

Spencer Soccer Club

Youth Development Program

Weekday Session Plan Guidance

Under 7

Focus: Dribbling Mastery, Intro to Defending, Attacking, Passing, & Shooting, Plus 1 & 2 Skills Pyramids

Time: Each weekday session lasts for 60 minutes

Planning:

- 1) Print out and read through Weekday Session Plan
- 2) Become familiar with the Plus 1 Skills and Plus 2 triangles
- 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) Specific Skill
- 5) Activity 1
- 6) Controlled Juggling
- 7) Activity 2
- 8) Activity 3
- 9) Small Sided Game (if time permits)

*Warm Up Activity consists of Individual Ball Warm Up 1 and Individual Ball Warm Up 2 (to be used as guidance for coaches)

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 Plus 1 Skills by session #5. Introduce Plus 2 skills after session #5. Skills introduced in the previous session should be reviewed in every subsequent warm-up activity.

Each week a specific skill is introduced and should be concentrated on by the coaches. The specific skill is the page immediately following Individual Ball Warm-up 2. Specific skills relating to dribbling, Sessions 2, 3, 4, 5, 8, 9 & 10, should be demonstrated and included in your Warm-Up Activity. Warm-up activities should be cut-down to account for time needed to coach non-dribbling specific skills in Sessions 1, 6 & 7.

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.

Note: Session #1 focuses on Goal Keepers; the first two activities have been replaced with specific skills to allow coaches to have the time necessary to introduce goal keeping to players.

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 as stated above in Activity 1

Activity 3 (12 Minutes): Same guidance as stated above in Activity 1

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





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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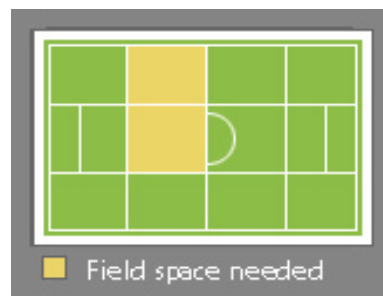
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Materials Needed



Area 20 x 20 yds

- Ball per player
- Cones

Individual Ball Warm Up 1 (Dribbling)

Description:

Players have a ball each. Set the players tasks - don't let the ball stop moving! Don't let the ball go outside the area. Progress to having the players react to the coach's commands. Toe taps, boxes, stop and go, change balls, etc.

Coaching Points

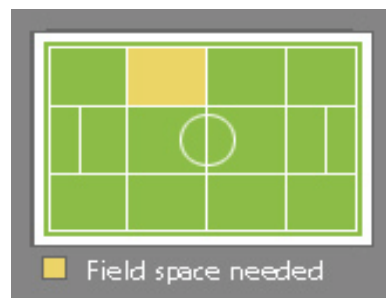
- Keep the ball moving at all times
- Soft touches and keep head up
- Move into the open space

Progressions:

Each time you play add a different movement, turn and mastery skill. For example: Movement sequence: 1) **Dribble with laces** - slow down and push 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**, 5) **Back heel**. Add others! This is also an excellent opportunity to bring in fundamental movements such as running, skipping, galloping, balancing, dodging etc. As this is your warm up ensure you inject the enthusiasm and excitement with the players.



Materials Needed



Area 20 x 20 yds

- Ball per player
- Cones

Individual Ball Warm Up 2 (Dribbling)

Description:

Each player has a ball and dribbles around the inside of the square. The coach challenges the players to complete a variety of tasks within 30 seconds. For example 1) Travel to all 4 sides of the box in any order, 2) How many touches on the ball can you get with your right foot or left foot?, 3) How many people can you tag?, 4) How many soccer balls dribbled by other players can you tag?

Coaching Points

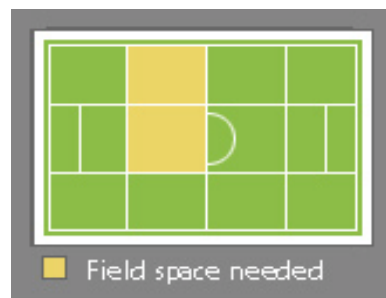
- Keep the ball moving at all times
- Keep your head up
- Move into the open space

Progressions:

As this is the warm up the coach must inject enthusiasm and energy into the players at this stage of the practice. Coaches can be creative with these small 30 second games. Introduce skills from the appropriate Skills Challenge Pyramid



Materials Needed



Area 20 x 20 yds

- Ball per player
- Cones

Individual Receiving (Receiving)

Description:

Players have a ball each and dribble around the area. The players must react to the coach's command. When the coach calls "FOOT" - players throw ball into the air to receive with their laces, "THIGH" - players receive with the thigh, "CHEST" receive with the chest, "HEAD" cushion header into players path.

Coaching Points

- Keep eyes on the ball
- Present surface to the ball

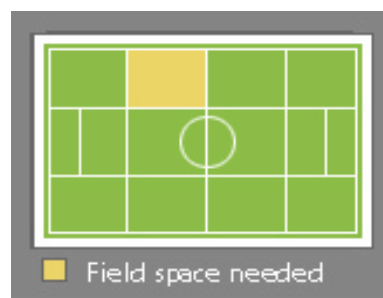
- Cushion ball

Progressions:

The coach can be creative with the commands.



