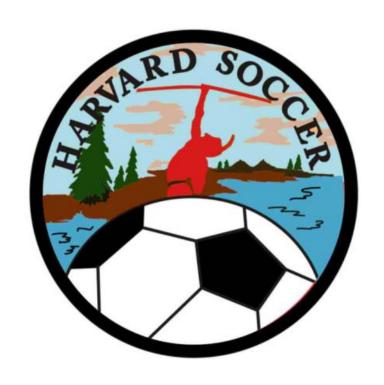
## Harvard Soccer Club



Fall 2012

**U12 Coaching Curriculum** 

#### 1. Introduction

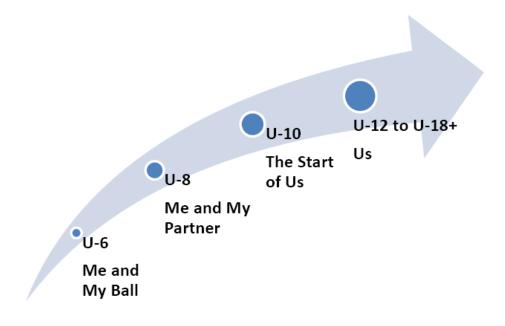
Welcome to the Harvard Soccer Club Player Development Curriculum for the U12 age group. The purpose of this document is to provide a teaching plan for our town U12 soccer players. This curriculum is modeled after the US Youth Soccer Player Development Model and the US Soccer Federation Best Practices for Coaching Soccer in the United States. Practice plans are provided by Massachusetts Youth Soccer and Challenger Sports.

In addition to providing a complete season practice plan, the curriculum introduces a skills assessment component. The assessment and measuring program is modeled after the nationally recognized iSoccer program.

#### 2. U12 - For the Love of the Game

The U12 age group is a transitional time. The objective for this age group is to learn all of the fundamental soccer skills and build overall sports skills. Many players at this age are deciding if they want to commit deeply to soccer, stay in the game with a part-time commitment or drop the sport altogether. The effect of the role model is very important at this stage of development. This is a time of transition from self-centered to self-critical. The golden age of learning begins with the U10s and continuing with the U12s is the most important age for skill development. It is very important to establish discipline from the beginning of your sessions.

The coaching focus should be teaching the principles of attack and defense, and providing opportunities for players to experience a variety of positions. Emphasis should be placed on the principles of play and the roles of players when attacking and defending.



When attacking, all players are involved but with an awareness of cover/support by the goalkeeper and at least one covering field player. Develop an understanding of the roles that players have in supporting the attack; i.e.: the player with the ball (1st attacker), players providing immediate support (2nd attacker(s)) of the ball and other players (3rd attacker(s)) who create length (depth) and unbalance (width) the defense. All this needs to be shown in an environment with greater numbers of teammates and opponents on a larger playing field.

When defending, all players participate, even the players furthest up the field, getting goal-side of the opposing players. Continue to develop and show the principles of defending so that all players gain an understanding of defensive roles. Demonstrate the roles of players that delay (put pressure on the ball – ( $1_{st}$  defender), the players that provide support (cover –  $2_{nd}$  defender(s)) and the players that provide balance (depth –  $3_{rd}$  defender(s)).

### Components of the Game for the U10 Age Group

#### **Fitness**

Fitness work continues to be done with the ball. Also focus on agility at speed (sharp turns), acceleration, deceleration, reaction speed, range of motion exercises, proper warm-up and cool-down (include static stretching in the cool-down) are highly recommended now.

#### **Technique**

Moving throw-in, master the qualities of a bouncing spinning ball. Experiment with the qualities of a flighted ball, feints\*\* with the ball, receiving bouncing and air balls with the thigh and chest, first touch receiving, heading to score goals and for clearances while standing or jumping, outside of foot passing, receiving with either foot, short passing with both feet, bending shots, crossing to near post space and penalty spot space and heel and flick passing. Introduce half volley and volley shooting, chipping to pass and slide tackle. For goalkeepers: W grip, footwork, underarm bowling, side-arm throwing to targets, taking own goal kicks, side-winder kick, low and forward diving and angle and near post play. Introduce deflecting and boxing.

