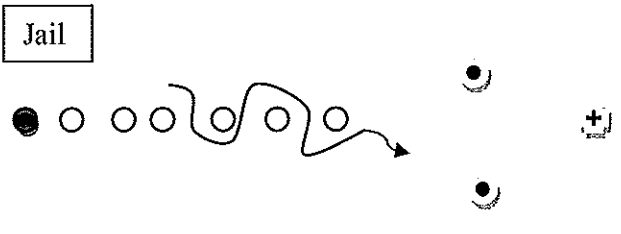
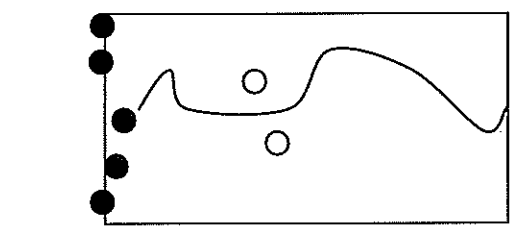
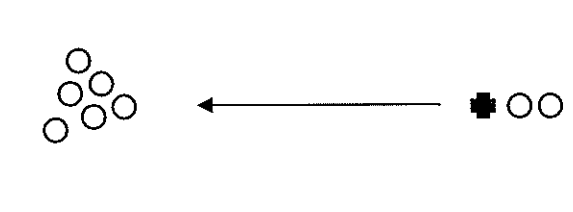
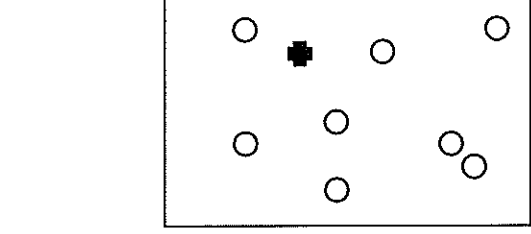
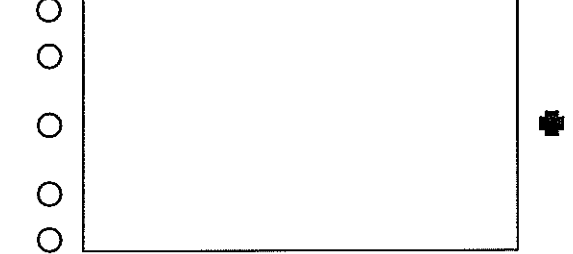


Practice Plan

Name: _____ Date: _____
 Age Group: U8 Theme: _____

Activity	Diagram
<p>1st Activity <i>Star Wars</i></p> <p>The players line up and they are Jedi knights. One by one they dribble through the cones. At the last cone they pass the ball through the gate to Darth Vader. (Coach) who throws the ball up in the air for the jedi to catch. If they catch it with no bounces they save everyone in jail. If it bounces once they save themselves and line up. If it bounces more than once they go to jail. Also if they miss the pass through the gate they go to jail.</p>	
<p>2nd Activity <i>Crab Soccer</i></p> <p>Shrimps line up on the end of the grid. They have to dribble through the ocean without being tagged by a crab (coach starts as crab) who is sat in the grid. The shrimps have to make it to the other side. If they are tagged they become a crab. The last shrimp to be eaten is the winner. The shrimps sing..IM a little shrimp..wiggle..wiggle..wiggle and I don't like crabs .wiggle wiggle wiggle The crabs reply snap it to the left snap it to the right snap it in the middle eating shrimp tonight.</p>	
<p>3rd Activity <i>Soccer Bowling</i></p> <p>Place 6 balls on the cones . Players line up and one by one see who can know the most balls off. The coach places the balls back on the cones.</p>	
<p>4th Activity <i>Shreks Swamp</i></p> <p>Fairytale people (players) are dribbling inside shreks swamp. Shrek has to tag their ball. If the ball is tagged the players holds the ball over their head and yells DUDE IM STUCK IN THE SWAMP another fairytale player will pass the ball through their legs to free them. If a players dribbles out of the grid, they are stuck and stand in the middle of the swamp. Change shrek with other characters such as donkey, princess Fiona, puss in boots</p>	
<p>5th Activity <i>What time is it Mr Wolf?</i></p> <p>Sheep line up on the end line with their balls. They dribble towards the wolf (coach) who has their back to the sheep. They ask WHAT TIME IS IT MR WOLF? And he replies with a number 1-12. I.e 3 o'clock the sheep then do 3 toe taps before dribbling closer to the wolf. When the wolf yells DINNER time ..the sheep turn and dribble back to the line. The wolf tries to tag their ball. If tagged they become a wolf . The last sheep to be tagged is the winner.</p>	

Practice Plan

Name: _____	Date: _____
Age Group: _____	Theme: _____

Activity	Diagram
<p>1st Activity Soccer City</p> <p>Everyone is exploring the city in their car. (soccer ball) they dribble at different speeds ..slow....truck...medium...motorbike.....fast...sports car. They make the noise of the the car. If you call red light they stop and screech the breaks. If someone is in their way they beep their horns. The coach calls the speeds and light colors.</p>	
<p>2nd Activity Spongebob</p> <p>Scatter crabbie patties (cones) around the grid. the sponge bobs have to dribble their ball up on the cone. They then pick up the cone and move on to find another. If the coach tags them they have to drop their patties and the coach scatters them. The player with the most patties wins. Add different colored cones for added points</p>	
<p>3rd Activity Pacman</p> <p>Place all the balls at the corner of the grid. The coach starts as pacman. Pacman has to kick and tag the player's knee down to change them into pacmen. If a player is tagged they help the coach get the remaining players. The last player to be tagged is the winner and the new pacman next game. The players must stay inside the grid or they turn into a pacman.</p>	
<p>4th Activity Sink the Ship</p> <p>Split the group into 2 teams. Give them team names. The teams stand on opposite sides of the grid outside the cones. One team starts with balls. The coach says ready aim fire and they kick the ball to try and knock off balls that are sat on cones in the middle of the grid. The 2nd team retrieve the balls and follow the same process. Its important they wait for the coach to say Fire. And they all shoot at the same time. The team that knocks the most balls off wins.</p>	
<p>Scrimmage 3v3</p>	

