2010-2012

**TECHNICAL WARM-UP** French Dribbling

**Grid Size:** 

Once past the last cones he should speed dribble and perform a turn and

Groups of 3-5 players max in each line, cones 1 yd apart Player A dribbles thru cones using differnent parts of feet. When Player A gets to blue cone Player B can proceed

20x30

**Duration:** 15

**Duration: 15** 

Mins

Progression: After turn he can pass to the player at the back of the line COACHING POINTS / KEY CONCEPTS

return to the end of the line.

Heads up while dribbling. Go slow and perform the moves correctly.

Lots of small touches.

ACTIVITY 1 1v1 skill moves

Players from opposite sides dribble at each other towards the cone in the middle of the grid. Players perform the same move and accelerate right or left around the outside cone.

**Grid Size:** 

Moves to perform- Scissors, Step Over, Stop n Start, Inside Outside



Make sure players are going at the same time and performing the same move. Go slow - perform the move correctly and then accelerate away

**ACTIVITY 1** 

**Grid Size:** 

20x30

10x20

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 3 3v3/4v4 game

**Grid Size:** 

20x30

**Duration:** 15

Mins

3v3 games

Players should look for open teammates or know when the space is open to dribble forward. Teammates should spread out and use the width of the field to help the player with the ball. Try to create 1v1 and 2v1 moments to go forward and score goals.

COACHING POINTS / KEY CONCEPTS

Good 1st touches, Head up to look for open teammates Team must make 2-3 passes before they can score.







