

U10 Lesson Plan: Week 1- Day 1

Topic: <u>Dribbling for Possession</u>

Objective: To improve dribbling and shielding technique

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| Technical Warm up | Organization | Coaching Pts. | |
| Samuel Sa | Technical Box: All players dribbling in a defined space. Players should use all surfaces of their feet. Coach: Prompt players to work on change of direction, scissors, fake left/go right, step over and turn, pull back, half-turn, sole of the foot rolls when he claps, "change", "turn", etc. Version 2: Walk around and put pressure on the players. Version 3: Players will try to knock each other's soccer balls out of the grid while maintaining possession of their own. | Keep the ball close Use all surfaces of the foot Inside/outside Sole Laces Keep your head up and use peripheral vision Change of direction and burst of speed Be creative – try something new Time: 15 minutes | |
| Small Sided Game | Organization | Coaching Pts. | |
| | Steal-Shield: Pair up the players with one ball. One player starts with the ball and at coach's command, his/her partner tries to steal the ball away. The player that ends with the ball gets a point. If the ball goes out of bounds, one of the players must get it back in play very quickly. Coach: Show proper shielding technique during the demonstration. Fix technical shielding errors throughout the activity to | Body sideways on to opponent Use arm to protect and know where defender is going Knees bent Turn as defender attacks or reaches for the ball Time: 15 minutes | |
| Exp. Small Sided Game | assure that the group is doing it properly. Organization | Coaching Pts. | |
| EXP. Small Stated Game | 3v3 End-zone Game: Two teams play in a defined space with each team attacking an end-zone defended by the opponent. Teams score points when a player dribbles into the opponent's end-zone under control. Coach: Encourage players to recognize opportunities to burst into space under control. | Identification of visual cues 1v1 no defender behind Free space in front of dribbler Near the attacking area Identification of verbal cues "take space", "time", "take | |
| Game | Organization | Coaching Pts. | |
| 6v6 Scrimmage | Play with Goalkeepers in a 45-60 yard long by 35-45 yard wide field. | • All of the above Time: 30 minutes | |
| COOL DOWN | Activities to reduce heart rate, static stretching & | review session – Time 10 min. | |

U10 Lesson Plan: Week 1- Day 2

Topic: Passing and Receiving

Objective: To improve the teams' passing technique and to recognize the correct timing and opportunity to pass

| Technical Warm up | Organization | Coaching Pts. |
|-----------------------------|---|--|
| www.tgutte-graphita ton | Gate Passing: In a 25x30 yard grid, set up many gates (two cones about 1 yard apart). Players are now in pairs with a soccer ball. They must pass the soccer ball through the gate to their teammate in order to score a point and move to another goal to score another point. Coach: Players count how many points they score in a minute. Have them pass only with their left foot or right foot, or the outside of their foot. | Technique of passing locked ankle, toe up eyes on ball at instant of contact, follow through to partner strike ball solid through the middle, knees bent and balanced receiving first touch directional Communication to ask for the ball Time: 10 minutes |
| Small Sided Game | Organization | Coaching Pts. |
| | 2v2 to 4 Goals: In a 15x20 yard grid place two sets of cone goals 2 yards apart on the end line about 1 yard away from the corners. Players will attack a set of two goals and defend the other set. Score by passing the ball through one of the two cone goals. | Tech of passing and receiving Pace of the pass First Touch – Directional Clear Communication (demand the ball) Supporting Shape |
| white Solinia graphics plan | | Time: 15 minutes |
| Exp. Small Sided Game | Organization | Coaching Pts. |
| | 3v3 to End Zones: In a 25x30 yard grid, make a one yard wide End Zone along each end line. Players will score by passing into and stopping the soccer ball in the End Zone. Defenders can't defend in the End Zone. | Soft 1st touch receiving into space, away from pressure Proper weight, accuracy and timing of passes Possession vs. Penetration Proper angle and distance of support off the ball Communication between players |
| | | Time: 25 minutes |
| Game | Organization (6.60) | Coaching Pts. |
| 6v6 Scrimmage | Play with Goalkeepers in a 45-60 yard long by 35-45 yard wide field. | • All of the above Time: 30 minutes |
| COOL DOWN | Activities to reduce heart rate, static stretching | & review session - Time: 10 min. |

U10 Lesson Plan: Week 2- Day 1

Topic: <u>Heading</u> Objective: To teach players the technical points of heading a soccer ball.

Technical Warm up **Organization** Coaching Pts. **Heading Introduction(15 min):** • Eye on the ball; read the flight Team is divided into two players with a of the ball • Contact the ball with the upper single ball. half of the forehead, NOT TOP >Step 1: Player heads ball to teammate OF HEAD from his/her own hands • Body mechanics, shape and >Step 2: Player serves ball to him/herself balance and heads ball to teammate Step 3: Players serve balls to each other for return head ball ➤ Step 4: In small groups, players try to keep ball up with head juggling Time: 15 minutes **Small Sided Game Organization** Coaching Pts. Head Wars -2v2: • Read the flight of the ball Play 2v2 in an 8x10 yard grid. Players are • Keep eye on the ball restricted to their own half (4x10 yard grid). • Get in the line of flight of the Each team protects the 10 yard line. Play starts with one player tossing ball to his/her partner to • Lock neck and keep upper body score from a header. If the soccer ball crosses rigid the end line below the defenders' shoulders, • Thrust forward from waist they scored a goal. The defenders act as • Direct ball down and with force goalkeepers, guarding the end-line, using their hands to catch the ball. The process starts again. \triangleright 1 point = Toss, header, goal \geqslant 3 points = Toss, header, header, goal (same \triangleright 5 points = One team heads the ball and the defending team heads it back and scores Time: 15 minutes **Exp. Small Sided Game** Organization Coaching Pts. 3v3 Team Handball: • Use arms for balance, protection Organize players into teams of 3 or 4 players. and to create space Set up a 20 yard x 25 yard rectangular field • Players should bend at the waist with goals centrally located at each end. The 2 for maximum power teams play this game by tossing the ball (with • Communicate and demand the their hands) to their teammates (similar to ball basketball). Players can only take a maximum • Area of contact (striking of 3 steps with the ball, then they must pass surface) the ball to a teammate. Goals can only be scored by heading the soccer ball after it has been thrown by a teammate. If the ball drops on the ground, possession goes to the other Time: 20 minutes team Organization Coaching Pts. Game Play with Goalkeepers in a 45-60 yard long • All of the above **6v6 Scrimmage** by 35-40 yard wide field. Time: 30 minutes **COOL DOWN** Activities to reduce heart rate, static stretching & review session - Time 10 min.