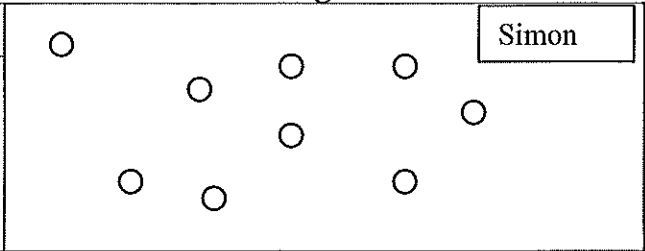
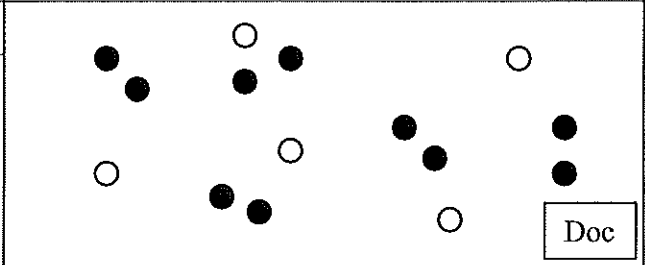
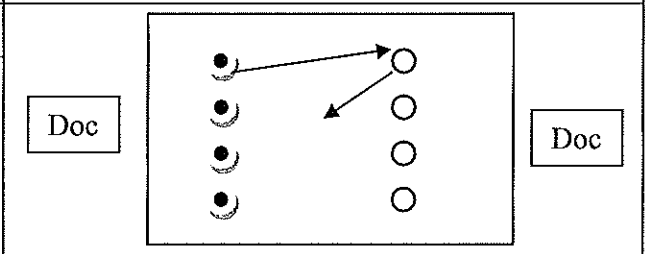
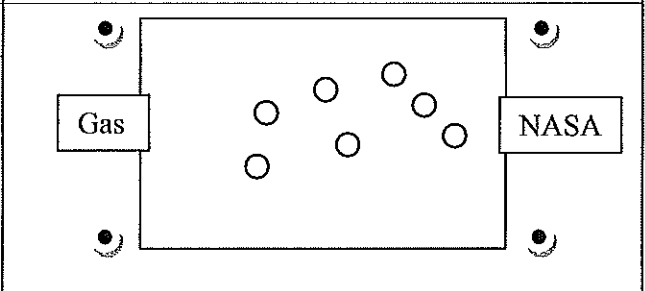
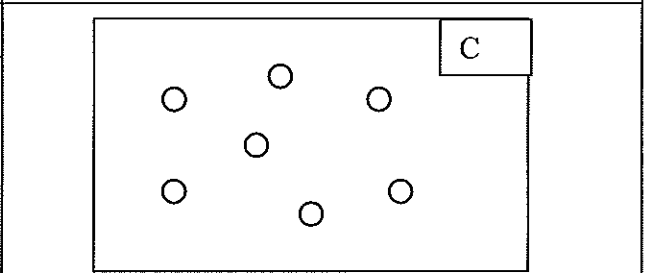
Practice Plan

Name: _____ Date: _____

Age Group: _____ Theme: _____

Activity

Diagram

<p>1st Activity <i>Simon says</i></p> <p>Play Simon Says with the team as the players dribble in the grid. If a player does something they are not supposed to, issue them a GOTCHA. See who gets the least number of GOTCHA's. Examples of commands could be: Change direction, stop the ball, stop the ball and put your belly on the ball... etc. Also, try to throw in a trick or two like: kick the ball as far away as you can.</p>	
<p>2nd Activity <i>Hospital Tag</i></p> <p>Instruct the players to tag (touch) other players within the grid. Once the player gets tagged they must hold that area of the body that was tagged while still dribbling while avoiding other tags and attempting to tag others. If players are tagged a 2nd time they must hold both tagged areas while dribbling. If the player is tagged a 3rd time, the player must move to the outside of the grid to the doctor (coach) and perform an exercise such as toe touches, 4 juggles, 25 etc before rejoining the game.</p>	
<p>3rd Activity <i>Doctor Doctor</i></p> <p>The Group is divided into 2. Each gets a doc who stands in Their surgery. Both teams try to freeze each other by kicking the ball between the knee to toe of the other team. If you are frozen you call DOCTOR DOCTOR the doctor must leave the surgery and tag their player to free them. If the Doc gets tagged the game is over and a new doc goes in the surgery.</p>	
<p>4th Activity <i>Soccer space</i></p> <p>Each player is exploring space with their space ship (soccer ball) . The players name 4 planets (cones) which they would like to visit. When the coach calls the planet everyone dribbles to the planet and touches it with their finger. They count down 10,9,8,7,6,5,4,3,2,1 BLAST OFF and dribble back into space. If the coach calls Gas refill they must dribble to the designated box and do 10 toe taps. If the coach calls NASA they must dribble to the NASA box and do 10 fast feet to repair their ship.</p>	
<p>5th Activity <i>Jungle Soccer</i></p> <p>Players are dribbling in the jungle with their coconuts (ball) they dribble at different speeds. Ask them what animal goes slow? Ie turtleMedium? Ie ElephantFast ? Cheetah..... Zigzag? Snake ...crazy? Monkey.....Have the children making the noises of the animals for more fun.</p>	