\*\*\*A feint (body swerve) is done only with the body, no contact with the ball until the player in possession finally plays the ball. A feint could be done with almost any part of the body.

#### **Psychology**

Keep it fun and enjoyable to foster a desire to play, self-motivation. Focus on teamwork, confidence, desire, mental skills, handling distress, how to learn from each match, fair play, emotional management (discipline).

#### **Tactics**

2v1 defending, 2v2 attacking and defending, roles of 2nd attacker and defender, man-to-man defense, combination passing, playing on and around the ball as a group with purpose, verbal and visual communication for all positions, halftime analysis, general work on all restarts, wall pass at a variety of angles, passing combinations on the move and rotation of all players through the team – everyone plays in each position. Reinforce the principles of defense. For goalkeepers: positional play, basic angle play (ebb and flow) – into and down the line of the flight of the ball, commanding the goalmouth for the goalkeeper and positioning during a penalty kick and communication.

## 3. U7/U8 Training Session

A typical training session should match the following plan.

- Should not exceed one hour and 30 mins
- Warm-up, small group activities, range of motion stretching (15mins)
- Introduce large group/team activities (six to eight players).
- Continue with directional games. Play to targets and/or zones. (30 minutes)
- Conclude with Small-Sided Games, 8v8 with goalkeepers. (35 minutes)
- Finish with cool down activities including static stretching (10 mins)

#### 3.1. General Description of What Should be happening during Practice

Each practice should address individual ball skill as well as individual and small group decisions, in the attack and when defending. As they mature and are capable of keeping track of more things that are occurring on the field, we can increase the number of players that compete against each other.

The most dramatic change from the U-10 age group is the players increased ability to stay focused and to begin taking responsibility for their decisions on the field. At the same time, this is still an eleven- or twelve- year old. While his or her concentration is better than a ten-year-old, it is still in no way that of an adult. Make sure that the game problems that are created for him or her to solve are still relatively simple (up to 6 v 6 or 7 v 7). Continue to encourage risk taking and experimenting with the ball, but begin to get them thinking about themes such as working together with his or her teammates to solve problems, as well as getting him or her used to keeping track of the other players on the field.

#### 3.2. Information that is communicated to the Players by the Coach

The coach of 12 year olds is responsible for encouraging and directing the enthusiasm of these ages towards attacking, technical and thoughtful soccer. All players should be encouraged to see their own role in the attack and the defense. Specifically, getting players to understand and recognize numbers up, even numbers and numbers down situations and the appropriate decisions based on each scenario. Keep in mind, where one player will view a 1 v 1 attacking situation as no advantage or a disadvantage; another may see this same scenario as a big advantage. Encourage each player based on his or her abilities, while at the same time, encourage all your players to work toward seeing 1 v 1, as both attacker and defender, as an advantage.

Care must be taken at the younger levels to select players based on their soccer abilities and not on their ability to achieve an immediate result. At the U-12 level, it is easy to win games by just using physically big players who have matured earlier than their peers. As a result, the smaller, skillful players are at times not chosen, as they are not able to "win" the game. Special care and attention must be given to these "smaller" players. At the same time, special care must also be given to the physically more mature players in developing their technical skill, and their ability to maneuver with the ball in tight spaces. As coaches, we always need to keep an idea on the long-term development of all the players

#### 4. Practice Plans

The following practice plans make up an 8-week season. The coach is encouraged to modify the activities to vary the pace, level of difficulty, and opportunity to maximize the number of ball touches.