U10 Lesson Plan: Week 2- Day 2

Topic: Receiving Balls in the Air

Objective: To improve the technique of using different surfaces (feet, thighs and chest) to receive soccer balls played in the air

Technical Warm up Organization Coaching Pts. Each Plaver with a Ball: Get in line of the flight of the Each player dribbles a soccer ball. On coach's command, the player picks up the Come to meet the ball ball and tosses it above his/her head and... ➤ Watch the ball > controls with the laces Make an early selection of the > controls with inside and outside of the body surface to use > Controlling surface goes out to > controls with sole of foot meet ball > controls with the thigh, directional > Relax the controlling surface > controls with the chest, directional and withdraw just before Throughout this exercise, all players shall be impact constantly testing themselves and their > 1st touch prepares for next quality of first touch. touch Time: 15 minutes Laces: **Organization Small Sided Game** • Lift foot up to meet the ball **1v1 Soccer Tennis:** • As ball is about to make contact, Play 1v1 in a 5x10 yard grid. A player starts drop foot down and cushion ball off with a ball and serves it over a line or net on top of foot in the middle of the area. The ball can bounce Thigh: once but then must be returned. A point is • lift thigh up to meet ball won on a bad serve or when one team fails to • drop leg down to cushion the ball return the ball. • make sure you push ball slightly Coach: Play 5 minute games. in front of you You can specify what surface must be used to • make sure players use middle of control the ball. thigh to cushion balls Chest: • bend knees with feet staggered Time: 15 minutes and slightly arch back while **Exp. Small Sided Game Organization** using arms for balance **Bumper Game 4v4 to Goals:** Two teams of four in defined playing area • cushion ball (collapse chest) as it hits chest and guide it to feet with two goals. 4 "bumpers" are support players on both sidelines. Each "bumper" • do not push out chest to pop the ball out too far in front of you shall have 3-4 balls around them to toss or bounce back into playing area to team that passed them the ball. Goals scored on small goals on end lines. Time: 20 minutes **Organization** Game **Coaching Pts.** Play with Goalkeepers in a 45-60 yard long All of the above **6v6 Scrimmage** by 35-45 yard wide field. Time: 30 minutes Activities to reduce heart rate, static stretching & review session - Time 10 min. COOL DOWN

U10 Lesson Plan: Week 3- Day 1

Topic: Shooting

Objective: To improve the technique of shooting with the inside and instep of both feet

| Technical Warm up | Organization | Coaching Pts. |
|-----------------------|---|--|
| | Shooting Though the Cones (15 min): Arrange players in 4 lines with a ball between them about 20-30 yards apart from each other. Place two cones representing a goal between each group about 6 yards apart. Players shoot the ball and follow their shot to the opposite side. | Body position and balance Eye on the ball at moment of contact Strike ball with ankle locked and hard bone on top of foot Non-kicking foot directed at target Strike the center of the ball and follow through towards target landing on shooting foot Time: 15 minutes |
| Small Sided Game | Organization | Coaching Pts. |
| | 4 Corner Shooting (15 min): Two equal teams playing 2v2 with GK's. The remaining players start at corners behind their own goal. Coach begins the play from the sideline by serving a ball to player in any corner. Players try to score on their opponent's goal. Play continues until ball is out of bounds or a goal is scored. Players return to their corners. Keepers stay on. | Proper technique and body control Placement vs. power Quality preparation touch Proper selection of contact surface Timing and shape of attacking runs Creativity and deception Combination Play Time: 15 minutes |
| Exp. Small Sided Game | Organization | Coaching Pts. |
| *** | 3v3 (4v4) Plus Team on Deck (15 min): Two goals with GK's set up about 25-30 yards apart. Team is divided into 3 groups. Two teams compete to score a goal. The team that scores defends that goal. The team on deck comes onto the field to defend quickly while the scored on team quickly leaves the playing field. This game teaches teams to go to goal with pace and to take chances quickly. | Proper technique and body control Placement vs. power Quality preparation touch Proper selection of contact surface Timing and shape of attacking runs Creativity and deception Time: 20 minutes |
| Game | Organization | Coaching Pts. |
| 6v6 Scrimmage | Play with Goalkeepers in a 45-60 yard long by 35-45 yard wide field. | • All of the above Time: 30 minutes |
| COOL DOWN | Activities to reduce heart rate, static stretch | ing & review session - Time 10 min. |