United States Youth Soccer Association

Practice Plan

Name: _____ Date: _____

Age Group: _____ Theme: _____

Activity	Coaching Points
<p>1st Activity (warm-up) <i>Simon Says</i></p> <p>In a rectangular area play Simon Says with the team. If a player does something they are not supposed to issue them a "Gotcha!" Play to see who can get the least "Gotcha's". Examples of activities include dribbling in the area, change direction, stop the ball with your Even throw in some trick one's like kick the ball as far away as you can.</p> <p>Progressions: 1 min. w/o ball, 1 min. w/ball at hands, 4 w/ball at feet</p>	<ul style="list-style-type: none"> ▪ Have the players do several actions like clapping in between your legs and skipping to increase body awareness
<p>2nd Activity <i>Monster Turnaround</i></p> <p>In the same area have everyone dribbling around with a ball. Two monsters (coaches) should be moving around in the area as well. Players get a point for dribbling at the monsters and executing a turn without being tagged by the monster. Play for 30 seconds.</p> <p>Progressions: Play to try to beat your own score. Turn using the sole of foot. Turn using outside of foot.</p>	<ul style="list-style-type: none"> ▪ The players should be able to turn with the: <ul style="list-style-type: none"> ○ Sole of the foot ○ Inside of the foot ○ Outside of the foot ▪ After players turn they should accelerate to get away from the monster
<p>3rd Activity <i>Tigerball</i></p> <p>Each player has a ball except for the "Tigers." At the coach's signal, the tigers (2) try to steal a ball from one of the other players. To win it, he must steal the ball with his feet and then hold it above his head in his hands. The tiger should then take the ball to the coach. Now, both players are tigers. Play until only two people are left and then those players are the next tigers.</p> <p>Progressions: Use only left foot, outsides of feet, soles of feet.</p>	<ul style="list-style-type: none"> ▪ When someone is trying to stop their ball from being taken away, can they keep their body in between the ball and the defender?
<p>4th Activity <i>Soccer Golf</i></p> <p>Set up a golf course in the area and have the players "golf" in pairs. In order to complete a hole the players could be asked to pass their ball into a corner flag or to make the ball stop in a small grid.</p>	<ul style="list-style-type: none"> ▪ Requiring the players to hit a corner flag to finish out a hole demands accuracy ▪ Requiring players to play the ball so that it stops in a small square demands that they play the ball with the proper amount of pace (weight)
<p>5th Activity (the game) <i>Numbers Game</i></p> <p>Split the players into two teams and have them stand on opposite endlines. The game is played on a small soccer field. Assign each player a number on each end (1-5 on one side and 1-5 on the other side). Play a ball into the area and call out a number; those players must then sprint onto the field and play 1v1. Play until a goal is scored or the ball goes out of bounds.</p> <p>Progressions: Have more than one 1v1 game going on at the same time. Call out two numbers. Mix up the numbers.</p>	<ul style="list-style-type: none"> ▪ Don't be afraid to have more than one 1v1 going on at the same time ▪ Encourage players to shoot whenever they have a clear line of sight to the goal

Scrimmage 3v3 or 4v4



United States Youth Soccer Association

Practice Plan

Name: _____ Date: _____

Age Group: _____ Theme: _____

Activity	Coaching Points
<p>1st Activity (warm-up) <i>Island Game</i></p> <p>Use disc cones to set up small islands (small squares) in a large playing area. Have everyone dribble around in the area. On the coaches signal everyone must dribble with speed to an island; however, only two people are allowed per island. The player (or two) who does not get to an island scores one minus point. Play to see who has the least minus points.</p> <p>Progressions: Start game without balls and then add them.</p>	<ul style="list-style-type: none"> ▪ When dribbling for speed the players do not have to dribble the ball as close ▪ Their should be about five or six steps in between each touch of the ball
<p>2nd Activity <i>Ball Stealing</i></p> <p>Split the team into two groups and give one group red vests and one group blue vests. Give one of the teams balls to dribble. Those players try to dribble inside the area without losing possession of their ball to the other team. The objective is to see which team, red or blue, has the most balls at the end. Players from the same team can work together to steal balls or to keep possession (passing??).</p> <p>Progressions: Rotate who starts with the balls.</p>	<ul style="list-style-type: none"> ▪ When someone is trying to stop their ball from being taken away, can they keep their body in between the ball and the defender? ▪ If you are going to lose your ball can you find a teammate to give your ball to?
<p>3rd Activity <i>Everyone vs. Everyone</i></p> <p>Set up several small gates in the playing area. Give half to three-quarters of the team a ball. Players with a ball try to dribble/shoot through as many of the small gates as they can. Players without a ball try to steal a ball from someone who has one and then they try to score. Play multiple games and allow everyone to have a chance to beat their own score.</p> <p>Progressions: Define how goals are scored - by dribbling or shooting.</p>	<ul style="list-style-type: none"> ▪ Don't tell the players that they can't dribble through the same gate twice, see if anyone is creative and dribbles through the same gate back and forth ▪ As soon as players go through a gate they should look up to find an open gate and then go for it!
<p>4th Activity <i>Edge of the World</i></p> <p>Each player gets a ball and stands on one sideline of an area. The objective is for everyone to pass their ball so that it stops as close to the other sideline as possible. If the ball goes past the sideline it falls off the edge of the world. Players gets points for getting their ball within one yard (distance depends upon ability) of the line without going over.</p> <p>Progressions: Players play ball with laces, inside of foot, etc.</p>	<ul style="list-style-type: none"> ▪ Instead of having a line you could also have an end zone that the players try to get their ball to stop in
<p>5th Activity (the game) <i>Outta There</i></p> <p>In a 25 x 15 yard grid with a goal at each end, play 1v1. The coach stands on the touchline with a supply of ball and a small line of players on each side. The coach plays a ball in and the first person from each line plays 1v1. If a player scores they stay on and the other person leaves. A ball is immediately played back into the game. If the ball goes out of bounds both players are "outta there." This should be a very fast paced game.</p> <p>Progressions: Start with 1v1 and progress to 2v2.</p>	<ul style="list-style-type: none"> ▪ This game should be very fast paced ▪ As soon as the ball goes out of bounds throw another ball in immediately ▪ The coach is the master of the balls, look to see for players that aren't having a lot of success and distribute the ball straight to them ▪ Vary how balls are distributed into the playing area