## Topic: <u>Passing and Receiving for Possession</u> Objective: To improve the players' ability to pass, receive, and possess the soccer ball when in the attack

Technical Warm up	Organization	Coaching Pts.			
	Dutch Square: Half of the players on the inside of the square (with soccer balls), half on the outside. The insiders will pass the soccer ball to the outsiders. The outsiders will pass the ball back with one or two touches to the insiders. The insiders will receive the soccer ball and look for another outsider to pass to. After a few minutes, switch insiders with outsiders.  Coach: have players pass and receive with the right and left foot.	Passing: Toe up (inside) or down & turned in (outside) Placement of non-kicking foot and good balance Receiving: Keep feet moving before ball arrives and go to it Keep ankle of receiving foot locked and body behind ball Eye on ball at instant of reception  Time: 15 minutes			
Small Sided Game	Organization	Coaching Pts.			
	3v3 5 Goal Game: In a 20x30 yard grid, five 2 yard goals are spread out throughout the grid. The teams score by passing and receiving through any of the goals to a teammate.  Coach: Emphasize the importance of being in good supporting positions and good attacking shape. 3 Players need to be in a triangle.	Tech of passing and receiving Players in good supporting positions Pace and accuracy of the pass Finding the open gate or goal First Touch – Directional Clear communication (demand the ball) Good team shape  Time: 15 minutes			
Exp. Small Sided Game	Organization	Coaching Pts.			
	4v4 or 5v5 to Four Small Goals: In a 30x35 yd. grid with two small 3 feet cone goals on each of the 35 yard lines, near each corner. Each team defends and attacks two goals. If playing with 4 players, the attacking shape should be a diamond. If attacking with five players, the attacking shape should be a 3-2 or 2-1-2.	Possess the ball to look for an opportunity to score Players in good supporting positions Decision making: safety versus risk Communication Good team shape  Time: 20 minutes			
Game	Organization	Coaching Pts.			
6v6 to 8v8 Scrimmage	If 6v6, play in a 45x60 yd. field. If 8v8, play in a 55x80 yd. field. Play with Goalkeepers and encourage them to communicate with teammates.	olay All of the above			
COOL DOWN	Activities to reduce heart rate, static stretching a	& review session. Time: 5-10 Minutes			

# Topic: <u>Striking Lofted and Driven Balls (Long Balls)</u> Objective: To introduce the players to the technique of striking lofted and driven long balls

Technical Warm up	Fechnical Warm up Organization					
we appropriate and	High & Long:  2 players are at opposite ends behind a goal in a 10x20 yard grid, and try to score points by striking the soccer ball through the two goals without the soccer ball bouncing and/or rolling before crossing the goals. A player scores 3 points for every lofted/driven ball he/she strikes successfully. Receiving players can catch the ball.  Version 2: The player taps the ball forward to strike it long  Version 3: Use the other foot	Body position and balance Eye on the ball at moment of contact Strike ball with ankle locked and hard bone on top of foot Non-kicking foot directed at target Lean the body back when striking the ball Strike the lower part of the ball and follow through towards target landing on shooting foot Time: 15 minutes				
Small Sided Game	Organization	Coaching Pts.				
	Over the Middle:  2 players at the ends of a 15x30 yard grid are trying to hit soccer balls over the player in the middle. When the player in the middle intercepts or catches the soccer ball, he/she will change positions with the last player who struck the ball.  Version 2: The middle player serves the ball to the kicking player	Technique of striking a ball served to you Hitting the ball with the inside of the foot to curve it Hitting the ball straight				
Exp. Small Sided Game	Organization	Time: 15 minutes Coaching Pts.				
Exp. Sindi Sided Guine	3v3 +Targets - Go Long: In a 20x40 yard grid with targets, two teams are trying to score by striking long balls to the target. If the target catches the ball without bouncing before entering his/her zone, the attacking team scores a point.	Technique of striking a long ball When When when you have no pressure On the run To get behind defenders  Time: 20 minutes				
Game	Organization	Coaching Pts.				
-		All of the above     Time: 30 minutes				
COOL DOWN	Activities to reduce heart rate, static stretching & review session - Time 10 min.					