U10 Lesson Plan: Week 3- Day 2

Topic: Individual Defending

Objective: To teach players when and how to pressure the ball

Technical Warm up Organization Coaching Pts. Defend the Cone Warm-Up: • 1st defender should bend their Two players at cones 10 yards apart run to block direct path to the facing one another with a ball. The goal (cone) player with the ball passes the ball to his • 1st defender shall force the opponent who tries to hit the cone opponent in the direction they where the ball was served from. The want them to go passing player defends his cone. Defensive stance-on their Version 2: Player starts at same cone toes, knees bent, one foot and defender starts by passing through forward, one foot back attackers legs who turns and tries to • Technique of block and poke score on goal (cone) tackle Time: 15 minutes Coaching Pts. **Small Sided Game Organization 1v1 to Line (10 min):** • Important to delay progress of In a grid 12x12 yards a player passes the opponent by jockeying the the ball diagonally across the grid to his attacker with the ball opponent who then attacks the line on • Read attackers 1st touch and the opposite side. The player scores by make decision to tackle or delay dribbling across the line under control. · Block Tackle The 1st defender defends the line and • Poke Tackle tries to dispossess the attacker. If the 1st defender gains possession of the ball he immediately attacks the opposite goal line. Time: 15 minutes **Exp. Small Sided Game** Organization Coaching Pts. 3v3 to Two Small Goals (10 min) • Immediate pressure from behind Two teams compete in 3v3 exercise in a • Patience; do not over commit defined space. Teams score by dribbling • Close down quickly and or passing through the small goals. under control Scoring: Block Tackle • 1 point for passing goal • Poke Tackle • 3 points for dribbling goal Time: 20 minutes **Organization** Coaching Pts. Game Play with Goalkeepers in a 45-60 yard long • All of the above **6v6 Scrimmage** by 35-45 yard wide field. Time: 30 minutes **COOL DOWN** Activities to reduce heart rate, static stretching & review session - Time 10 min.

U10 Lesson Plan: Week 4- Day 1

Topic: Individual Attacking

Objective: To help players understand the importance of individual attacking when their team is in possession of the ball

| Technical Warm up | Organization | Coaching Pts. |
|--|--|--|
| The same of the sa | Free Dribbling: Everyone with a ball, use inside, outside, and laces and sole of the foot to turn away from pressure. Have players dribble with speed, change direction, and perform moves. Version 2: Have players work on moves to beat pressure, such as step over, double step over, etc. Version 3: Moves can be combined so that players are doing 3-4 moves in sequence. Then the sequence can be done with the non-dominant foot. | Keep the ball close Use all surfaces of the foot Keep your head up and use peripheral vision Change of direction and burst of speed Be creative – try something new Time: 15 minutes |
| Small Sided Game | Organization | Coaching Pts. |
| | Iv1 to Two Small Goals: In a grid 10x15 yards with small goals on the end lines. A player passes the ball diagonally across the grid to his opponent who then attacks the small goal. Passing through the goal is 1 point and dribbling through the goal is 3 points. Each player keeps track of his/her score. | Take a "peek" and know what your options are Execute a feint to unbalance the defender and dribble past them with a burst of speed Encourage player to be creative with the ball at their feet Time: 15 minutes |
| Exp. Small Sided Game | Organization | Coaching Pts. |
| | 3v3 to End Zones: Two teams play in a defined space with each team attacking an end-zone defended by the opponent. Teams score points when a player dribbles into the End-Zone. Coach shall encourage players to recognize opportunities to burst into space under control. | Work together to score Verbal & visual communication Use support players to make attacking decisions Encourage players to be creative and take risks near the end zone. Time: 20 minutes |
| Game | Organization | Coaching Pts. |
| June | Play with Goalkeepers in a 45-60 yard long | • All of the above |
| 6v6 Scrimmage | by 35-45 yard wide field. | Time: 30 minutes |
| COOL DOWN | Activities to reduce heart rate, static stretch | ing & review session - Time 10 min. |

U10 Lesson Plan: Week 4- Day 2

Topic: Combination Play

Objective: To improve passing technique and introduce and train combination play (Wall Passes and take Overs)

Technical Warm up

Organization

Combination Square:

In a grid about 25x25 yards, place 4 to 5 players in training vests. These players will roam around grid and give support to players with balls. 4 to 5 players with balls dribble in grid looking to connect with support players to perform wall passes.

Version 2: Build to take-overs

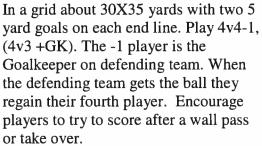
Version 3: Wall passes and take-overs

Time: 15 minutes



Organization

4v4-1(4v3):



Wall pass goal = 5 pts.

Take over goal= 3 pts.

Wall pass & take over = 10pts

Time: 15 minutes

Exp. Small Sided Game

Organization 4v4 to Two Small Goals:



In a grid 30x35 yards with four goals measuring 3 feet across in each corner, two teams attack two goals and defend two goals. To encourage combination play, the attacking team will receive 5 points if they combine with a wall pass or takeover before they score. Otherwise, they receive 1 point for scoring.

Variation 2: Add a "plus" player who always plays for the attacking team if they cannot keep possession long enough to create a combination.

Time: 20 minutes

Coaching Pts.