Scrimmage 3v3 or 4v4



United States Youth Soccer Association

Practice Plan

Name: _____ Date: _____

Age Group: _____ Theme: _____

Activity	Coaching Points
<p>1st Activity (warm-up) <i>Ball Retrieval</i></p> <p>The coach tosses the ball for each player to bring back with his or her hands, elbow, forehead, etc. Have all the players gather closely around you, but not in a line. Each one hands you their ball, which you toss randomly into an open area where they have to go retrieve it and bring it back to you in the manner that you specify as quickly as possible. Progressions: Bring the ball back with two hands, one hand and one forehead, right foot only, etc. The coach should move around the area. Play in pairs now that the children are older.</p>	<ul style="list-style-type: none"> ▪ After a few commands the coach should move to force the players to look up before heading back ▪ This game is great for teaching body awareness, it's fun for the kids too! ▪ Start off by just asking the players to bring the ball back, see if anyone thinks to just pick it up and run it to you?
<p>2nd Activity <i>Hospital Tag</i></p> <p>All players have a ball and are dribbling in an area. The coach is the doctor and stands outside the area. Players dribble in the area and try to tag each other. When tagged, the person has to hold that body part. Once a player is tagged for the third time they go to the doctor and do a task before coming back in. Play to see who can visit the doctor the least. Progressions: Can only dribble with one foot, outsides of feet, soles.</p>	<ul style="list-style-type: none"> ▪ Typically, this game is an elimination game. The players that get their balls kicked out first have to sit. The players that are eliminated first though are the players that need the most help with their shielding technique. The hospital gives them a chance to get back into the game and continue to practice.
<p>3rd Activity <i>Crew vs. Riverhounds (from U6)</i></p> <p>Split the team into two groups and have them spread out and face each other. Between the two groups set up several large cones. One of the groups needs balls. On the coaches command one of the groups (make up names for them) strikes the ball and tries to topple as many cones as they can. The other team collects the balls and after the coach sets the cones back up they do the same activity. Progressions: Must strike ball with laces or inside of foot only.</p>	<ul style="list-style-type: none"> ▪ If the teams are having trouble hitting cones put more down ▪ Can the players lock their ankles (toes should be pointed up) and follow through in the direction of the target?
<p>4th Activity <i>Soccer Marbles</i></p> <p>Everyone needs to be in pairs with a ball for everyone. One player plays their ball and the other person tries to play their ball and hit the first ball while it is still moving. If the person misses the first person quickly goes to their ball and tries to play it to hit the second players ball. Players get a point each time they hit the ball. Progressions: Must strike ball with laces, inside of foot, left foot only, etc.</p>	<ul style="list-style-type: none"> ▪ Can the players lock their ankles (toes should be pointed up) and follow through in the direction of the target?
<p>5th Activity (the game) <i>GK Game</i></p> <p>Set up several small 10 x 20 yard fields and have the team play 2v2 in them. When a team is on defense they have to have one person drop back and be a goalie. When the defender steals the ball he passes the ball back to the goalie and they then start to attack. While this is happening the other team is having someone drop back into their goal. Comments: Have several games going at once and rotate the teams so everyone two person teams gets to play all the other teams.</p>	<ul style="list-style-type: none"> ▪ Physically demanding game ▪ The nature of the game demands instant transition from attack to defense



