

(6, 7 and Some 8 Year Olds)

## Poundation touthes Outside of the foot Roll ball under foot Coach Inside of foot 1.5X20 Yard Grid www.xports-graphics.com.

**Gates Dribbling** 

### **Activity Description**

- Each player dribbles a soccer ball in a 15x20 yard grid.
- Players should use as many surfaces of their feet as they can.
- Coach will prompt players to work on change of speed, direction, quick feet and simple turns.

### **Coaching Objective**

- Players can be challenged to use different surfaces of foot.
- Players must dribble with their head up.
- Encourage players to try something new.

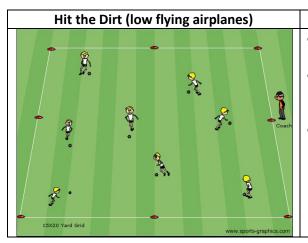
# 15X20 Yard Grid www.sports-graphics.com

### **Activity Description**

- Each player with a soccer ball in a 15x20 yard grid.
- Coach sets up several gates. (different colored if possible and 1 gate per player) Players dribble through one gate then find another gate to dribble through.
- How many gates can the players dribble through in 30 seconds?
- During round two, players have to try to dribble through one more goal than previous round.

### **Coaching Objective**

- Players go slow when close to gates and accelerate in open space.
- Dribble with head up to find next gate.



### **Activity Description**

- Each player dribbles a ball in a 15x20 yard grid.
- When coach say, "Hit the Dirt," each player must touch his chest to the ground.
- When the coach says "UP," all players get up quickly and resume dribbling.

### **Coaching Objective**

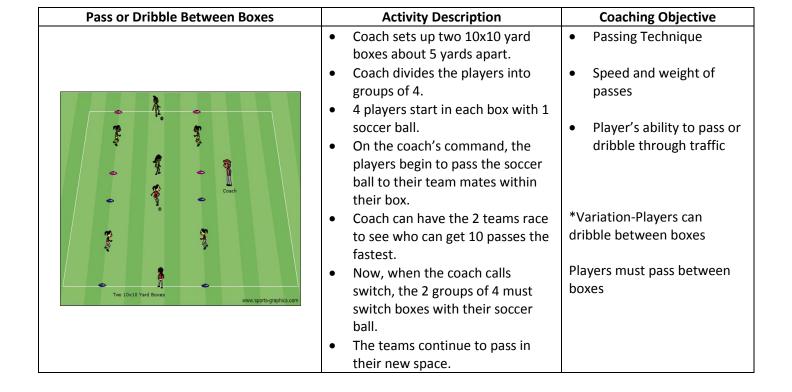
- Agility and flexibility
- Anticipation
- Movement education

\*Variation: Players can go down to the ground and back to their feet as quickly as possible.



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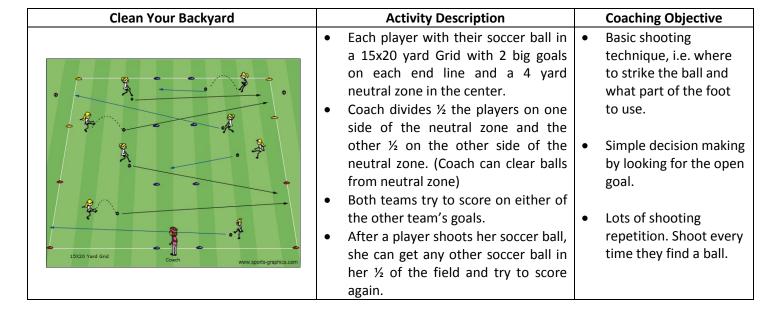
### **Math Dribbling Activity Description Coaching Objective** Each player dribbles their Dribbling technique soccer ball in a 15x20 yard grid. When the coach calls out a Cooperation, listening, number, the players must get anticipation and math into a group with that number skills. of players in it. (if the coach calls out "3", the players must get into as many groups of 3 as possible) If some of the players are not able to form a group of 3, they will have to do a goofy activity such as dance around their soccer ball. 15X20 Yard Grid The coach can also call out: 1+1, 4-1 or any other variation.





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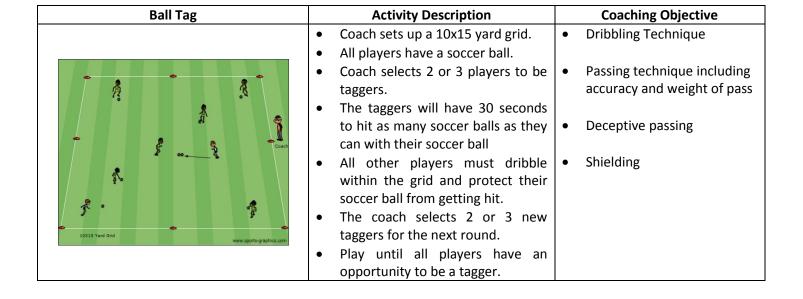
### **Gates with Partners Activity Description Coaching Objective** Same set up as Gates Dribbling Sharing the ball with a teammate by passing. Coach divides players into groups of Each pair of players starts at 1 gate. Very brief passing technique, i.e. using Players pass the soccer ball back and the inside of their foot. forth at the same gate. (no more than 2 minutes total) Working as a team to Now players have to make 1 pass through a gate and to their partner get to the next gate together. for a point. Players move to a different gate to repeat the same pass for another point. How many goals (points) can you score in 30 seconds? In the next round, each group of 2 tries to beat their score by at least 1.





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### Cone Kicking (in 2's) **Activity Description Coaching Objective** 15x20 yard grid. Opposing players Kicking technique: eyes, are positioned across from each body shape, foot surface, other about 5 yards from center non-kicking foot and ball surface cone. The center cone has a soccer ball placed on top of it. Accuracy and weight of pass One player starts with the soccer ball and tries to knock the soccer ball off the center cone with a \*Variation-coach can use tall pass. cones in the center if extra Player receives one point if she soccer balls are not available. can knock the cone down. Opponent must place the soccer ball back on the center cone before taking her turn. Game is played to 3 then switch opponents.





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Team Doctor-Doctor	Activity Description	Coaching Objective
Doctor  Doctor  15X20 Yard Grid  Hospital  www.sports-graphics.com	• Coach sets up a 15x20 yard grid with 2 4x4 Hospital. 1 near each	Agility
	end.	Dribbling and Kicking
	• All players except the Doctor have a soccer ball.	technique
	<ul> <li>The coach divides the players into 2 teams (Doctors are neutral)</li> </ul>	Simple Decision making
	• 1 team is tagging and the other team tries to get away.	
	<ul> <li>The tagging team can hit a player with their soccer ball below the</li> </ul>	
	knees.	
	• If a player get hit, they must hold	
	their soccer ball over their head so	
	the doctor knows to help them.	
	Any player who is hit can be saved	
	by the Doctor's touch.	
	• If either Doctor gets hit below the knees, game over.	
	• Doctor is safe in either hospital	
	but must come out to save their	
	patients.	
	• Each round last for 1 minute.	
	Switch Doctors every 2 rounds.	