General

- Quality technique while passing and receiving
- Be patient & let opportunities develop
- Encourage finishing off combination opportunities
- Positive environment encourage creative and instinctive
- Communication

Wall Pass

- 1st attacker dribbles at defender
- 2nd attacker is slightly ahead of defender in good supporting angle turned sideways on
- 1st attacker reads defenders and supporting cues; decide to dribble or play a wall pass
- Disguise, deception of pass and
- Accuracy and quality of pass
- Look for opportunities to create numbers up situations (2v1, 3v1

Takeover

- 2nd attacker runs directly at the 1st attacker from the opposite direction
- 1st attacker protects the ball from the 1st defender by keeping body between ball and defender
- 1st attacker leaves the ball and 2nd attacker takes the ball using same foot (right to right or left to left)
- Simple communication: "take" or "leave"

Game

6v6 Scrimmage

COOL DOWN

Organization Play with Goalkeepers in a 45-60 yard long by 35-45 yard wide field.

Coaching Pts. • All of the above

Time: 30 minutes Activities to reduce heart rate, static stretching & review session - Time 10 min.

U10 Lesson Plan: Week 5- Day 1

Topic: <u>Goalkeeping footwork and Proper Diving Technique</u> Objective: To improve the technical aspects of proper footwork, body position, handling the ball, and teach goalkeepers the correct diving technique.

| Technical Warm up | Organization | Coaching Pts. |
|---|---|--|
| | Up/Down: GK's shuffling in and out of each other within the 18 yard box while bouncing a ball on the ground, when coach yells out down, the player rolls a ball out to him/herself to go and scoop it up. The word up means the GK's throw a high ball to themselves. Version 2: On the same commands, the GK's quickly find a partner and either serve them a high ball & switch balls, or roll a ball to the left or right of a partner to scoop it up, switching balls again. | Catch the ball with a "W" hand position on any ball waist height and above (formed by thumbs and index fingers For low balls have hands together with fingers pointing towards the ground (pinky's together like a shovel scooping into the body) Time: 10 minutes |
| Small Sided Game | Organization | Coaching Pts. |
| 2. On the lives 2. On the lives 3 Randing were applied and | Diving Progression: Basic Diving: Each player is seated on the ground, with knees bent. They must place a ball about 2 steps away to the left or right at a 45 degree angle in front of them. The GK must roll down their side reaching out to make the save. Kneel Diving: Each GK is kneeling on one knee (leg closest to the ball has foot planted on ground) with ball about 2 steps away to the left or right at a 45 degree angle in front of them. Now a small step must be taken at a 45 degree angle towards the ball before reaching out and diving to make the save. Standing Diving: Each player in a ready position with a ball 4-5 steps away to the right or left of them at a 45 degree angle out in front. GK must take a large step towards the ball and collapse in the direction of the ball, rolling down their side and reaching out to make the save. Version 2: Two players per ball with one working, one serving. | Instill upon the GK's to attack hands first, moving their body forward Lead with their hands in order to attack the ball Eyes on the ball, one hand on top, one behind Elbows slightly bent and top leg up for protection GK must then kick out with the top leg up for protection in order to go back to a standing position Time: 15 minutes |
| Exp. Small Sided Game | Organization | Coaching Pts. |
| | Small Goal Saves: Two lines of players, each in between a cone goal, facing each other with one ball and extras on the sides. (maximum players per line is 3) Goals should be about 30 yards apart with a 10 yard buffer zone in the middle. Keepers are now trying to score on each other by either throwing or rolling it but the ball must bounce on the opponent's half before a goal is scored. GK gets one point for a goal. Once a GK gets scored on, | Be in a ready set position before every ball Go to the ball and carry momentum forward Quick lateral footwork to get body behind every ball to limit diving |
| Game | next person in line hops in. Organization | Time: 20 minutes Coaching Pts. |
| Game | Play with Goalkeepers in a 45-60 yard long by | • All of the above |
| 6v6 Scrimmage | 35-45 yard wide field. | Time: 30 minutes |
| COOL DOWN | Activities to reduce heart rate, static stretch | ing & review session - Time 10 min. |

U10 Lesson Plan: Week 5- Day 2

Topic: Shooting II

Objective: To improve the technique of players to strike a moving ball to goal with the instep and the inside of the foot

| Technical Warm up | Organization | Coaching Pts. |
|--------------------------|--|---|
| | Numbered Shooting: Two goals with GK's set up about 40 yards apart. Each player with a number is dribbling in defined area between goals. When coach calls a number, that player dribbles out of area and shoots on the goal. Shots should be taken about 10-12 yards out. | Body position and balance Eye on the ball at moment of contact Strike ball with ankle locked and hard bone on top of foot Non-kicking foot directed at target Strike the center of the ball and follow through towards target lending on shooting foot Shooting technique of a moving ball Time: 15 minutes |
| Small Sided Game | Organization | Coaching Pts. |
| | Popcorn (15 min): Two goals with GK's set up about 40 yards apart. Players will be able to compete individually against each other or in teams of 2. Coach will pass a ball; player(s) who obtain possession of the ball may score in either goal. First player (team) that reaches five goals wins. | Proper technique of shooting with the instep and the inside of the foot Placement vs. power Quality preparation touch Finishing rebounds |
| Managed project co- | | Time: 15 minutes |
| Exp. Small Sided Game | Organization | Coaching Pts. |
| | Blank Out Finishing Game: Two goals with GK's set up about 40 yards apart. Team is divided in two equal sides. All goals are worth 1 point with exception of a one touch goal. Once the one touch goal is scored, that team "blanks out" all the points of the opponent. | Placement vs. power Quality preparation touch Finishing rebounds |
| www.ppmilip-graphica.com | | Time: 20 minutes |
| Game | Organization | Coaching Pts. |
| 6v6 Scrimmage | Play with Goalkeepers in a 45-60 yard long by 35-45 yard wide field. | • All of the above Time: 30 minutes |
| COOL DOWN | Activities to reduce heart rate, static stretch | ing & review session - Time 10 min. |

