



# Week 1 U9/U10

Comfort On The Ball



### **Dribbling - Island Dribbling**





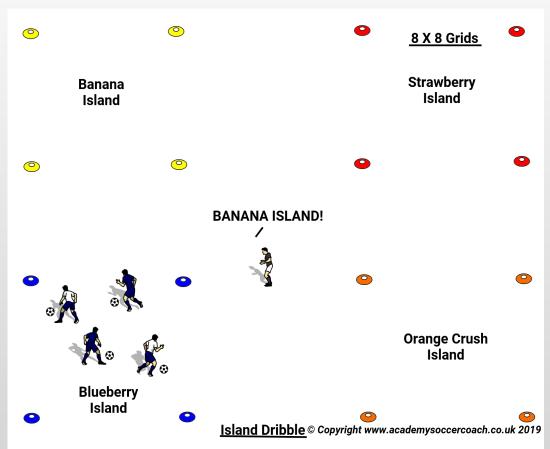
### 4 Separate 10 x 10 Grids COACH USES A NOODLE TO TAG IF PLAYER IS TAGGED HAVE THEM DO A SKILL AND RE-ENTER

- Begin Without A Ball.
- Name The Islands. Can Be Silly Names.
- Have Players Run/Skip To The Island Without Being Tagged By The Coach
- Add Soccer Ball And Dribble To The Island. Island Is Safe Zone
- When Tagged Join Coach. Several Players Can Make Up Their Own Group.

#### Possible Coaching Points - Target Game

Encourage Listening While Playing
Encourage Change Of Speed/Direction To Not Get Tagged

Guided Question – I Wonder How You Can Change Direction To Not Get Caught Off The Island?





### **Dribbling – Individual Gates**





#### Grid 20 x 20 Yards

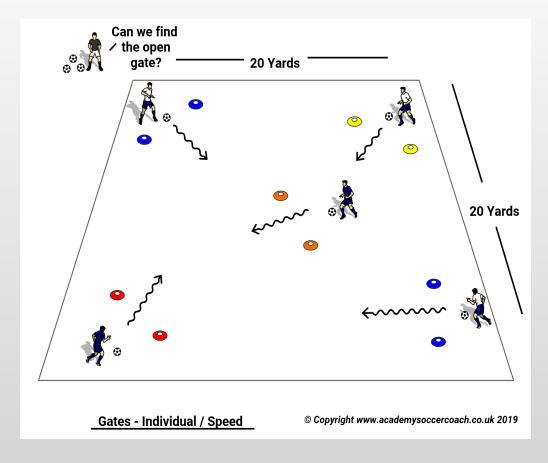
- Begin without soccer balls and encourage players to go through gates in different ways (run, jump, backwards)
- Add soccer balls
- Play short rounds. Have players yell out the number of gates they dribbled through.
   Then try to beat that number
- Progress to doing a move through a gate. (Pull back, step over etc..)

#### **Possible Coaching Points**

Use all part of the feet to maintain control of the ball Vision – Where is the open gate?

Be creative with surfaces of foot

Guided Question – I Wonder How I Can Get Through More Gates Next Time?





### **Game Play - SEE YA!!**

#### Grid 15 x 20

- Place all balls in a pile.
- Have players line up in two teams on either side of the coach.
- Coach sends ball into field. Start 1 v 1.
- As they get the game call out a number of players to send on the field, 2 v 2 etc...
- Teams play directionally to goals/.
- · Keep the game moving quickly.

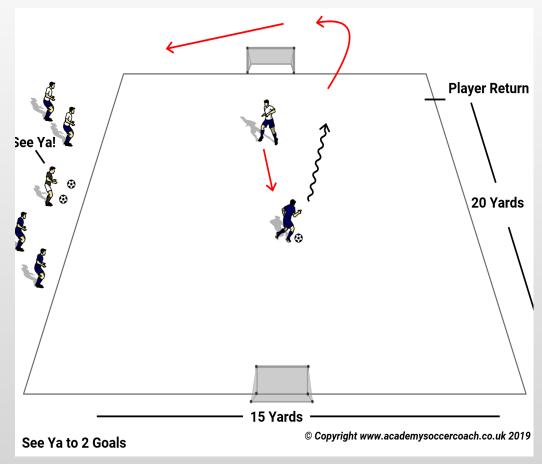
#### **Possible Coaching Points**

Look to attack right away
Keep ball under control while attacking
Transitions between attacking and defending
Work with teammates in 2 v 2 +

GUIDED QUESTION - How can you attack the space behind the defender?









### 4 v 4 Game Play – Practice - Play





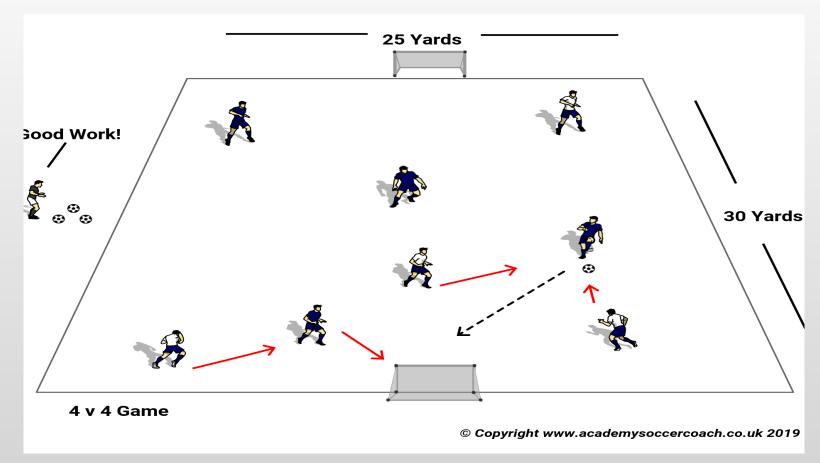
Salvo Soccer Club utilizes the *Play* – *Practice* – *Play* model that is supported by U.S. Soccer.

U9/U10 Practice Model

10 minutes of Scrimmage to start30 minutes of activities20 minutes Scrimmage with your team

Keep games to 4v4 - 5v5 to maximize opportunities on the ball for players.

Rotate players to keep games competitive.





## **Diagram Details**



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