Materials Needed



Area 20 x 20 yds

- Ball per player
- Cones
- Training Vests

Soccer Monster Trucks (Dribbling & Attacking)

Description:

Each player has a ball. Place three players in training vests who are 'Monster Trucks'. The Monster trucks must try and crush the little 'Sport Cars' who are dribbling around trying to stay away from the trucks. The Monster Trucks have to strike their ball against the legs of the sports cars. They must sit on the ball and wait for a 'high-five' from the coach.

Coaching Points

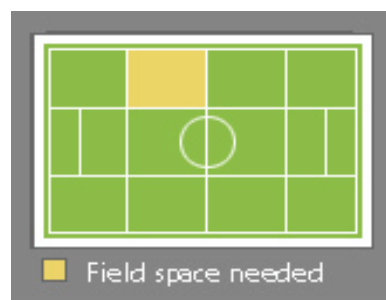
- Keep head up
- Keep ball moving
- Lock ankle and strike ball with laces

Progressions:

Have the players save each other by giving out the 'high-five' to save injured sports car.



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

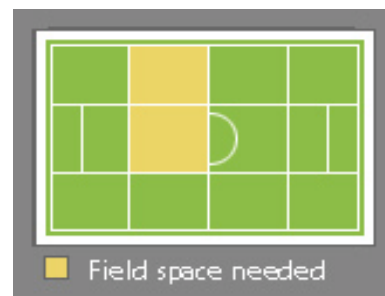
- Fun
- Thigh, foot - eye coordination
- Soft touches
- Preparation Touches

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 40x30

- Ball per player
- Cones
- Training Vests

Cat & Mouse (Dribbling, turns & running with ball)

Description:

Players chase one and other whilst keeping control of the ball.

Coaching Points

- Quick first movement – low center of gravity
- Get ball out of feet to allow for high speed
- Dribble with laces

Progressions:

Instructions

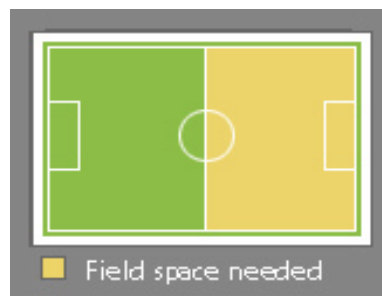
In pairs, one player is a cat and one a mouse. In channels 5 yards apart from each pair, the cat and the mouse stand next to a cone that is 5 yards apart. When the coach shouts go, the mouse must dribble the ball – 15-20 yards to the safety of the end line and the cat chases the mouse to attempt to catch the tail (vest in back of shorts).

Story: “Cats love to chase mice – but the mouse has a head start with a piece of cheese – can the mouse make the mouse hole before being caught?”

Vary the starting positions and change over the roles every 2-3 goes: 1) Mouse with a ball and cat without, 2) Both have balls 3) both face each other (Mouse has to turn) 4) ball played between feet 5) Toe taps on top of ball 6) Mouse is seated on the ball 7) both with nose on the ball 8) ask the players to come up with starting positions.



Materials Needed



Playing Area

- Cones
- Balls
- Players

1 v 1 v 1 Game (Dribbling)

Description:

Coach places 3 cones approximately 15-18 yards apart in the shape of a triangle. Split players into groups of 3. Place 2 groups of three players at each coned area. One group of 3 plays 1 vs 1 vs 1 while the other group of 3 rests.

Coaching Points

- Attacker needs to keep head up and find open cone (not as well defended)
- Attacker must control dribble to get away from defenders
- Attackers should use fakes, change of speed and change of direction.

Progressions:

Each player plays as an individual and there are no out of bounds (Designate a reasonable playing area). The object of the game: Player in possession of the ball tries to score points by hitting a cone with the ball. The 2 players without the ball attempt to stop the attacker from scoring and try to gain possession of the ball to score themselves.

Each player plays for "ME". The player in possession of the ball is always dribbling against 2 defenders. After a defender has gained possession of the ball, he/she becomes the attacker and attempts to score against the 2 defenders. After an attacker loses possession of the ball, he/she becomes a defender and attempts to win the ball back and score.

After scoring a goal, players must dribble at least 5 yards away from the cone before scoring at the same cone again.

Point System:

Play is continuous until a player scores 2 goals.

First player to score 2 goals is the champ.

Once a player scores 2 goals, that group of three players rests and the three players that were resting come on the field and play 1 vs 1 vs 1.

Optional Fun:

Play a tournament where the winner from each group of 3 competes in a team championship for the practice. Have the other team members watch and cheer.



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.

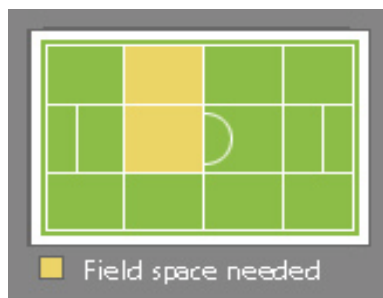
Coaching Points

- 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