x25 yard grid. The leader will determine where they are going, while the shadow will try to keep up with the leader. Coach: Call the change from leader to shadow Version 2: Use only favorite foot or other foot. Version 3: Leader must make a move.	Each player has a ball. Have the players try to use the 4 surfaces of the foot in 1 fluid motion in this order: Outside, Inside, Laces and Bottom, Transfer the ball from the right to left foot after the stop the ball with the sole (bottom). When the players display proficiency, challenge them to do it faster and in a smaller space. The sequence is: Outside of the foot touch - Inside of the foot touch Laces push - Stop with sole Change foot	Activity Description
ards with a 5 yd. space between them in order to keep the			A Property of the second secon		Diagram
to keep the 25 minutes		 Protecting the ball: Striking the ball: Technique of striking the ball Willingness to kick the ball away from them. Dribbling and striking the ball Accuracy to hit a moving target 	 Dribbling: Dribbling using different surfaces of the foot Acceleration How to stop the soccer ball 1v1 attacking and defending 	 4 Surfaces: Players should start slow and increase the speed as they go Touches should be soft but able to move the ball Keep the soccer ball close and under control Players should talk to their feet: "Outside –Inside- Laces push" 	Coaching Considerations

majority of your team playing.



2013 - U6 - Spring Lesson Plan - Week Six



Match	Activity 4	Activity 3	Activity 2	Activity 1	Stage
3v3 - Dual Field Scrimmage	 Get their Cones: Divide the players in to two teams and assign cone Guards and Raiders per team Place several cones in a zone guarded by one or two players The Raiders will dribble to the other team's zone and shoot to knock the cone out of the zone, grab it and dribble it back to their own zone. The Guards can catch the ball, block the shot or kick the ball away. They must pick up any cone that still is inside the zone. 	 Cops and Robbers: The coach sets up 8-10 stand up (tall) cones in a 15x20 yard grid. Robbers will strike the ball and try to knock the cone (the banks) down. The cops (2 or 3 players) are without soccer balls and are trying to stand all the cones back up before all the banks are robbed. Rotate the cops and the robbers. The Coach start as the guard, then selects players. 	 Knock the Cone Down: Players dribble around and try to knock down any cone they can. Players must use their soccer ball to knock down cones. Coach will time the players to see how long it takes the players to knock down all the cones. 	 Players dribble their soccer balls trying not to crash with any other player. Every time a player is in front the players should "BEEP" him/her out of the way. Coach should give a ticket to any players that crash. After 3 crashes, he or she must do 10 ball taps and get back in traffic Add tall cones Each player tries to dribble as close to any tall cone can without knocking it over. If they knock it over, they must stand it back up before they can continue. 	Activity Description
Set up two fields of 20x25 yards with a 5 yd. space between them in order to keep the majority of your team playing.					Diagram
r to keep the 25 minutes	• Accuracy of the pass	 Striking the ball: Technique of striking the ball Willingness to kick the ball away from them. Players can experiment with how hard to kick the ball. Dribbling and striking the ball Weight of the pass 	OWhat foot to use OWhen and how to stop the soccer ball OWhere to go with the soccer ball	Dribbling: • Keep ball close to the feet • Dribbling using different surfaces of the foot • Changing speed and direction • Running with the ball • Sudden changes of pace • How to stop the soccer ball	Coaching Considerations



2013 - U6 - Spring Lesson Plan - Week Seven



Match	Activity 4	Activity 3	Activity 2	Activity 1	Stage
mage	Clean Your Backyard: Split the players into two teams to play in a 20x25 yard grid. With cones, divide the field into three portions. The central portion (the buffer zone) is 3yds wide and no one can enter it. Place three goals (3yds each) at the far ends of the grid. Players on each team will try to shoot/pass and score below knee height in any of the other team's goals. Coach: Allow players to enter the buffer zone to retrieve any ball that has stopped in there.	Bandits 2: Select 1 or 2 players to be the Bandits. Their mission is to get the dribblers' ball and bring it to their hideout. The dribbler can take the ball back from the bandit. If the bandit gets the ball into the hideout, the dribbler becomes a bandit.	All players are dribbling a soccer ball in a 15x20 yard grid. The players try to hit another player's feet or soccer ball with their soccer ball. Players should keep count of how many times they tag another player or their ball. Version 2: If the players tag the coach, they are awarded 10 or 20 points. If the players tag other selected players, they are awarded 50 or 100 points.	All players with a soccer ball in their hands drop the ball down and try to kick it back up to their hands. Players will try to use their thighs and feet to keep the ball in the air. Coach: Have the players count how many times they touch the ball before it hits the ground. Version 2: Controlled juggling - Thigh, foot, catch. Thigh, thigh, foot, catch. Thigh, thigh, foot, catch.	Activity Description
Set up two fields of 20x25 yards with a 5 yd. space between them in order to keep the majority of your team playing.			140	450 450	Diagram
r to keep the 25 minutes			 Keep the ball close Ivl defending Striking the ball: Passing & shooting technique Weight of the pass and shot Accuracy of the pass and shot 	 Juggling: Hand, eye, foot coordination Use foot and thigh Dibbling/Running with the ball: Using laces to run Running in a straight line Changing pace and direction 	Coaching Considerations



2013 - U6 - Spring Lesson Plan - Week Eight



Match	Activity 4	Activity 3	Activity 2	Activity 1	Stage
3v3 - Dual Field Scrimmage	Moving Goal: All players are dribbling a soccer ball in a 15x20 yard grid. Two coaches hold a practice vest (penny) between them, forming a goal. The players must try to kick their ball through the goal. Coaches: Move around into open space so that the players have to dribble around and kick their ball through a moving target.	Iriangle Dribbling: In a 15x20 yard grid, set up 5 to 7 triangles (three cones about 2 yards apart). All players with a ball must dribble through the triangle in order to score a point. Coach: Have players keep count of how many points they score in 30 seconds or a minute. Repeat, asking the players to beat the score by one or more points. You can also ask them to dribble with the left or right foot only or stop in each triangle.	Around the Cone: The Coach will put the players in teams of two or three players. The first player on the team will run with the ball from their Red cone to their Yellow cone. At the Yellow cone the player will perform the following: 1. Go around the cone with the inside of the foot 2. Go around the cone with the outside of the foot 3. At the cone stop the soccer ball: do a drag back or heel turn	Each player has a ball. Have the players try to use the 4 surfaces of the foot in 1 fluid motion in this order: Outside, Inside, Laces and Bottom. Transfer the ball from the right to left foot after they stop the ball with the sole (bottom). When the players display proficiency, challenge them to do it faster and in a smaller space. The sequence is: Outside of the foot touch - Inside of the foot touch Change foot Change foot	Activity Description
Set up two fields of 20x25 yards with a 5 yd. space between them in order to keep the					Diagram
r to keep the 25 minutes	 Willingness to kick the ball away from them. Players can experiment with how hard to kick the ball. Dribbling and striking the ball Weight of the pass Accuracy of the pass 	 Use front part of the foot Run in a straight line Head up When and how to turn Acceleration after the turn Striking the ball: Technique of striking the ball 	Dribbling/Running with the ball: Dribbling using different surfaces of the foot Acceleration after going through a Triangle How to stop the soccer ball at each triangle	 4 Surfaces: Players should start slow and increase the speed as they go Touches should be soft but able to move the ball Keep the soccer ball close and under control Players should talk to their feet: Outside –Inside- Laces push 	Coaching Considerations