U10 Lesson Plan: Week 6- Day 1

Topic: Dribbling for Penetration

Objective: To improve player's confidence, their dribbling ability and the recognition of when to take opponents on

Technical Warm up **Organization** Coaching Pts. **Technical Box:** • Keep the ball close All players dribbling in a defined space. • Use all surfaces of the foot Players should use all surfaces of their feet. o Inside/outside Coach: Prompt players to work on change o Sole of direction, scissors, fake left/go right, step o Laces over and turn, pull back, half-turn, sole of • Keep your head up and use the foot rolls when he claps, "change", peripheral vision "turn", etc. • Change of direction and burst Version 2: Walk around and put pressure on of speed the players. • Be creative – try something new Version 3: Players will try to knock each other's soccer balls out of the grid while Time: 15 minutes maintaining possession of their own. **Small Sided Game Coaching Pts. Organization** • Keep the ball close to you under control **1v1 to End Lines:** • Execute a feint to unbalance In a grid 10x15 yards with end lines. Two the defender and dribble past players try to score by beating the them with a burst of speed defender and dribbling over 10 yard line • Use the outside of the foot or opposite to them. Players keep score. laces when dribbling for speed with furthest foot form Coach: Make groups of 4 or 5 players the defender per grid. Switch a few players between • Encourage players to be grids every 2-3 minutes. creative with the ball at their feet Time: 15 minutes **Exp. Small Sided Game** Organization Coaching Pts. • Work together to score 3v3 or 4v4 to End Zones: Verbal & visual Two teams play in a defined space with communication attacking team an end-zone • Use support players to make defended by the opponent. Teams score attacking decisions points when a player dribbles into the • Encourage players to be End-Zone. creative and take risks near Coach: Encourage players to recognize the end zone. opportunities to burst into space under control. Time: 20 minutes **Organization** Coaching Pts. Game Play with Goalkeepers in a 45-60 yard long • All of the above **6v6 Scrimmage** by 35-45 yard wide field. Time: 30 minutes Activities to reduce heart rate, static stretching & review session - Time 10 min. COOL DOWN

U10 Lesson Plan: Week 6- Day 2

Topic: Passing and Receiving

Objective: To improve the ability of the players to pass and receive balls played on the ground

| Technical Warm up | Organization | Coaching Pts. |
|-----------------------|---|--|
| | Paired Passing: Two players passing and moving a ball between them in a defined space. After the player passes the ball, he/she shall move into another receiving position. Players should position themselves in passing lanes to receive and return a pass. | Technique of passing locked ankle, toe up eyes on ball at instant of contact, follow through to partner strike ball solid through the middle, knees bent and balanced receiving first touch – directional Communication to ask for the ball Time: 10 minutes |
| Small Sided Game | Organization | Coaching Pts. |
| | 3v3 5 Goal Game: In a 20x50 yard grid, five 2 yard goals are spread out throughout the grid. The teams score by passing and receiving through any of the goals to a teammate. First team to get 10 points wins. Coach: First have the players receiving with inside of foot, outside, and weak foot. | Tech of passing and receiving Finding the open gate or goal Pace of the pass First Touch – Directional Clear Communication (demand the ball) Supporting Shape Time: 15 minutes |
| Exp. Small Sided Game | Organization | Coaching Pts. |
| Exp. Sman Sided dame | 4v4 with Bumpers: In a 20x30 yard grid, two teams of 4 players each will try to score. Standing on each sideline will be 2 bumper players with 2 touches each who can be used at any time by the attacking team. If a team gets scored upon, they become the bumper players and the outside team plays on the field. Keep score and make the game competitive. Coach: Stress correct technique, receiving sideways on, and facing where they wish to play. | Soft 1st touch receiving into space, away from pressure Proper weight, accuracy and timing of passes Possession vs. Penetration Proper angle and distance of support off the ball Communication between players Time: 25 minutes |
| Game | Organization | Coaching Pts. |
| 6v6 Scrimmage | Play with Goalkeepers in a 45-60 yard long by 35-45 yard wide field. | • All of the above Time: 30 minutes |
| COOL DOWN | Activities to reduce heart rate, static stretch | ing & review session - Time 10 min. |

U10 Lesson Plan: Week 7- Day 1

Topic: Heading

Objective: To teach players the technical points of heading a soccer ball

Technical Warm up Organization **Coaching Pts.** • Eye on the ball; read the flight **Heading Introduction:** Team is divided into two players with a of the ball • Contact the ball with the upper single ball. half of the forehead; NOT TOP >Step 1: Player heads ball to teammate OF HEAD from his/her own hands • Body mechanics, shape and >Step 2: Player serves ball to him/herself balance and heads ball to teammate Step 3: Players serve balls to each other for return head balls ➤ Step 4: In small groups, players try to keep ball up with head juggling Time: 15 minutes **Small Sided Game Organization** Coaching Pts. 2v2 Heading Challenge: • Read the flight of the ball In an 8x10 yard grid, two teams with two • Keep eye on the ball • Get in the line of flight of the players each will play to score goals with their heads. One team starts attacking by • Lock neck and keep upper body moving the ball from their end while serving (under handed serve) the soccer Thrust forward from waist ball and heading it to get close to the • Direct ball down and with force opponent's goal, and score from a header. If the soccer ball gets by or through the defenders, the attackers score a point. If the defenders catch the ball, they counter as quickly as they can. Goals from your own zone are worth 5 points and from inside the opponent's zone 1 point. Time: 15 minutes Coaching Pts. **Organization Exp. Small Sided Game** Head, Catch & Throw: Use arms for balance, Two equal teams play a modified hand protection and to create ball game in which a player with ball space serves to a teammate who heads it to Players should bend at the another or the same teammate who waist for maximum power served him/her the ball. Goals are • Communicate and demand scored with the head only. The player the ball serving the ball may only take three Area of contact (striking The defending team regains surface) possession if the ball hits the ground, they intercept it with a header, or it goes out of bounds. Time: 20 minutes Coaching Pts. Organization Game Play with Goalkeepers in a 45-60 yard long All of the above **6v6 Scrimmage** by 35-45 yard wide field. Time: 30 minutes COOL DOWN Activities to reduce heart rate, static stretching & review session - Time 10 min.

