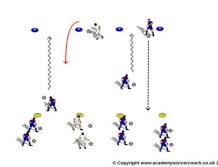
U10 and below (7v7)



OBJECTIVES- Ball Striking



TECHNICAL WARM-UP Dribbling

Grid Size:

20x30

Duration: 10

Mins

Groups of 2-3 players max in each line, cones 10 yd apart

Player A dribbles to blue cone using differnent parts of feet.

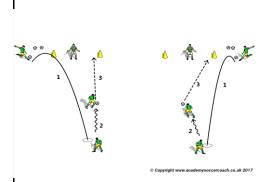
Once to the blue cone he should perform a turn and speed dribble and return to the end of the line.

When Player A gets back to start Player B can proceed

Progression: After turn he can pass to the player at the back of the line

COACHING POINTS / KEY CONCEPTS

Heads up while dribbling. Go slow and perform the moves correctly. Lots of small touches.



ACTIVITY 1

Grid Size:

20x30

Duration: 20

Mins

Ball Striking/Shooting

Players work in groups of 3, one serving the other shooting and one in goal Server plays the ball in for the attacker to take the shot on goal

The striker should take a touch and then shoot

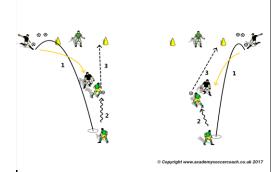
Vary the services from different sides of the goal

Change positions after 5 shots on goal

COACHING POINTS / KEY CONCEPTS

Good first touch, the second touch sets up the shot.

Strike through the ball using the laces, Toe down-ankle locked Head and Shoulders over the ball, land on shooting foot



ACTIVITY 2

Grid Size:

Duration:

15

Shooting with defenders Same groups working together. The server is now the defender. At first should only apply light defending, let th attacker make a move and get

a shot on goal. Let the defenders gradually apply more pressure.



Good first touch, the second/third touch sets up the move and then push the ball past th defender for the shot. Toe down-ankle locked Head and Shoulders over the ball, land on shooting foot



ACTIVITY 3 3v3/4v4 game 3v3 games

Grid Size:

20x30

Duration:

The coach can put cones at the half line, if a player can

shoot/strike a ball from behind the cones then that goal counts as 3 points.

COACHING POINTS / KEY CONCEPTS

Team must make 2-3 passes before they can score.

Look for an open teammate to pass to so they can shoot and score