

# Spencer Soccer Club

## Youth Development Program

### Weekday Session Plan Guidance

#### **Under 6**

**Focus:** Dribbling, Plus 1 Skills Pyramid

**Time:** Each weekday session lasts for 30 minutes

**Planning:**

- 1) Print out and read through Weekday 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 or Plus 2 Skills Pyramid Diagram
- 3) Warm-Up Activity\*
- 4) Controlled Juggling
- 5) Activity 1
- 6) Small Sided Game (if time permits)

\*Session Plan #1 includes (4) additional sheets



**Session Structure:**

**Warm-Up Activity (10 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 weekday 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. Plus 2 Pyramid skills are not introduced until week 8 and only pertain to the longer 10 week spring session.

**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 1 (10 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.

**Weekday Sessions are not designed to end with a small sided game, if time permits conduct a small sided game with pug nets amongst your own team or group with another team as desired.**

**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](mailto:dave@soccerplus.org), tel: 860-501-1165.

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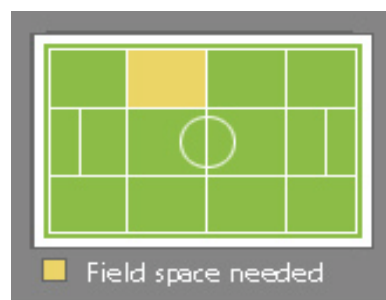
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**Materials Needed**

Area 20 x 20 yds

- Ball per player
- Cones

**Soccer Safari** (Dribbling)**Description:**

Players have a ball each and must react to the coach's command. Zebra - dribble, Lion - stop & stand still, Elephant - go slow, Cheetah - dribble at speed, Kangaroo - toe taps, Snake - slither with inside of feet, Crab - use outside of feet.

**Coaching Points**

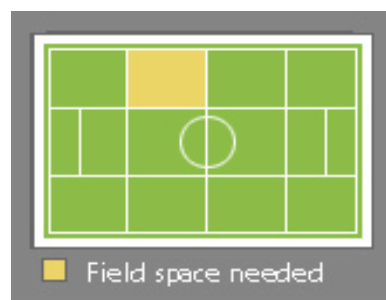
- Keep ball close and under control
- Keep head up
- Keep ball moving

**Progressions:**

This is an excellent game that acts as the perfect warm up exercise. It is a variation of traffic lights. Players have been taken on a safari and when the coach calls out the animal type the players must follow the command.



## 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

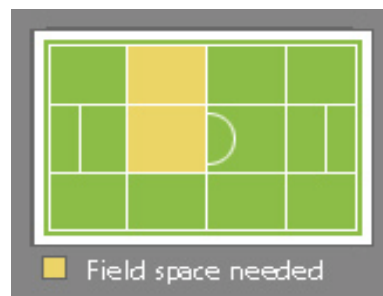
- Fun
- Thigh, foot - eye coordination
- Soft touches
- Preparation Touches

### 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



10 x 15 playing field

- Cones
- Large supply of balls
- Pinnies

## Sharks and Minnows (Dribbling)

### Description:

All players (minnows) line up side-by-side outside one end of the grid. Each player has a soccer ball at his/her feet. The Coach (shark) takes a position inside the grid, without a soccer ball, facing the players. Coach then controls the game.

### Coaching Points

- Fun
- Following directions
- Changing speed and direction while dribbling
- Simple decision making
- Defending
- Tackling
- Speed dribbling or running with the ball

### Progressions:

When the Coach says, "Swim across to the other side, my little minnows!", all of the minnows (players) attempt to dribble their soccer balls to the opposite side of the grid without getting their ball kicked out of the ocean by the shark (coach). If they all make it, they will be able to swim across again and again. If the shark kicks their ball out of the ocean, the minnow turns into a shark and joins the other shark. Once a few minnows become sharks, the coach can step out and facilitate the activity. The last minnow to lose their ball will start the next game as the shark.



## 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.

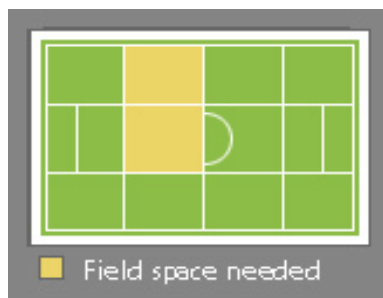
### Coaching Points

- 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