U10 Lesson Plan: Week 7- Day 2

Topic: Receiving Balls in the Air

Objective: To improve the technique of using different surfaces (feet, thighs and chest) to receive soccer balls played in the air

Technical Warm up Organization Coaching Pts. Each Player with a Ball: General: Each player dribbles a soccer ball. On > Get in line of the flight of the coach's command, the player picks up the ball ball and tosses it above his/her head and... > Come to meet the ball > controls with the laces ➤ Watch the ball > controls with inside and outside of the Make an early selection of the body surface to use > controls with sole of foot > Controlling surface goes out to > controls with the thigh, directional meet ball > controls with the chest, directional > Relax the controlling surface Throughout this exercise, all players shall be and withdraw just before constantly testing themselves and their impact quality of first touch. > 1st touch prepares for next Time: 15 minutes touch **Small Sided Game** Organization Laces: **1v1Receiving to End-Lines:** • Lift foot up to meet the ball Play 1v1 in a 10x15 yard grid. A player starts • As ball is about to make contact, by serving the soccer ball to his/her drop foot down and cushion ball opponent. The attacking player will make the on top of foot decision to control the ball with the chest, Thigh: thigh or foot and then proceed to try to score • lift thigh up to meet ball by dribbling the ball over the end-line. • drop leg down to cushion the ball Players take three turns and switch. • make sure you push ball slightly Coach: You can give different point value if in front of you a players scores by using their chest to receive the ball or their feet etc. • make sure players use middle of thigh to cushion balls Chest: Time: 15 minutes **Exp. Small Sided Game** • bend knees with feet staggered Organization and slightly arch back while **Bumper Game 4v4 to Goals:** using arms for balance Two teams of four in defined playing area 4 "bumpers" are support • cushion ball (collapse chest) as it with two goals. hits chest and guide it to feet players on both sidelines. Each "bumper" shall have 3-4 balls around them to toss or • do not push out chest to pop the bounce back into playing area to team that ball out too far in front of you passed them the ball. Goals scored on small goals on end lines. Time: 20 minutes Coaching Pts. Game **Organization** Play with Goalkeepers in a 45-60 yard long • All of the above 6v6 Scrimmage by 35-45 yard wide field. Time: 30 minutes Activities to reduce heart rate, static stretching & review session - Time 10 min. COOL DOWN

U10 Lesson Plan: Week 8- Day 1

Topic: Shooting

Objective: To improve the technique and confidence of shooting with the inside and instep of the foot

| Technical Warm up | Organization | Coaching Pts. |
|----------------------------|---|---|
| were appelle peoples a con | Numbered Shooting: Two goals with GK's set up about 40 yards apart. Each player with a number is dribbling in defined area between goals. When coach calls a number, that player dribbles out of area and shoots on the goal. Shots should be taken about 10-12 yards out. | Body position and balance Eye on the ball at moment of contact Strike ball with ankle locked and hard bone on top of foot Non-kicking foot directed at target Strike the center of the ball and follow through towards target landing on shooting foot Shooting technique of a moving ball |
| Small Sided Game | Organization | Time: 15 minutes Coaching Pts. |
| | 4 Corner Shooting (15 min): Two equal teams playing 2v2 with GK's. The remaining players start at corners behind their own goal. Coach begins the play from the sideline by serving a ball to player in any corner. Players try to score on their opponent's goal. Play continues until ball is out of bounds or a goal is scored. Players return to their corners. Keepers stay on. | Proper technique and body control Placement vs. power Quality preparation touch Proper selection of contact surface Timing and shape of attacking runs Creativity and deception Combination Play Time: 15 minutes |
| Exp. Small Sided Game | Organization | Coaching Pts. |
| | 3v3 (4v4) Plus Team on Deck (15 min): Two goals with GK's set up about 25-30 yards apart. Team is divided into 3 groups. Two teams compete to score a goal. The team that scores defends that goal. The team on deck comes onto the field to defend quickly while the scored on team quickly leaves the playing field. This game teaches teams to go to goal with pace and to take chances quickly. | Proper technique and body control Placement vs. power Quality preparation touch Proper selection of contact surface Timing and shape of attacking runs Creativity and deception |
| Game | Organization | Coaching Pts. |
| 6v6 Scrimmage | Play with Goalkeepers in a 45-60 yard long by 35-45 yard wide field. | • All of the above Time: 30 minutes |
| COOL DOWN | Activities to reduce heart rate, static stretching | ng & review session - Time 10 min. |