### Topic: Passing for Penetration

Objective: To improve decision making in possession and the ability of the players to beat defenders with a pass

Technical Warm up	Organization	Coaching Pts.
	Pass and Move: Split players into groups of 3 or 4 (color-coded). Each group has a ball, interpassing within their group. All groups are in the same grid playing through each other. (30x40 yard grid)	1st touch - Directional     Technique and type of pass     Technique of receiving     Communication: Verbal and Non Verbal     Supportive body position     Visual cues  Time: 15 Minutes
Small Sided Game	Organization	Coaching Pts.
	3v3+1 to Targets: Two teams of 3 players each with a neutral player in a 30x35 yard grid will try to connect passes and score by connecting with the target player.  Coach: Stress when and how to split defenders with passes.	Proper weight, accuracy and timing of passes  Vision to split defenders with a pass Possession vs. penetration Proper angle and distance of support off the ball
www.10070-\$1070-\$1070		Time: 15 minutes
Exp. Small Sided Game	Organization	Coaching Pts.
Exp. Small Sided Game	4v4 or 5v5 to End Zones:  Set up a 35 x 40 yard grid with end-zones behind the 40 yd. lines.  Teams comprised of 4 players, depending on numbers and space. The attacking team needs to pass into the end zone and a player must time his/her run to receive the ball inside the end zone and score.  Coach: Help the players to time their runs into the end zone to receive the ball.  • Start with passing and receiving in the end zone.	Starting position of players     Shape, width, and depth     Body position open to field     Possession vs. penetration     Dribbling vs. passing
Exp. Small Sided Game	4v4 or 5v5 to End Zones:  Set up a 35 x 40 yard grid with end-zones behind the 40 yd. lines.  Teams comprised of 4 players, depending on numbers and space. The attacking team needs to pass into the end zone and a player must time his/her run to receive the ball inside the end zone and score.  Coach: Help the players to time their runs into the end zone to receive the ball.  Start with passing and receiving in the end zone.  Players can dribble into the end zone for	Starting position of players     Shape, width, and depth     Body position open to field     Possession vs. penetration
Exp. Small Sided Game	4v4 or 5v5 to End Zones:  Set up a 35 x 40 yard grid with end-zones behind the 40 yd. lines.  Teams comprised of 4 players, depending on numbers and space. The attacking team needs to pass into the end zone and a player must time his/her run to receive the ball inside the end zone and score.  Coach: Help the players to time their runs into the end zone to receive the ball.  • Start with passing and receiving in the end zone.	Starting position of players Shape, width, and depth Body position open to field Possession vs. penetration Dribbling vs. passing  Time: 20 minutes
NO. COTANG ANALON	4v4 or 5v5 to End Zones:  Set up a 35 x 40 yard grid with end-zones behind the 40 yd. lines.  Teams comprised of 4 players, depending on numbers and space. The attacking team needs to pass into the end zone and a player must time his/her run to receive the ball inside the end zone and score.  Coach: Help the players to time their runs into the end zone to receive the ball.  Start with passing and receiving in the end zone.  Players can dribble into the end zone for 1 point.	Starting position of players Shape, width, and depth Body position open to field Possession vs. penetration Dribbling vs. passing

### Topic: Attacking Shape

Objective: To help the players understand the importance of individual, group, and team shape when in possession of the ball

Technical Warm up	Organization	Coaching Pts.			
	Inter Passing in 3's or 4's: Players are in teams with different colors. Each team has one ball and passes and moves freely in the 30x 40 yard grid. Coach: Concentrate on polishing the mechanics of passing and receiving as well as player's technical speed and individual/group shape.	Strike the ball with the proper weight and surface Take 1 <sup>st</sup> touch toward a passing option Keep body position open to the field Develop rhythm of play in traffic Communication Time: 15 minutes			
Small Sided Game	Organization	Coaching Pts.			
	4v0 + 4v0: Two groups of 4 players each with one ball per group. Play through each other in the same 30x40 yard grid. Each group focuses on their ball, individual/group shape, and speed of play.  Coach: Encourage players to keep a diamond/kite shape with players always being in good supportive positions.	Survey the area at all times. This way players can anticipate what to do next with and without the ball  Keep body position open to the field  Increase speed of play in traffic  Keep the width and the depth  Communication			
Exp. Small Sided Game	Organization	Coaching Pts.			
Exp. sman sided dame	4v4 or 5v5 to End Zones: Two teams of 4 or 5 players each play in a 30x40 area with a 2-3 yard end zone on the 30 yard lines Each team defends one end zone and attacks the other. If a team successfully plays the soccer ball into the opposite end zone, they receive a goal. In order to score, the player receiving the soccer ball must arrive into the end zone when the ball is arriving. Waiting for the soccer ball in the end zone will be off-sides. The defenders cannot enter the end zone.	Recognize visual cues such as:     Teammates body shape     Supporting positions     Defending pressure     Runs     Rhythm of play based on what the game gives you by increasing speed of play at the right time     Adjust team shape as other players move  Time: 20 minutes			
Game	Organization	Coaching Pts.			
6v6 to 8v8 Scrimmage	If 6v6, play in a 45x60 yd. field. If 8v8, play in a 55x80 yd. field. Play with Goalkeepers and encourage them to communicate with teammates.	All of the above     Time: 30 minutes			
COOL DOWN	Activities to reduce heart rate, static stretching & review session. Time: 5 Minutes				

