

Spencer Soccer Club

Youth Development Program

Weekend Session Plan Guidance

Under 5

Focus: Dribbling, Plus 1 Skills Pyramid

Time: Each weekend session lasts for 60 minutes

Planning:

- 1) Print out and read through Weekend Session Plan
- 2) Become familiar with the Plus 1 Skills triangle
- 3) Arrive at the field 15 minutes prior to scheduled start time
- 4) Set up pug nets and cones to facilitate a smooth session plan

Each Session Plan consists of the following:

- 1) Guidance (the page you are reading)
- 2) Plus 1 Skills Pyramid Diagram
- 3) Warm-Up Activity*
- 4) Activity 1
- 5) Controlled Juggling
- 6) Activity 2
- 7) Small Sided Game

*Session Plan #1 includes (4) additional sheets



Session Structure:

Warm-Up Activity (12 Minutes): Incorporate skills from the Plus 1 Skills triangle into the Warm-Up Activity. Skills Pyramid skills should be introduced one by one and no more than (3) per session. Work in succession of the pyramid and introduce all skills by weekend session #5. Skills introduced in the previous session should be reviewed in every subsequent warm-up activity. Session Plan #1 includes (4) additional sheets that provide additional warm up activity guidance and how to perform the step over and drag back escape turns. All skills should not be introduced in week one. This guidance is included to assist coaches throughout all sessions.

Activity 1 (12 Minutes): Activity 1 is a fun activity for the children. Incorporate the activity as described. Find ways that change the activity slightly so that you are not repeating the “exact” drill over and over. Adding skill moves (pull back) when collecting the ball or seeing which group can complete the activity first are ways to make the activities more interesting as they get later into the allowed timeframe.

Snack/Water Break (4 Minutes)

Controlled Juggling (4 Minutes): **Incorporate into every practice.** A few minutes only, players drop the ball to their thigh and foot and try to kick or bounce the ball back to their own hands (repeat). Concentrate more on foot juggling.

Activity 2 (12 Minutes): Same guidance given for Activity 1 above

Small Sided game: There are no substitutions. All players should play for a few minutes (3 to 5) and all players should rest. Games should be played across the field with pug nets with a maximum of 4v4. Additional fields should be set up to accommodate players. Coaches should pair players of like abilities in game play (e.g. your top three vs. their top three, etc.). Coaches should be stationed on the field to introduce a new ball into play when a ball exits the field or enters a goal; this is accomplished by throwing it up in the air or rolling it to a player who is hasn't had many touches on the ball. There should be no restarts. Only use kickoffs after a break or at the start of the game.



PLUS | SKILLS CHALLENGE PYRAMID™

TIER A

1. Laces Dribble – With the toes pointing down towards the ground push the ball forward with the laces, knee bent over ball on contact. After each touch step through with the opposite foot.

2. Foundations – using the inside of both feet push the ball from one foot to the other. On the spot initially then moving forward and back when comfortable

3. Toe Taps Forward – Using the toe end of the sole, tap the top of the ball - alternating left and right feet. On the spot initially, with a slow rhythm and then hopping. Once competent in a stationary position, move forwards.

4. Toe Taps Backward – Using the toe end of the sole, tap the top of the ball - alternating left and right feet. On the spot initially, with a slow rhythm and then hopping. Once competent in a stationary position, move backwards.



TIER B

5. Step-On Turn – Dribble forward, place the sole of one foot on the ball to stop momentum, step beyond the ball with both feet leaving the ball, turn to face the ball and dribble back. Repeat several times using both feet.

6. Drag Back Turn – Dribble forward, stop forward momentum of the ball by reaching forward with one foot and placing the sole of the foot on top of the ball, drag (roll) the ball back down the side of the body away from the defender and accelerate into a dribble.

7. Back Heel – Dribble forward, step beyond the ball, make contact with the heel of one foot sending the ball backwards, turn and accelerate into a dribble.

TIER C

8. Inside Cut – Dribble forward, stop forward momentum of the ball by reaching forward with inside of one foot and 'cutting' the ball back down the inside of the body (away from the defender) in one movement and accelerate into a dribble.

9. Ball Rolls – Using the inside, outside and sole of one foot, roll the ball side to side, backwards and forwards and keeping contact with the ball at all times. Both feet.

TIER D

10. Outside Cut – Dribble forward, stop forward momentum of the ball by reaching forward

LEARN MORE:

To learn how Skill of the Week™ and Skills Challenge Pyramid™ can be incorporated into a comprehensive approach to Player and Coach Development, please contact David Newbery, dave@soccerplus.org, tel: 860-501-1165.