U10 Lesson Plan: Week 8- Day 2

Topic: Striking Volleys

Objective: To introduce player to technique of striking volleys

Technical Warm up **Organization** Coaching Pts. **Introduction to Striking Volleys:** • Keep eyes open and focused on Groups of two players with a ball the ball • Use arms for balance • Step 1: Players will self-serve the soccer Inside of the foot ball and strike the ball to his/her partner • Bring the knee up to the side and who will catch the soccer ball and repeat get the toe up, heel down and the action ankle locked • Step 2: One partner serves to the other. • The foot should make contact The serve is knee high and underhanded through the middle of the ball • Step 3: In 3's. One player moves and • The plant foot will help the volleys and the other two serve the ball. player aim for the target, keeping the head and shoulders straight. Switch players after a few services. Instep All technical exercises will: • Knee higher than the ball o Let ball bounce and volley • Lock ankle and point toe down o Not let the ball bounce and volley for instep (laces) volley Players will try to volley the ball with the Time: 15 minutes right and the left foot. **Small Sided Game Organization** Coaching Pts. • Do not let the ball strike you **1v1 Soccer Tennis:** • Strike the ball on the upper half of Play 1v1 in a 10x10 yard grid. A player starts the ball to drive it down: the off with a ball and serves it with a volley over middle of the ball to drive it level: a line or net in the middle of the area. The the lower half of the ball to drive it ball can bounce once but then must be returned. A point is won on a bad serve or • Lock ankle and turn toe up for when one team fails to return the ball. inside of the foot volley; players Coach: Play 5 minute games. should lock ankle and point toe Players can use inside or instep volleys. down for instep (laces) volley Time: 15 minutes **Exp. Small Sided Game Organization** Coaching Pts. • Use inside of the foot volley to 3v3/4v4 Headers and Volleys: Organize players into teams of $\overline{3}$ or 4 players. pass to a teammate Set up a 25 yard x 30 yard rectangular field • Use Instep volley for power to with goals centrally located at each end. The score and for a distance pass, team in possession passes the ball by volleying clearance away from goal or to his/her teammate and catching it. The only way to score is by volleying the ball to goal. cross to goal Players can only take a maximum of 3 steps with the ball; then they must pass the ball to a teammate. Goals can only be scored by one touch volley into the goal for 5 points or heading the soccer ball for 3 points. If the soccer ball bounces more than twice, Time: 20 minutes possession goes to the other team Organization Coaching Pts. Game Play with Goalkeepers in a 45-60 yard long All of the above **6v6 Scrimmage** by 35-45 yard wide field. Time: 30 minutes

Activities to reduce heart rate, static stretching & review session - Time 10 min.

COOL DOWN

U10 Lesson Plan: Week 9- Day 1

Topic: Small Group Defending

Objective: To teach the players the responsibilities of the pressuring defender as to when, where, and how to regain the ball for their team

| Technical Warm up | Organization | Coaching Pts. |
|-----------------------|---|--|
| | 1v1 Pressure - Warm-up: One group of players will serve to the other and defend the player with the ball applying the principles of 1v1 defend. First attacker will try to dribble across opposite end-line. (12 yards wide by 15 yards long) | 1st Pressing Defender should: "Approach fast, arrive slow", bend run, correct stance, try to win ball off first touch of opponent, delay progress of opponent by jockeying the player with ball, try to force them out of play Time: 15 minutes |
| Small Sided Game | Organization | Coaching Pts. |
| | 2v2 to Two Small Goals: In a 15x20 grid with small goals on each end line, play 2v2 matches. Rotate teams to different fields. You could play matches with off sides. | Speed and angle of approach Pressing defender forces head down of attacker Covering defender is positioned about 30 degrees behind pressure Patience; do not over commit Good communication to facilitate role switching while defending Time: 15 minutes |
| Exp. Small Sided Game | Organization | Coaching Pts. |
| | 3v3 to Two Small Goals: Two teams compete in 3v3 exercise in a defined space. Teams score by dribbling or passing through the small goals. | Immediate pressure from behind Patience; do not over commit Close down quickly and under control Block Tackle Poke Tackle Time: 20 minutes |
| Game | Organization | Coaching Pts. |
| | Play with Goalkeepers in a 45-60 yard long | All of the above |
| 6v6 Scrimmage | by 35-45 yard wide field. | Time: 30 minutes |
| COOL DOWN | Activities to reduce heart rate, static stretch | ing & review session - Time 10 min. |

U10 Lesson Plan: Week 9- Day 2

Topic: Individual Attack

Objective: To improve the player's decisions and ability to attack when his/her team is in possession of the soccer ball

| Technical Warm up | Organization | Coaching Pts. |
|--|---|--|
| The same of the sa | Free Dribble: All players dribbling in a defined space. Players should use all surfaces of their feet. Coach: Prompt players to work on change of direction, scissors, fake left/go right, step over and turn, pull back, half-turn, sole of the foot rolls when he claps, "change", "turn", etc | Keep the ball close Use all surfaces of the foot Inside/outside Sole Laces Keep your head up and use peripheral vision Change of direction and speed Time: 15 minutes |
| Small Sided Game | Organization | Coaching Pts. |
| | In a grid about 12x15 yards with four sets of cones creating 1 goal divided in three sections. Players compete in 1v1 duels in which they score on their opponent in the following manner: • Center of the goal = 5 points, dribbling only • Outer goals = 1 point, passing only. | Keep the ball close Keep your head up Execute a feint to unbalance the defender and dribble past him/her with a burst of speed Encourage players to be creative with the ball at their feet If you can't beat the defender, then decide if you can pass the soccer ball past him/her to goal Time: 15 minutes |
| Exp. Small Sided Game | Organization | Coaching Pts. |
| | 3v3 or 4v4 to 4 Goals: In a 30x35 yard grid, place a three yard goal with cones close to the corners of each end line. Players will score by dribbling or passing through any of the two goals they are attacking. Coach: help the players with attacking team shape (support, width and depth of the attack). | Use support players to make attacking decisions Demand the ball Encourage players to be creative and take risks near the end zone. Time: 20 minutes |
| Game | Organization Play with Goalkeepers in a 45-60 yard long | Coaching Pts. |
| 6v6 Scrimmage | by 35-45 yard wide field. | • All of the above Time: 30 minutes |

Activities to reduce heart rate, static stretching & review session - Time 10 min.