United States Youth Soccer Association

Practice Plan

Name: _____	Date: _____
Age Group: _____	Theme: _____

Activity	Coaching Points
<p>1st Activity (warm-up) <i>Pair Tag</i></p> <p>Set up a fairly large area and have everyone get a partner. Everyone jogs around in the area and on the coaches signal one pre-designated person tries to tag the other as many times as they can in 10 seconds. Players get a point for each tag. Who can score the most points in five rounds?</p> <p>Progressions: Might be possible to add a ball, may be too difficult though.</p>	<ul style="list-style-type: none"> ▪ Don't let games like this go on for too long, young kids will go all out for about 20-30 seconds and then they will be exhausted ▪ Player several short rounds rather than one or two very long rounds
<p>2nd Activity <i>Shadow Running</i></p> <p>Everyone has a pair again. This time, one person moves around in an area while the other tries to shadow them, doing everything they do. The person can stop to stretch, change direction, pretty much whatever they want. Play for 20 seconds at a time.</p> <p>Progressions: Add a ball for each player.</p>	<ul style="list-style-type: none"> ▪ Stretching can be added to this game
<p>3rd Activity <i>Coconut Shy Game</i></p> <p>Everyone pairs up and stands 10 yards apart; one of the players needs a ball. In between the players is a ball on top of a disc cone. The players pass the ball back and forth trying to knock the ball (coconut) off of the cone. The person who knocks the ball off the cone puts in back on while the other person retrieves the game ball. Which pair can score the most points in a minute?</p> <p>Progression: Specify what surface they must use to strike the ball.</p>	<ul style="list-style-type: none"> ▪ Can the players lock their ankles (toes should be pointed up) and follow through in the direction of the target?
<p>4th Activity <i>Pairs Game</i></p> <p>Set up several small gates inside an area (one more gate than the number of pairs). The players are divided into pairs who play 1v1 to the small gates. Each pair has a ball; whoever has the ball tries to dribble through as many gates as they can. When they lose the ball the other person tries to score as many points as they can as well.</p> <p>Progressions: Score by dribbling through a goal. Score by dribbling through the goal and stopping the ball within two yards for your opponent to take.</p>	<ul style="list-style-type: none"> ▪ Try to make sure everyone is with a partner of relatively the same ability ▪ The progression is good because if one player is dominating the other player will get plenty of opportunities
<p>5th Activity (the game) <i>2v2 to multiple goals</i></p> <p>Use the same set-up as in activity four but now each pair becomes a team. Play 2v2 into the multiple goals.</p> <p>Progressions: A team can score by dribbling through a goal. A team can score by passing through a goal. A team can score by passing the ball through a gate to their teammate on the other side.</p>	<ul style="list-style-type: none"> ▪ Have three or four small goals so their isn't a lot of congestion ▪ Can we try to score on a goal where there is not a defender (very simple language for advanced tactical concept of playing the ball away from pressure)

Scrimmage 3v3 or 4v4



United States Youth Soccer Association

Practice Plan

Name: _____ Date: _____

Age Group: _____ Theme: _____

Activity	Coaching Points
<p>1st Activity (warm-up) <i>Hunters and Hares</i></p> <p>Players are in a marked playing area. One to three hunters have a ball and are hunters. The other players are hares. The hunters throw the ball at the hares (must hit hares below the waist). When a hare is hit by a ball, he picks it up and becomes a hunter.</p> <p>Progressions: The hares each have a ball and the hunters have to throw their ball and hit the hare's ball. Or, make it so the hunters have to kick the hare's ball.</p>	<ul style="list-style-type: none"> ▪ The hares must constantly be looking all around for hunters who may try to throw a ball at them ▪ By making the hunters throw their ball at the hares ball the technique of shielding is introduced for the hares
<p>2nd Activity <i>Foxes and Hunters</i></p> <p>Players on the inside of a marked area are foxes. Players on the outside are hunters (have one to three). Hunters dribble into the grid and try to dribble their ball into the foxes so that it hits them below the knees. If a fox is hit, the fox drops down to one knee and tries to kick the ball away from the other hunters that are dribbling by. Once all of the foxes are down the teams switch roles. Time each team, the team that stays alive longest wins.</p> <p>Progressions: Specify how hunters must dribble. Give foxes a ball too.</p>	<ul style="list-style-type: none"> ▪ Can hunters use disguise in their dribbling to catch a fox off guard? ▪ Once again, great vision is required by the foxes to look for hunters dribbling the ball at them ▪ Hunters could be required to kick their ball off of the fox's ball.
<p>3rd Activity <i>Tigerball</i></p> <p>Each player has a ball except for the "Tigers." At the coach's signal, the tigers (2) tries to steal a ball from one of the other players. To win it, he must steal the ball with his feet and then hold it above his head in his hands. The tiger should then take the ball to the coach. Now, both players are tigers. Plan until only two people are left and then those players are the next tigers.</p> <p>Progressions: Use only left foot, outsides of feet, soles of feet.</p>	<ul style="list-style-type: none"> ▪ When someone is trying to stop their ball from being taken away, can they keep their body in between the ball and the defender?
<p>4th Activity <i>Tunnel Passing</i></p> <p>Two players face each other at a distance of one yard. Player one has 30 seconds to pass the ball as many times as possible through the tunnel formed by the separated legs of player two. While the first player is kicking the ball back and forth through the second player's legs; the second player should be counting how many times the first player kicks the ball through his or her legs.</p> <p>Progressions: Use left foot only, use only soles of both feet, etc.</p>	<ul style="list-style-type: none"> ▪ A fun little game to play that gets the children moving
<p>5th Activity (the game) <i>German Game</i></p> <p>Set up several 20 x 10 yard playing areas. Have the players play 2v2 inside the areas. Instead of scoring by kicking the ball through goals, players must score by dribbling the ball over his opponent's endline. Play for two minutes and then the teams rest for one minute. Switch who plays who as well.</p> <p>Comments: The pair that wins the most games could be the tournament winner.</p>	<ul style="list-style-type: none"> ▪ By changing how goals are scored different demands are placed on the players ▪ By taking away the goals, players must take on defenders and beat them to get to the line behind them, they can't just fire shots off and hope one gets through into the net