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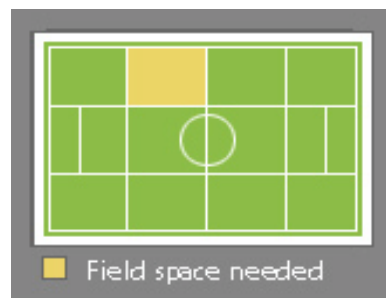
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Materials Needed



Area 30 x 30 yds

- Cones
- Ball per player

Traffic Lights (Dribbling Warm Up)

Description:

Use the theme of the popular movie 'CARS'. Every player has a soccer ball. When the coach calls "Green light" the players must dribble their ball around the area. On the call of "Red light" the player must stop and place their foot on the ball. Other commands of "Mater" (tow truck) for dribbling slowly, and "Lightning McQueen" - dribble as fast as you can, "Car Wash" - ball rolls forward & back (both feet), "Wipers" - foundations back and forth, "Sheriff" - the coach gives a 'ticket' (5 toe taps) to runaway cars, and 'Rev the Engines' - foot on top of the ball and vibrate faster and faster and make revving noise.

Coaching Points

- Keep ball close and under control
- Keep head up
- Keep the ball moving

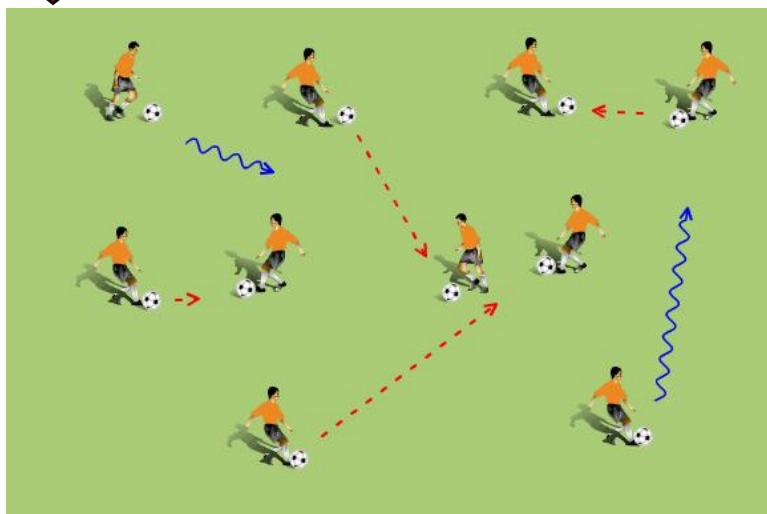
Progressions:

This is a really good activity to coach and improve technique - dribbling, turning and ball mastery. Each time you play Traffic Lights add a different movement, turn and mastery skill. For example:

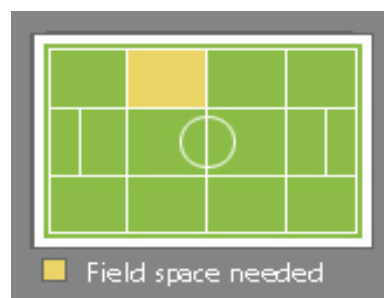
Movement sequence: 1) **Dribble with laces** - slow down and puch the ball lightly with the laces (left, right and both) 2) **Boxes** – push the ball from side-to-side, right to the left foot and back again, 3) **Toe taps** – hopping from one foot to the other touching the top of the ball with the opposite foot each time. Ball stays - does not move. 4) **Sole drag back** – hopping between feet, move backwards dragging the ball back alternating between the sole of the shoes, 5) **Sole push** – push the ball forward with the sole of the shoes. 6) **Laterals** – move to the left by dragging the right foot over the top of the ball (rolling the foot over the top of the ball). Move right with the left foot.

Turns: It is anticipated players at the end of this stage of development will be able to perform the following turns 1) **Inside of the foot**, 2) **Outside of the foot**, 3) **Drag back**, 4) **Step over**, and 5) **Back heel**. Add others!

Also if you have a number of coaches or parents you could add toll bridges. Have coaches and parents stand with their legs apart. Every time a player sees an open toll bridge they must play the ball through the legs and collect it from the other side.



Materials Needed



Area 20 x 20 yds

- Ball per player
- Cones

Soccer Marbles (Dribbling & Attacking)

Description:

Each player has a ball. They must dribble around and shoot against another players ball. If they hit a ball they score a point. Play 5 x 1 minute rounds. Add a money ball. Have the coach or coaches join in. If the players can hit the coach's ball they score 3 points.

Coaching Points

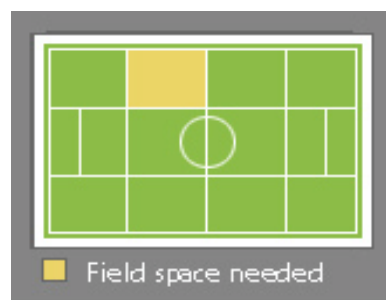
- Keep head up
- Lock ankle
- Strike ball with laces
- Be positive and take shots

Progressions:

To progress this game players lose a point every time their ball is hit. This places focus on players keeping tight control of their ball.



