| | Phase | AGE | LEVEL | PLAYERS | | |
|----------------------|--|------------------------------------|-------------------|----------------------------------|--|--|
| COPA | Attacking | U8-U12 | 2 | 12-16 | | |
| | _ | | | - | | |
| EST. 2004 | DUNATION | DURATION COACHING POINTS | | | | |
| FUTBOL CLUB | 60 MINUTES | Change of direction dribbling | Side foot passing | Pass/Dribble forward in space | | |
| PRACTICE 1 | | | | | | |
| | OBJECTIVE | DURATION | | | | |
| 3 V 3 | arrival activity | 15 MINUTES | GRAPHIC | | | |
| | free play | 3 games x 5 minutes | | | | |
| DESCRIPTION | - 3 v 3 mini games - free play with no stop and starting - Set up number of fields depending on number of kids (12 kids, 2 fields of 6) - Can set up 3 v 2 if variance in ability between group | | | | | |
| | Ecourage | risk taking | | | | |
| | | s towards goals | | | | |
| | | Positive encouragment to teammates | | | | |
| COACHING POINTS | | uches in space | | | | |
| | | es in tight areas | | | | |
| | | | | | | |
| QUESTIONS TO PLAYERS | - Can we move into space - Is there a free teammate for a pass - Can we support our teammate in possession - Can we encourage our teammates after they make a mistake | | | | | |
| | | PRACTICE 2 | | | | |
| | OBJECTIVE | DURATION | | | | |
| BANDITS | Dribble towards goal | 12 minutes | (| GRAPHIC | | |
| | Dribbling/Awareness | | - | | | |
| DESCRIPTION | In a 25Wx35L grid, a 6Wx3L yard box goal on each end line & all players with a soccer ball, with two bandits. The players will try to dribble into either goal. After scoring at 1 end, play to score in the other. How many goals can you score in 90 seconds? The mission of the bandits is to steal the ball from any player trying to score. Once they have stolen it, the bandits try to dribble the ball to either of their hideouts (goals.)The dribblers can steal their ball back before it is taken to a hideout. If a bandit gets the ball to a hideout, the player who lost all their ball, loses all their points & must start scoring again. RULES: bandits cannot defend inside of the goals | | | | | |
| | Use different parts of foot to dribble | | | | | |
| | Keep head up to be aware of surroundings | | | | | |
| 0010000 | Weight of touches depending on space, soft or hard touches | | | | | |
| COACHING POINTS | Turning using different parts of foot | | | | | |
| | Change of direction when dribbling. When? How? Why? | | | | | |
| | Change of direction when dribbing, virient Plow? viry? | | | | | |
| | Can we find space What part of the foot do we stop the ball with When can we use hard touches When can we use soft touches What do you do if a bandit is blocking the goal | | | | | |
| QUESTIONS TO PLAYERS | What part of the foot do we When can we use hard touc When can we use soft toucl | ches nes | | | | |

| PRACTICE 3 | | | | | | |
|--|--|------------------|-------------|--|--|--|
| | OBJECTIVE | DURATION | | | | |
| Multiple 2v2s | Attack the goal | 12 minutes | CDARWIC | | | |
| | When to pass/dribble | | GRAPHIC | | | |
| DESCRIPTION | In a 25Wx35L grid, a 6Wx3L yard box goal on each end line, coach will create teams of 2 players each. 2 teams will play against one another and, on the same field & at the same time, two other teams will also play against one another. All teams share the field & the goals. In both games, each team defends 1 goal and attacks the other. RULES: A goal is scored be either dribbling into a goal or passing to a teammate into the opponent's goal. After a goal is scored, the scoring team backs up to allow the ball back into play & the game continues | | | | | |
| COACHING POINTS | Attrack oppenent to create space Dribble into space Pass to teammate when space opens Off ball movement to create space Forward actions - be brave & take risk | | | | | |
| QUESTIONS TO PLAYERS | Can we attack the goal (if s Can we find our teammate How can we help our teamr | | ass/dribble | | | |
| Note If you have more than 4 teams, either rotate teams are set up a second field. If the game is too chaotic, simple play 1 game of 2v2 and rotate teams | | | | | | |
| | OBJECTIVE | GAME DURATION | | | | |
| CAME | 3v3 / 4v4 | 15 minutes | GRAPHIC | | | |
| GAME | Small sided game | 2 x 7 minutes | GRAFIIC | | | |
| DESCRIPTION | In a field and a small goal on each end line, play a 3v3 or 4v4 game (game should not exceed 4v4;) no goal keepers. Play 2 equal halves with a halftime. All FIFA & local laws/rules apply. If the ball leaves the field, the coach should roll another ball onto the field to keep the flow of the game going. Coach should substitute all extra players every 3-5 minutes. | | | | | |
| COACHING POINTS | Dribbling into space Movement to create space Change of direction to avoid apponent | | | | | |
| QUESTIONS TO PLAYERS | Can we attack the space Is there a teammate free for a pass Can we attack the goal Can we use a skill move when dribbling | | | | | |