United States Youth Soccer Association

Practice Plan

Name: _____	Date: _____
Age Group: _____	Theme: _____

Activity	Coaching Points
<p>1st Activity (warm-up) <i>Simon Says</i></p> <p>In a rectangular area play Simon Says with the team. If a player does something they are not supposed to issue them a "Gotcha!" Play to see who can get the least "Gotcha's". Examples of activities include dribbling in the area, change direction, stop the ball with your Even throw in some trick one's like kick the ball as far away as you can.</p> <p>Progressions: 1 min. w/o ball, 1 min. w/ball at hands, 4 w/ball at feet</p>	<ul style="list-style-type: none"> ▪ Great game the kids will already know that can be used to improve body awareness
<p>2nd Activity <i>Sharks and Minnows</i></p> <p>Mark off an area on the field as the pond. Choose a couple of players to be sharks – they won't have balls, but they are on the prowl for someone else's. All the other players are minnows dribbling around in the pond. The sharks must try to take someone else's ball away or kick the person's ball out of the pond. If they succeed, then they become a minnow, and the person whose ball was kicked becomes the shark.</p>	<ul style="list-style-type: none"> ▪ When someone is trying to stop their ball from being taken away, can they keep their body in between the ball and the defender? ▪ Can we spin away from pressure (a defender)?
<p>3rd Activity <i>Gate Dribbling</i></p> <p>Divide the players into pairs. Set up a series of small goals or gates using disc cones throughout a 30 x 30 yard area. Each pair has one ball. In order to score a point one of the partners must dribble the ball through a goal. Can one player dribble the ball through a goal can the other get in front of another goal and receive a pass so he can then dribble through a goal? Play for 30 seconds at a time.</p> <p>Progressions: Specify how players must dribble.</p>	<ul style="list-style-type: none"> ▪ Don't tell the players they can't dribble through the same gate twice, wait and see if anyone can figure it out
<p>4th Activity <i>Gate Passing</i></p> <p>Using the same set-up as above, except now in order for pairs to score one partner must pass the ball through a gate to their partner on the other side. Make sure you have more goals than pairs. Play for 30 seconds at a time.</p>	<ul style="list-style-type: none"> ▪ Don't tell the players they can not pass the ball through the same gate twice ▪ Is it possible to pass the ball through two gates with one pass? ▪ Encourage the players not to get close to the gates when passing the ball through
<p>5th Activity (the game) <i>Outta There</i></p> <p>In a 25 x 15 yard grid with a goal at each end, play 1v1. The coach stands on the touchline with a supply of ball and a small line of players on each side. The coach plays a ball in and the first person from each line plays 1v1. If a player scores they stay on and the other person leaves. A ball is immediately played back into the game. If the ball goes out of bounds both players are "outta there." This should be a very fast paced game.</p> <p>Progressions: Start with 1v1 and progress to 2v2.</p>	<ul style="list-style-type: none"> ▪ This game should be very fast paced ▪ As soon as the ball goes out of bounds throw another ball in immediately ▪ The coach is the master of the balls, look to see for players that aren't having a lot of success and distribute the ball straight to them ▪ Vary how balls are distributed into the playing area

Scrimmage 2v2 or 3v3



United States Youth Soccer Association

Practice Plan

Name: _____ Date: _____
 Age Group: _____ Theme: _____

Activity	Coaching Points
<p>1st Activity (warm-up) <i>Island Game</i></p> <p>Use disc cones to set up small islands (small squares) in a large playing area. Have everyone dribble around in the area. On the coaches signal everyone must dribble with speed to an island; however, only two people are allowed per island. The player (or two) who does not get to an island scores one minus point. Play to see who has the least minus points. Progressions: Start game without balls and then add them.</p>	<ul style="list-style-type: none"> ▪ When dribbling for speed the players do not have to dribble the ball as close ▪ Their should be about five or six steps in between each touch of the ball
<p>2nd Activity <i>Tail Tag</i></p> <p>Players run around in a 20 x 15 yard area. Players have a "tail" (practice vest) tucked into the back of their shorts. All of the players try to steal the other player's "tail". When a player loses their "tail" they keep on playing. Play to see who can steal the most "tails". Progressions: Who is the last player to have their "tail" taken? Each player has a ball. Have players dribble in a specified way.</p>	<ul style="list-style-type: none"> ▪ Can anyone think to just pull out their own tail? ▪ Each player could have three tails, one in back and one on each side ▪ Is it better to hide in a corner where there is no space or go into the middle where your back is exposed?
<p>3rd Activity <i>Pac Man</i></p> <p>Players are in a confined area, running around. Two players are Pac Man and have a ball outside of the area. On the coaches command the Pac Men (or Women) dribble into the area and try to pass their ball so that it hits one of the players below the knees. When a player is hit they go get a ball and join the original Pac Men. Progressions: Specify how players must strike the ball (laces, inside of feet, outside of feet)</p>	<ul style="list-style-type: none"> ▪ Can we fake like we are going to pass the ball and try to make the players jump, and then hit them right when they land ▪ Players must lead the people who are running (pass the ball in front of them where they are going, not right at them so by the time the ball gets their the player is already gone)
<p>4th Activity <i>Moving Target (In pairs)</i></p> <p>Players are in pairs and share a ball. The coach and a chosen assistant are holding a vest between them above waist height. The coach and assistant form a goal, and move around in an area. The players try to pass their ball through the moving goal to their partner. Obviously the players will bunch around the goal so the goal must move to open space to spread out the players. Progressions: Specify how the ball has to be played through the goal. Add a second moving goal.</p>	<ul style="list-style-type: none"> ▪ The coaches can move towards certain players who aren't having much success ▪ The coaches can vary their speed to make the game easier or more demanding
<p>5th Activity (the game) <i>German Game</i></p> <p>Set up several 20 x 10 yard playing areas. Have the players play 2v2 inside the areas. Instead of scoring by kicking the ball through goals, players must score by dribbling the ball over his opponent's endline. Play for two minutes and then the teams rest for one minute. Switch who plays who as well. Comments: The pair that wins the most games could be the tournament winner.</p>	<ul style="list-style-type: none"> ▪ By changing how goals are scored different demands are placed on the players ▪ By taking away the goals, players must take on defenders and beat them to get to the line behind them, they can't just fire shots off and hope one gets through into the net