Materials Needed



Open area

- One ball per player

Controlled Juggling (Relaxation)

Description:

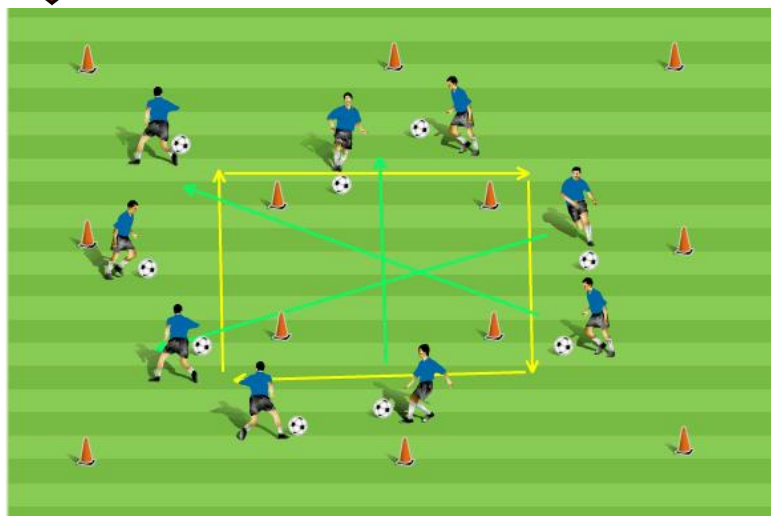
Players start with the soccer ball in their hands. They drop the ball on their thigh (juggle it once), and catch it. As they get better at it, they can try juggling the ball from one thigh to the other thigh and then catch it.

Coaching Points

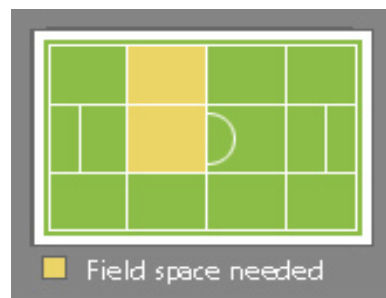
- Fun
- Thigh, foot - eye coordination
- Soft touches
- Preparation Touches

Progressions:

The coach can suggest any combination that is reasonable for this age group. This is used to help develop your players confidence on the ball and develop their foot/thigh - eye coordination.



Materials Needed



Area: 30 x 30

- Ball per player
- Cones
- Speed rings
- Training arches

Two Squares (Dribbling, warm-up)

Description:

Inside the area set up a 10*10 yard square in the center (No-man land). Players are dribbling around the square in either direction – avoiding entry to the center square. When the coach blows the whistle, the players dribble the ball across the no-man land. Teach turns and on the command of 'turn' the players change direction.

Coaching Points

- Dribble with the laces
- Head up to avoid collision
- Turn and accelerate into space

Progressions:

1) Add conditions such as dribbling with one foot or the other, drag ball across, cross backwards, toe taps etc. 2) Place training arches (or cone gates) in the no-man land and players must dribble through arch as they cross. 3) Add cones as obstacles to avoid – place spare balls on the cones. 4) Place speed rings or hula hoops in the center – when coach shouts ring, players dribble ball to stand in a ring. 5) Call out a number – players have to get into groups of that number in the hoop



Match 3 v 3 (Game)

Description:

A small sided game 3v3 is a good way to finish a practice session. Use the opportunity to emphasize the theme of the session - award points for a particular move in addition to scoring a goal. Let the players play with little or no coaching - 15-20 minutes at the end of the session.

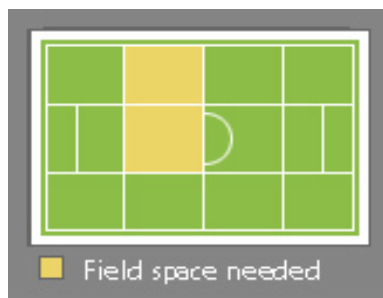
Coaching Points

- Little or no coaching
- Encourage players to try skills practiced during the session

Progressions:

The final activity of most practice sessions should focus on the theme of the session. Conditions can be added by the coach to emphasize the theme. For example, the coach can award a point (goal) if a player performs a turn learned during the session. Other conditions/progressions include: 1 or 2 touches, 1 touch finish, All players must touch the ball before scoring, Add a plus player (an extra player for the team in possession of the ball), 3 goals - one scored with the right foot, one with the left foot and one with the head (or any surface).

Materials Needed



Area 30 x 15 yds

- Balls
- Cones
- Training Vests
- Small Goals