



>>> CONNECTION BEFORE CONTENT <<<

101 30m x 25m

1 Ball per Player

WIDE CHANNEI

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20 cones



10 1/2 number of players

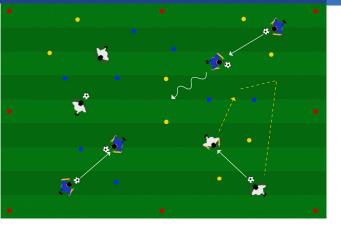
CORE SKILL - STRIKING THE BALL

ASPECT - TO CREATE GOALS FROM WIDE AREAS

PURPOSE: PLAYERS 'DOING' ON ARRIVAL

5-10 min

ARRIVAL ACTIVITY - PASSING GATES



SET-UP

- Within the 30m x 25m field, set up a series of gates using the cones of the same colour for each gate.
- Split players into pairs, one ball each pair.

EXERCISE ::

- The aim is to develop players' passing ability.
- Have players stand between a gate and complete 10 passes on each foot.
- After 20 seconds stop them and see who wins.
- Challenge players to beat their first-round score

COACHING POINTS

- Inside of the foot strike, locked ankle, standing foot facing forward.
- Firm & accurate pass.

WIDE CHANNEL

Scan & have head up to see field and gates.

CAN YOU C.H.A.N.G.E I.T ?

- Alternate feet (pass with right, then pass with left).
- Players must now move around as a pair, earning 1 point for each gate they pass hetween
- Cannot go through the gate of the same colour consecutively.
- Add defenders for a challenge!

WHOLE - MATCH - WIDE ZONES

PURPOSE: CHALLENGE GAME SENSE





- 30m x 25m area.
- Goals on each end.
- Mark out two wide channels (5m in width.
- Split players into two even teams, including goalkeepers.
- Place a wide player (neutral) in each of the wide zones.

EXERCISE :

- Both teams attempt to score goals and win the game.
- Wide players are neutral and play on the team in possession. They are not allowed to leave their zone.
- 3. Wide players are only allowed 3 touches maximum.
- Players in the middle cannot enter the wide zones.
- Every 4 minutes, rotate the wide players.

COACHING POINTS

- How can you support individual players without stopping the game?
- Challenge players to play forward passes
- Encourage passes to the wide players

PURPOSE: DEVELOP CORE SKILL





SET-UP

- Set up a 20m x 20m area, marking out 4 grids within.
- Evenly spread players around the outside of the area.
- Place two players in the middle who will be the defenders.

EXERCISE :

- 1. The aim is to develop players' ability to strike the ball (pass), maintain possession, and/or play penetrating passes
- The players on the outside attempt to make as many successful passes in a row as possible, keeping the ball away from the two defenders in the middle (Piggy in the
- 3. The two defenders in the middle attempt to win the ball (tackle/intercept).
- Play 60 second rounds, rotating the defenders in the middle each time.
- Point system:

1 successful pass by attackers = 1 point

A successful pass into a grid without defenders = 2 points

A successful pass in between the defenders = 3 points

Defender's tackle/intercept the ball = 2 points

COACHING POINTS

- Scan to see the space & defenders and communicate to teammates.
- Firm & accurate passing locked ankle, inside of foot pass, still head / body, follow through after pass.
- Move first touch in the direction of next action and into space away from defenders.
- Encourage players to pass the ball quickly beyond or between (killer pass) defenders.

CAN YOU C.H.A.N.G.E I.T ?

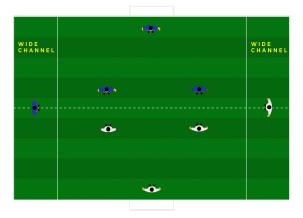
- Add more/less defenders.
- Attackers (outside players) can only take 2 touches max.
- Make the area bigger/smaller.

WHOLE - MATCH - WIDE ZONES

PURPOSE: PLAY & ENJOY!



D 20-25 min



SET-UP

Same set up as previous wide zone match

- Split players into two even teams include goalkeepers.
- Place one wide player (neutral) in each of the wide zones.

EXERCISE ::

- Both teams attempt to score goals and win the game.
- Wide players are neutral and play on the team in possession. They are only allowed 3 touches maximum.
- 3. Players in the middle cannot enter the wide zones.
- Every 4 minutes, rotate the wide players.
- Condition A goal scored directly after passing to a wide player is worth 2 points.
- Play a normal match for the last 10 minutes.

COACH OBSERVATION

Are players trying to:

- Play penetrating / killer passes to wide players?
- Moving off the ball to receive penetrating / killer passes?

COACHING REFLECTION

- How did your set up influence the session delivery?
- Which activities worked well?
- Which activities did the players enjoy?
- Which activities did you enjoy?
- Are the players physically active enough?

WRAP UP!

At the end of the session ask the players what they have enjoyed and learnt from the session.

HI FIVES!

- What they enjoyed the most?
- What they learnt from the session?
- Tell the team and individuals what they did well