Topic: <u>Defending – Pressing Defender (Role of the 1<sup>st</sup> Defender)</u>
Objective: To improve the players' ability to press the ball and to
understand the role of the 1<sup>st</sup> defender

Technical Warm up	Organization	Coaching Pts.		
	Pass and Press: In a defined area, one team of players (rec pennies) all with a ball will pass to a member of the other team. Passes should not be more that 10 yds. long. After the pass, the player will press the receiver.  Coach: In this activity, encourage the player to:  > press sideways on & send opponent in the opposite direction of his first touch > try to gain possession of ball with block tackle, poke tackle > close down, slow down, get down & stay down	Speed of approach Angle of approach Good defensive stance Body weight on front of feet Eyes on the ball Slightly angled – one foot closer to attacker Close enough to make attacker look at ball When and how to tackle Time: 15 minutes		
Small Sided Game	Organization	Coaching Pts.		
	Iv1 to Small Goals: In a 10x15 yard grid, two groups of players will play 1v1 bouts. One group of players will serve to the other and defend the player with the ball, applying the principles of 1st. defender. The play is over when one player scores or goes out of bounds. The next 1v1 will commence with a service from the defender. Players will switch sides after their turn is over.	Approach quickly but not too fast with an angle that limits options     Good defensive stance     Apply pressure to take away space/time     Priorities are:     o deny penetration     o limit the attacker's vision options     o win ball back     Time: 15 minutes		
Exp. Small Sided Game	Organization	Coaching Pts.		
- E. D. C.	3v3 to Small Goals In a grid of 30x35 yards, two teams will play to score in the goals. Player will defend by pressing the player with the ball (applying the principles and role of 1st defender).	All of the above plus:  Recognizing when to be the 1st Funnel first attacker:  Towards a tight space (touchline) Into a covering defender  Make the attacker play the ball with the weaker foot  When and how to switch  When and how to tackle		
6v6 to 8v8 Scrimmage	If 6v6, play in a 45x60 yd. field. If 8v8, play in a 55x80 yd. field. Play with Goalkeepers and encourage them to communicate with teammates.	All of the above     Time: 30 minutes      review session. Time: 5.10 Minutes		
COOL DOWN	Activities to reduce heart rate, static stretching & review session. Time: 5-10 Minutes			

Topic: <u>Defending – Pressure and Cover (Roles of the 1<sup>st</sup> and 2<sup>nd</sup> Defenders)</u>
Objective: To improve the players' ability to defend and recognize when and how to pressure and cover