Scrimmage 2v2 or 3v3



Practice Plan

Name: _____ Date: _____

Age Group: _____ Theme: _____

Activity	Coaching Points
<p>1st Activity (warm-up) <i>Ball Retrieval</i></p> <p>The coach tosses the ball for each player to bring back with his or her hands, elbow, forehead, etc. Have all the players gather closely around you, but not in a line. Each one hands you their ball, which you toss randomly into an open area where they have to go retrieve it and bring it back to you in the manner that you specify as quickly as possible. Progressions: Bring the ball back with two hands, one hand and one forehead, right foot only, etc. The coach should move around the area. Play in pairs now that the children are older.</p>	<ul style="list-style-type: none"> ▪ After a few commands the coach should move to force the players to look up before heading back ▪ This game is great for teaching body awareness, it's fun for the kids too! ▪ Start off by just asking the players to bring the ball back, see if anyone thinks to just pick it up and run it to you?
<p>2nd Activity <i>Freeze Tag</i></p> <p>Break the team into three or four groups. One of the groups is the taggers and everyone else is running around in a marked area. When tagged the players have to stand with their legs apart and are frozen. To be unfrozen one of the other players must crawl through their legs. Time the groups and see which group can tag everyone the quickest. Progressions: Give everyone a ball, players are unfrozen when a ball is passed through their legs. When tagged, players should hold the ball they are dribbling over their head.</p>	<ul style="list-style-type: none"> ▪ Give the taggers a ball, in order to freeze someone they have to pass the ball off of them, in order for them to be unfrozen one of their teammates has to crawl through their legs
<p>3rd Activity <i>Hunters and Hares</i></p> <p>Players are in a marked playing area. One to three hunters have a ball and are hunters. The other players are hares. The hunters throw the ball at the hares (must hit hares below the waist). When a hare is hit by a ball, he picks it up and becomes a hunter. Progressions: The hares each have a ball and the hunters have to throw their ball and hit the hare's ball. Or, make it so the hunters have to kick the hare's ball.</p>	<ul style="list-style-type: none"> ▪ The hares must constantly be looking all around for hunters who may try to throw a ball at them ▪ By making the hunters throw their ball at the hares ball the technique of shielding is introduced for the hares
<p>4th Activity <i>Marbles</i></p> <p>One ball per person with players in pairs. One partner passes their ball five to ten yards away. The other partner plays their ball and tries to hit the first ball played. If they can do so, they get a point. If they miss, it is instantly the first player's turn again and they must play their ball to try to hit the second player's ball. Players try to be their partner to five or ten points. Progressions: Specify how the ball must be struck.</p>	<ul style="list-style-type: none"> ▪ This requires accurate passes played at an appropriate pace (speed)
<p>5th Activity (the game) <i>Numbers Game</i></p> <p>Split the players into two teams and have them stand on opposite endlines. The game is played on a small soccer field. Assign each player a number on each end (1-5 on one side and 1-5 on the other side). Play a ball into the area and call out a number; those players must then sprint onto the field and play 1v1. Play until a goal is scored or the ball goes out of bounds. Progressions: Have more than one 1v1 game going on at the same time. Call out two numbers. Mix up the numbers.</p>	<ul style="list-style-type: none"> ▪ Don't be afraid to call out more than one number at a time to have either: <ul style="list-style-type: none"> ○ More than one 1v1 game going on at the same time OR ○ A 2v2 game going on

