



Improve the techniques of dribbling PLAYER ACTIONS

Dribble forward

Take initiative, be pro-active Attacking

DURATION 60 minutes

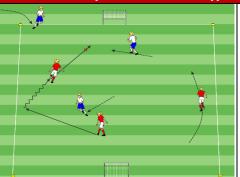
6U 4v4

AGE GROUP

MOMENT PLAY PHASE (intentional Free Play): Up to 3v3 Games

KEY QUALITIES

Play multiple 2-3 minute games



Objective: to pass or dribble past an opponent then score goals

Organization: On your (20Wx30L) game field, set up two 15Wx20L fields with a small goal at each end. When practice is scheduled to start & as soon as 2 players arrive, start playing a game. The game will start as 1v1. As players arrive, the game becomes 2v1 then 2v2 up to 3v3. Once one field is at 3v3, start a second game on the field next to it.

Key Words: move the ball around the opponents, dribble, take a chance

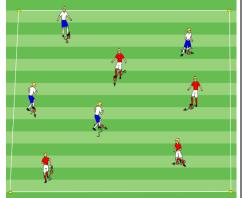
Guided Questions: How do you engage all the players? When should the players be encouraged to

Answers: Rotate who starts with the ball after goals or restarts. Allow players to find their own shooting range. Encourage players to shoot from further away if they have already scored a goal.

PRACTICE (Activity 1): 6 Surfaces Dribbling

8 Minutes-8 intervals-40 sec. play-20 sec. rest

Objective: to dribble and change directions with different surfaces of the feet



Organization: In a 15Wx20L grid & all players with a soccer ball. Have the players try to use the different surfaces of the foot in a pattern: outside right (pinky toe), inside right (big toe), outside left, inside left, 2 touches with the right foot laces & 2 touches with the left foot laces; repeat the pattern. Start with 1 surface, then add another surface. Once you have introduced all surfaces, try to put them all together. **Rules:** Play starts on coach's command. Players must stay within the field of play.

Key Words: Keep the ball rolling, which surface of the foot is next?

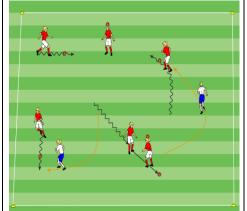
Guided Questions: What if the players cannot remember the pattern or the surfaces? How do you use the inside or outside of the foot?

Answers: Ask the players to say the surface they are going to use before the touch the ball with that surface. With the ball in front of the player, ask them to try to hit the side of the ball with their pinky toe for the outside or their big toe for the inside.

PRACTICE (Activity 2): Freeze Tag

8 Minutes-6 intervals-1 min. play-30 sec. rest

Objective: to dribble your ball & change direction to find a target



Organization: In a 15Wx20L grid, the coach with select 2 Freeze Monsters who do not need a soccer ball. The rest of the players will dribble their ball around the grid. The Freeze Monsters will try to tag the dribblers with their hand. Once tagged, the dribbler is frozen and must stand still with their ball over their head. To get unfrozen, a teammate can pass their ball to hit their shin or pass through their legs. Rules: Play begins when coach says, "beware of the Freeze Monsters". Dribblers must stay within the grid. If their soccer ball leaves grid, have the player bring it back as fast as they can.

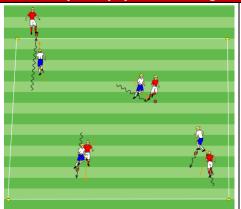
Key Words: Turn the ball, stop the ball, kick your ball through the open legs

Guided Questions: Were the players engaged the entire game? If forward dribbling is dangerous, where can you go instead?

Answers: If the players are getting board, play shorter intervals & rotate the roles of the freeze monster. Sometimes, use the bottom of your foot to turn and go back where you came from if it is

PRACTICE (Activity 3): 1v1 Dribbling Challenge

7 Minutes-7 intervals-30 sec. play-30 sec. rest



Objective: to dribble your ball past an opponent and stop it on the line

Organization: In a 15Wx20L grid, each player gets a partner and 1 soccer ball to share. Play a 1v1 game. 1 player attacks an end line and their partner/opponent attacks the opposite end line. All pairs play at the same time. **Rules:** play begins as soon as the player with the ball puts their first touch on the ball. After a goal is scored, the player who didn't score starts with the ball. The game is continuous for 30 seconds. Players must stay within the grid.

Key Words: Dribble forward to go by your opponent. Move the ball side to side to get around them.

Guided Questions: Do the players understand how to score? Where should you go if you see space behind your Opponent?

Answers: After a guick explanation (20-30 sec. max.) have to players demonstrate the activity. Use your laces to push the ball into the space and run onto it (remember to make softer touches as you get closer to the end line?

24 Minutes-2 intervals-10 min. play-2 min. rest

OBJECTIVE: to pass or dribble past an opponent then score goals24 Minutes-2 intervals-10 min. play-20 min. rest

ORGANIZATION: In a 20Wx30L field and a small goal on each end line, play a 3v3 game or 4v4 (game should not exceed 4v4). Play for 24 minutes - 2 intervals of 10 minutes with a 4 minute rest between intervals. Local rules apply. If the ball leaves the field, the coach should roll another ball onto the field and play continues. No goal keepers allowed.

KEY WORDS: turn, get the ball, score goals

GUIDED QUESTIONS: Who should determine whether to dribble pass or shoot? What are successful practice indicators?

ANSWERS: The players must be allowed to make their own decisions. Coaches can provide guided assistance only as needed. Players are engaged, enjoy practice and positive reinforcement was provided.

	Five Elements of a Training Activity
1.	Organized: Is the activity organized in the right way?
2.	Game-like: Is the activity game-like?
3.	Repetition: Is there repetition, when looking at the overall goal of the training session?
4.	Challenging: Are the players being challenged? (Is the right balance between being successful and unsuccessful?)
5.	Coaching: Is there coaching based on the age and level of the players?
	Training Session Self-Reflection Questions
1.	How did you do in achieving the goal of the training session?
2.	What did you do well?
3.	What could you do better?
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