**Duration:** 

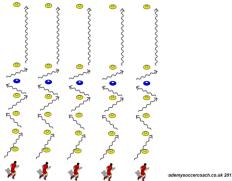
**Duration:** 

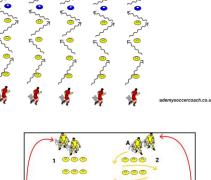
15 Mins

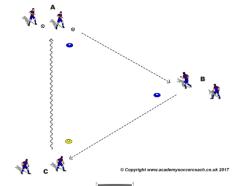
5 Mins

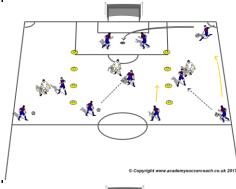


**OBJECTIVES-** Attacking in Channels











## **TECHNICAL WARM-UP**

**Grid Size:** French Dribbling

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

Once past the last cones he should speed dribble and perform a turn and return to the end of the line.

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.

#### Speed and Agility with Ball Grid Size:

Set 2 groups of cones up 2yds in width and 4yds long

The players perform different agilty steps as they go in an out of the yellow cones. As they get out of the last row of cones, the player at the end with the ball passes them an easy pass with the inside of the foot and that player dribbles behind the next waiting player.

The player who just passed then jogs behind to the other line.

1. forward shuffle, sideways shuffle, 2 foot bunny hops, high knees

## COACHING POINTS / KEY CONCEPTS

It's not a race! Go slow and do the movements correctly Knees bent and feet always shoulder width apart, run on balls of feet Make good passes. Toe up ankle locked, follow thru to target

**ACTIVITY 1** Passing Triangle Grid Size: 15 yds apart Duration: 15 Mins Player A plays with the left foot to player B who takes the ball with the inside of the left foot across the body and passes with the left foot to player C. Player C recieves with inside of left foot and dribbles with speed to beginning.

Switch directions - Only right foot

Up-back-thru at yellow cone, \* Diagonal pass

# COACHING POINTS / KEY CONCEPTS

Go away to create space, check shoulder

Good 1st touch to pass or dribble on the 2nd touch

Good pass- Toe up, Ankle locked

ACTIVITY 2 2v1 attacking wide Grid Size: half field Duration: build 2 wide channels and a middle channel to attack in.

2v1 in the wide channels and 3v1 down the middle. The wide channels try to get past the the defender and cross to one of the forwards in the box Players in the middle channel can shoot or try and dribble arounf the GK.

Limit touches to 2-3 to challenge players

## COACHING POINTS / KEY CONCEPTS

Pass to the correct foot

Use the space, play quick

Head up and pick out a forward to cross to

**ACTIVITY 3** 7v7 half field Grid Size: half field **Duration:** Play 7v7 with the emphasis on attacking over the wings with crosses Goals from wing play count as 2, all other are 1.

Limit touches to 2-3 to challenge players

## COACHING POINTS / KEY CONCEPTS

Use the width, wide mids need to stay wide on attack. Get numbers in the box to score goals