Technical Warm up	Organization	Coaching Pts.				
	Pressure Cover Warm-Up:  3 players with one soccer ball. Two players about 10 yards apart pass and move with each other. The third player moves with the group staying about 10 yards away. One of the players passes a ball to the third while his teammate immediately applies pressure (1st defender). The passer becomes the cover player (2st defender). Player three tries to split defender with a one touch pass or a dribble.	1st defender should bend his/her run to press attacker and force the opponent in the direction he/she wants him/her to go     Approach fast, arrive slow     Defensive stance-on their toes, knees bent, one foot forward, one foot back     1st Defender "Ball"     2nd Defender "Force him left/right"  Time: 10 Minutes				
Small Sided Game	Organization	Coaching Pts.				
	2v2 to Two Small Goals: In a 15x20 yd. grid with small goals on each end line, play 2v2 matches. Rotate teams to different fields. You could play matches with off sides.	Speed and angle of approach     Pressing defender forces head down of attacker     Covering defender is positioned about 30 degrees behind pressure     Patience; do not over-commit     Good communication to facilitate role switching while defending  Time: 20 Minutes				
Exp. Small Sided Game	Organization	Coaching Pts.				
	4v4 to Small Goals: In a grid, two teams will play to score in the goals. Players will defend, applying the principles and roles of 1 <sup>st</sup> , 2 <sup>nd</sup> and start introducing the 3 <sup>rd</sup> defending roles.	All of the above plus:  Recognizing when to be the 1st and 2nd defender  Shape and communication  Visual and verbal cues  When and how to switch  Angle of coverage  When and how to tackle				
Game	Organization	Coaching Pts.				
6v6 or 8v8 Scrimmage	Play with goalkeepers in an appropriate size field for the number of players. As the game is going on, praise successful defending and connection by the 1 <sup>st</sup> and 2 <sup>nd</sup> defenders	All of the above     Goalkeeper communication with defenders  Time: 30 Minutes				
COOL DOWN	Activities to reduce heart rate, static stretching	& review session. Time: 5 Minutes				

## **Topic: Combination Play**

Objective: To assist players to recognize when to combine with teammates and what combination is appropriate to use

Technical Warm up	chnical Warm up Organization Coaching Pts.				
recimied train up	Dutch Square:	General			
THIS COURT	Half the players create a square in a defined space with a ball. Players without balls are in the middle and check to receive a pass from outside players. Once they are inside, players have the ball and they look to connect a pass with another outside player. Review technique of passing & receiving  Introduce Take Overs  Introduce Wall Passes  Introduce Overlaps  Time: 15 minutes	Quality technique while passing and receiving  Be patient & let opportunities develop  Positive environment to encourage creative and instinctive play  Communication  Takeover  2nd attacker runs directly at the 1st attacker from the opposite direction  1st attacker protects the ball from			
Small Sided Game	Organization	the 1st defender by keeping body			
	2v2 to 4 Goals: Two teams trying to score through the cone goals by passing or dribbling, looking for the appropriate chance to execute a combination. Stress the opportunities to combine (wall passing, overlaps, and takeovers).  Time: 15 minutes	between ball and defender  1* attacker leaves the ball and 2*d attacker takes the ball using same foot (right to right or left to left)  Simple communication: "take" or "leave"  Wall Pass  1* attacker dribbles at 1* defender 2** 2**d attacker is slightly ahead of defender in good supporting angle turned sideways on			
Exp. Small Sided Game	Organization	1st attacker reads defenders and			
	3v3 or 4v4 +1: In a 25x30 yd. grid, two teams of 3 or 4 players, each with a neutral player who plays for the team in possession of the soccer ball, will play to score by passing through the cones. A goal scored after a combination play is worth 5 points.  Time: 20 minutes	supporting cues; decide to dribble or play a wall pass  • Disguise, deception of pass, and runs  • Accuracy and quality of pass  • Look for opportunities to create numbers up situations (2v1, 3v1 etc)  Overlap  • 1** attacker dribbles at 1** defender creating space for 2** attacker to overlap into; ball gets played into live space			
Game	Organization	Coaching Pts.			
6v6 to 8v8 Scrimmage	If 6v6, play in a 45x60 yd. field. If 8v8, play in a 55x80 yd. field. Play with Goalkeepers and encourage them to communicate with teammates.	All of the above     Time: 30 minutes			
COOL DOWN	Activities to reduce heart rate, static stretching & review session. Time: 5-10 Minutes				

## Topic: Striking Long Ball II

Objective: To introduce the players to the technique of striking lofted and driven long balls