Scrimmage 2v2 or 3v3



United States Youth Soccer Association

Practice Plan

Name: _____ Date: _____
 Age Group: _____ Theme: _____

Activity	Coaching Points
<p>1st Activity (warm-up) <i>Hares and Hunters</i></p> <p>Players are in a marked playing area. One to three hunters have a ball and are hunters. The other players are hares. The hunters throw the ball at the hares (must hit hares below the waist). When a hare is hit by a ball, he picks it up and becomes a hunter.</p> <p>Progressions: The hares each have a ball and the hunters have to throw their ball and hit the hare's ball. Or, make it so the hunters have to kick the hare's ball.</p>	<ul style="list-style-type: none"> ▪ The hares must constantly be looking all around for hunters who may try to throw a ball at them ▪ By making the hunters throw their ball at the hares ball the technique of shielding is introduced for the hares
<p>2nd Activity <i>Shadow Running</i></p> <p>Everyone has a pair again. This time, one person moves around in an area while the other tries to shadow them, doing everything they do. The person can stop to stretch, change direction, pretty much whatever they want. Play for 20 seconds at a time.</p> <p>Progressions: Add a ball for each player.</p>	<ul style="list-style-type: none"> ▪ Stretching can be added to this game
<p>3rd Activity <i>Siamese Soccer</i></p> <p>Create a playing space of approximately 20 x 20 yards. All the players need to pair up and link elbows. One pair does not link up and they share a ball between the two of them. The pair that is not linked up has to dribble and pass to try to strike the paired players below the waist with their ball. When a pair is hit they break up and go get a ball for the two of them and join the other players who are passing and dribbling.</p> <p>Progressions: Specify how players must play the ball.</p>	<ul style="list-style-type: none"> ▪ Can the pairs that are linked communicate so they don't pull each other apart? ▪ Can one person with a ball shoot at a pair and have their partner right behind the pair just in case they miss? ▪ Can one partner pass the ball to their partner who is standing right next to a pair ▪ Allow the players two touches if necessary
<p>4th Activity <i>Running Bases</i></p> <p>Mark a fairly large playing area. Divide the team into taggers and dribblers. There should be more dribblers than taggers. Players try to dribble their ball without being tagged. If they get tagged they exchange places with the tagger. Have taggers carry a vest to distinguish them. When they tag someone they drop the vest and the new tagger must pick up the vest before they can start tagging. Set up four bases in each of the corners of the area. One player can be safe from being tagged when they are in a base. When a new dribbler goes into a base the person previously in the base must leave.</p>	<ul style="list-style-type: none"> ▪ Make or take away based depending upon how the teams are doing ▪ Add balls to make the game more challenging
<p>5th Activity (the game) <i>Protect the Cones in Pairs</i></p> <p>Play should take place in 20 x 20 yard areas. Eight players play in one area. The eight players need to break into pairs. Each pair sets up two or three tall cones on one of the lines making the area. That pair must defend those cones. Each player must have a ball. On the coach's signal the pairs either attack other people's cones by knocking them over or they defend their own (or one can do either). When a team has all of it's cones knocked down it can no longer attack.</p> <p>Progressions: Only one ball per pair and the defending team can kick any opponent's ball. Make goals on each of the sidelines and play two 2v2 games on the same field, one E to W and one N to S.</p>	<ul style="list-style-type: none"> ▪ Assign one person from each team to be the captain and decide who is going to attack and who is going to defend ▪ This game requires quite a bit of decision making

Scrimmage 2v2 or 3v3



United States Youth Soccer Association

Practice Plan

Name: _____ Date: _____

Age Group: _____ Theme: _____

Activity	Coaching Points
<p>1st Activity (warm-up) <i>Explode</i></p> <p>Every child has a ball and is dribbling in a relatively small space. Outside of the small space place four or five cones 10-15 yards away. The children should dribble inside the smaller area, keeping the ball within close control (1 step away). When the coach yells "Explode" the children have to dribble with speed out of the smaller area around one of the cones and then come back to the smaller area and start dribbling again.</p>	<ul style="list-style-type: none"> ▪ The first touch each player takes after the coach yells explode should be much bigger than normal to allow the players to accelerate ▪ Encourage players to keep their head's up looking for space so when you yell explode they will know where they can dribble to
<p>2nd Activity <i>Tag</i></p> <p>Mark off a rectangular grid and give everyone a ball. Whoever is "it" carries a practice vest and tries to tag the other players. When the "it" person tags someone they drop the practice vest and whoever was tagged must pick up the practice vest before they can tag anyone. Progressions: Game can be played without a ball. Specify how players must dribble (insides of feet, outsides of feet, soles of feet, right foot, left foot). Specify where players must be tagged (knees, back, etc).</p>	<ul style="list-style-type: none"> ▪ As soon as the "it" person tags someone can they change their speed (explode) to get away from the new "it" person. ▪ Can the people that are not "it" use feints, changes of speed, and changes of direction to avoid being tagged.
<p>3rd Activity <i>Everybody's It</i></p> <p>Mark off a rectangular grid and make sure everyone has a ball. In this game, instead of one person being "it" everyone is "it". Have everyone dribble around in the area and when the coach says "everybody's it" then the players can start tagging each other. Progressions: Play without balls the first time, then add them. Play to see who can tag the most people. Play to see who can be tagged the least.</p>	<ul style="list-style-type: none"> ▪ Players must keep their ball close so they can move quickly when needed ▪ Can the players sneak up on people and tag them in the back and then explode away ▪ Can players dribble at someone, turn with the ball and tag the person right before they explode away
<p>4th Activity <i>Crabs on the Beach</i></p> <p>Set up a 20 x 30 yard grid. Have each player except for two stand on one of the endlines, each with a ball. Have two players in the middle of the grid in the crab position (on all fours with belly upwards). The players on the endline must dribble across the beach avoiding the crabs to get to the ocean. The crabs try to kick balls out of the area (or just touch them). When a player has their ball kicked out they become a crab as well. The players that make it across turn around and come back. Progressions: Specify how players must dribble.</p>	<ul style="list-style-type: none"> ▪ Alternate which direction the players must dribble <ul style="list-style-type: none"> ○ It would be more difficult for the dribblers if the field was only 20 yards wide because they would not as much space to get around the crabs ▪ Can the dribblers use feints to deceive the crabs ▪ Once past a crab, can the players explode to get away from danger?
<p>5th Activity (the game) <i>Outta There</i></p> <p>In a 25 x 15 yard grid with a goal at each end, play 1v1. The coach stands on the touchline with a supply of ball and a small line of players on each side. The coach plays a ball in and the first person from each line plays 1v1. If a player scores they stay on and the other person leaves. A ball is immediately played back into the game. If the ball goes out of bounds both players are "outta there." This should be a very fast paced game. Progressions: Start with 1v1 and progress to 2v2.</p>	<ul style="list-style-type: none"> ▪ This game should be very fast paced ▪ As soon as the ball goes out of bounds throw another ball in immediately ▪ The coach is the master of the balls, look to see for players that aren't having a lot of success and distribute the ball straight to them ▪ Vary how balls are distributed into the playing area

Scrimmage 2v2 or 3v3