COOL DOWN

U10 Lesson Plan: Week 10- Day 1

Topic: Goalkeeping Handling and Distribution Objective: To improve the technical aspects of throwing the soccer ball

after the Goalkeeper has collected it

Technical Warm up

Organization Partner Catching for Distribution:

Two lines of players, each in between a cone goal facing each other in a 12x 15 yard grid (three players per line max).

GK1 starts with the soccer ball and bowls it to GK2, who scoops it from the ground and brings it up the body to secure the soccer ball. Immediately after the service, GK1 follows his/her service. GK2 repeats the process and bowl is to the next GK in line. After several rounds of bowling and

scooping the soccer ball, the GK's should:

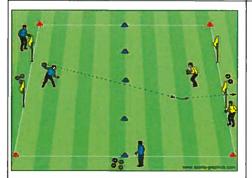
- Baseball throw Bag catch
- Roundhouse throw W catch

Coach: Players should attack the ball (GK should not wait for the soccer ball on the goal line). Serving players should put a bit of pressure to the catching GK when following their service.

Organization

Time: 15 minutes

Small Sided Game



GK Wars (Hands Only):

In an area 15x20 with an 8 yard goal at each end and half way line, GK will throw the ball at each other trying to score using any of the three services (Bowl, Baseball Roundhouse). GK can't throw the ball past the half way line. If a GK gets scored on, a new GK gets in the goal. No more than 3 GK's per side.

Time: 15 minutes

Exp. Small Sided Game



Organization Goalkeepers Hand Ball to End Zones:

Split the team or Goalkeepers into two teams and play handball. Each player can only take 3 steps max. Keepers must catch the ball inside the End Zone in the air or after one bounce to score. On the field, keepers can't allow the ball to bounce more than twice.

Time: 20 minutes

Coaching Pts.

Catching:

- Feet square to the body, shoulders square to the ball, knees bent, arms out to the side, elbow slightly bent, eyes on the
- Hands always lead, keep body moving forward
- Be set before the shooter plants his/her non-kicking foot
- W or Diamond Shape hands to catch high balls
- Hands together, fingers point towards the ground with pinkies together for low balls

Throws:

- **Bowl**: ball must be cupped, GK stepping forward with opposite foot from serving hand, low body posture, release the ball low
- Round House: ball cupped in hand straight back behind GK, bring hand with ball up over your head with elbow locked and shoulder going forward, then release the ball as hand comes up over the shoulder. Release early for a high service, or late for a low service
- Baseball: ball in palm of hand besides head and is thrown straight forward as GK steps into throw, let ball roll off fingertips, backspin will help settle ball auicker

Coaching Pts.

Game

6v6 Scrimmage

COOL DOWN

Organization

Play with Goalkeepers in a 45-60 yard long by 35-45 yard wide field.

• All of the above

Time: 30 minutes

Activities to reduce heart rate, static stretching & review session - Time 10 min.

U10 Lesson Plan: Week 10- Day 2

Topic: <u>Combination Play (Wall Passes and Take-overs)</u> Objective: To introduce players to combination play, improve their passing abilities and recognize the correct timing & opportunity to pass

Technical Warm up **Organization** Coaching Pts. General **Dutch Square:** Half the players create a square in a defined • Quality technique while passing and receiving space with a ball. Players without balls are • Be patient & let opportunities in the middle and check to receive a pass from outside players. Once they are inside, develop Encourage players have the ball and they look to finishing of combination opportunities connect a pass with another outside player. Positive environment > Review technique of passing & encourage creative and instinctive receiving play ➤ Introduce wall passing Communication ➤ Introduce take-overs Wall Pass Time: 15 minutes • 1st attacker dribbles at 1st **Small Sided Game** Organization defender • 2nd attacker is slightly ahead of 2v1 to Small Goals: defender in good supporting angle In a 15x 20 yard grid, two players are trying turned sideways on to score after they have combined and put the • 1st attacker reads defenders and ball through the small goals. The exercise supporting cues; decide to dribble starts with the defender passing the ball to or play a wall pass any of the attackers at the opposite end. If • Disguise, deception of pass and the ball goes out of bounds or the attackers score, re-start a new game and change the Accuracy and quality of pass defender. If the defender scores, he and his • Look for opportunities to create partner become the attackers. numbers up situations (2v1, 3v1 etc.) Time: 15 minutes Takeover **Exp. Small Sided Game Organization** • 2nd attacker runs directly at the 1st 3v3 or 4v4 to End Zones: attacker from the opposite Two teams play in a defined space with each direction team attacking an end-zone defended by the • 1st attacker protects the ball from the 1st defender by keeping body opponent. Teams score 5 points when a team penetrates the End Zone by performing a wall between ball and defender pass or take over. One point if just pass or • 1st attacker leaves the ball and 2nd dribble into the End-Zone attacker takes the ball using same Coach: Encourage players to recognize foot (right to right or left to left) opportunities to combine to penetrate. • Simple communication: "take" or "leave" Time: 20 minutes Game **Organization** Coaching Pts. Play with Goalkeepers in a 45-60 yard long All of the above **6v6 Scrimmage** by 35-45 yard wide field. Time: 30 minutes Activities to reduce heart rate, static stretching & review session - Time 10 min. COOL DOWN