Technical Warm up	Organization	Coaching Pts.			
	Long Passing — Up, Back, and Long: One player at each end of a 15x40 yard grid with a player in the central zone (the setter) to receive and pass the soccer ball back to the long passer. The procedure is as follows: The kicker passes to the setter in the middle zone and he returns the soccer ball back to the kicker for him/her to strike a long ball to the other side.	Body position and balance Eye on the ball at moment of contact Strike ball with ankle locked and hard bone on top of foot Non-kicking foot directed at target Lean the body back when striking the ball Strike the lower part of the ball and follow through towards target, landing on shooting foot Setter Pass to the Kicker – proper angle Quality of the pass Time: 15 minutes			
Small Sided Game	Organization	Coaching Pts.			
The state of the s	3v1+3v1 Over the Top: In a 30x40 grid, a team will play 3v1 and will try to strike a long pass over the two defenders in the central area. If the player failed and gets the pass intercepted, then the group will change with the defending group. If the pass is successful, another defender enters and tries to intercept the pass.	Technique of striking a long ball Visual cues  No opponents in front  No pressure in front  Type of long ball Hitting the ball with the inside of the foot to curve it Hitting the ball straight  Quick rotation of the ball to find the open man to strike the long pass  Time: 15 minutes			
Exp. Small Sided Game	Organization	Coaching Pts.			
	3v3/4v4/5v5 + Targets - Go Long: In a 30x40 yard grid with targets, two teams are trying to score by striking long balls to the target. If the target catches the ball without bouncing before entering his/her zone, the attacking team scores a point.				
- The State	one agric operations				
Game	Organization	Coaching Pts.			
6v6 to 8v8 Scrimmage	If 6v6, play in a 45x60 yd. field. If 8v8, play in a 55x80 yd. field. Play with Goalkeepers and encourage them to communicate with teammates.	All of the above     Time: 30 minutes			
COOL DOWN	Activities to reduce heart rate, static stretching	& review session. Time: 5-10 Minutes			

Topic: <u>Striking Volleys</u> Objective: To improve the players technique of striking volleys

Technical Warm up	Organization	Coaching Pts.			
	Introduction to Striking Volleys:	Keep eyes open and focused on			
	Groups of two players with a ball	the ball			
STIPL STIPL	• Step 1: Players will self-serve the soccer	Use arms for balance			
A 1007 A	ball and strike the ball to his/her partner	Inside of the foot			
A 5€ 1	who will catch the soccer ball and repeat	Bring the knee up to the side and			
7 94 1 1/2	the action	get the toe up, heel down and			
	Step 2: One partner serves to the other.	ankle locked			
· · · · · · · · · · · · · · · · · · ·	The serve is knee high and underhanded	The foot should make contact			
10 mm	• Step 3: In 3's. One player moves and	through the middle of the ball  The plant foot will help the			
, ,	volleys and the other two serve the ball.	player aim for the target, keeping			
	Switch players after a few services.	the head and shoulders straight.			
	All technical exercises will:	Instep			
		Knee higher than the ball			
	o Let ball bounce and volley	Lock ankle and point toe down			
www.googana.com	o Not let the ball bounce and volley	for instep (laces) volley			
	Players will try to volley the ball with the	Time: 15 minutes			
- 11-11-1-	right and the left foot.				
Small Sided Game	Organization	Coaching Pts.			
4	2v2 Soccer Tennis:	Do not let the ball strike you			
	Play 2v2 in a 10x15 yard grid. A player starts	<ul> <li>Strike the ball on the upper half of the ball to drive it down; the</li> </ul>			
	off with a ball and serves it with a volley over a line or net in the middle of the area. The	middle of the ball to drive it level:			
	ball can bounce once, to return the ball to the	the lower half of the ball to drive it			
\$/ P	other side both players must have a touch and	up			
	the ball can bounce again then must be	• Lock ankle and turn toe up for			
	returned. A point is won on a bad serve or	inside of the foot volley; players			
	when one team fails to return the ball.	should lock ankle and point toe			
	Coach: Play 5 minute games.	down for instep (laces) volley  Time: 15 minutes			
NAME AND ADDRESS OF THE PARTY O	Players can use inside or instep volleys.				
Exp. Small Sided Game	Organization	Coaching Pts.			
	3v3/4v4 Headers and Volleys:	Use inside of the foot volley to			
	Organize players into teams of 3 or 4 players.	pass to a teammate			
45 January	Set up a 25 yard x 30 yard rectangular field with goals centrally located at each end. The	Use Instep volley for power to			
<b>***</b>	team in possession passes the ball by volleying	score and for a distance pass,			
	to his/her teammate and catching it. The only	clearance away from goal or			
. 7 14	way to score is by volleying the ball to goal.	cross to goal			
<b>A</b>	Players can only take a maximum of 3 steps	_			
	with the ball; then they must pass the ball to a				
	teammate. Goals can only be scored by one touch volley into the goal for 5 points or				
	heading the soccer ball for 3 points. If the				
1. /1	soccer ball bounces more than twice,				
www.qon-ysprosum	possession goes to the other team	Time: 20 minutes			
Game	Organization	Coaching Pts.			
6v6 Scrimmage	Play with Goalkeepers in a 45-60 yard long	All of the above			
	by 35-45 yard wide field.	Time: 30 minutes			
COOL DOWN	Activities to reduce heart rate, static stretching & review session - Time 10 min.				

#### 5. Skills Development and Assessment

Based on the National Assessment program developed by iSoccer, the following is a smaller skills program that introduces players to the concept of a skills assessment program. Called the iSoccer Six, the following skills are included: Toe Taps, Foundations, Juggling (preferred and non-preferred foot), change of pace (preferred and non-preferred foot). Each assessment exercise represents a core topic of technical proficiency and should be introduced and taught before any assessment results are recorded.

It is recommended that you take one skill each week and assess your layers at successive practices. An iSoccer Assessment should consist of the following:

Step 1: Measure – Assess your Players

Step 2: Improve – Work on improving their scores

Step 3: Reward – Recognize their achievement

#### **Key Coaching Points**

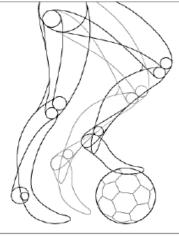
- o One timer coordinates all groups and one recorder collects scores
- o Players are partnered and the resting player counts for their partner
- o Bring all players around one grid to demonstrate and have players count out loud
- o Prior to starting the clock, allow a 10 to 20 second practice period
- o Keep the environment competitive and fun
- o Remind players to try their best and if they mess up, to not worry and keep going

The following video provides a guide to performing the skills.

http://www.youtube.com/watch?v=u9SUZ7l2Gao

**Reference:** www.isoccer.org

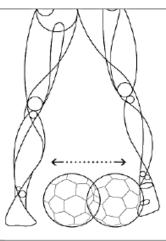
Toe Taps



Duration: 20 seconds

Instruction . Using alternating feet, touch the ball with the sole of your foot. Each touch counts as one point. Count the total number of touches to determine your score.

Poundations

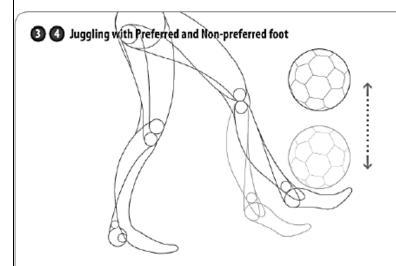


Duration: 20 seconds

Instruction: Using alternating feet, knock the ball back and forth with the inside of your foot. Each touch counts as one point. Count the total number of touches to determine your score.

## *i succer*

## **JUGGLING**



Duration: 20 seconds

.

Instruction. Juggle the ball with your preferred foot and stay within the grid. Each touch counts as one point. Do not count touches with your other foot or other body parts. If the ball touches the ground, pick it up and restart counting at one. Record your highest score. Repeat this exercise juggling with your non-preferred foot only.



## **DRIBBLING**



Duration: 20 seconds

Instruction: Arrange cones as shown. Start to the left of the cone. Dribble the ball with your preferred foot in a Figure 8. Each completed Figure 8 counts as four points. Partially completed sections are counted as one point each. Restart if you touch the ball with the opposite foot or if the ball does not go around the cone. Repeat this exercise dribbling with your non-preferred foot only.

## **TEAM OR GROUP RECORDING SHEET**

	PLAYERS	Toe Taps	Foundation	Juggling / PF	Juggling / NPF	Change of Pace / PF	Change of Pace / NPF	Change of Direction
1								
2								
3								
4								
5								
6								
7								
8								
9								
10								
11								
12								
13								
14								