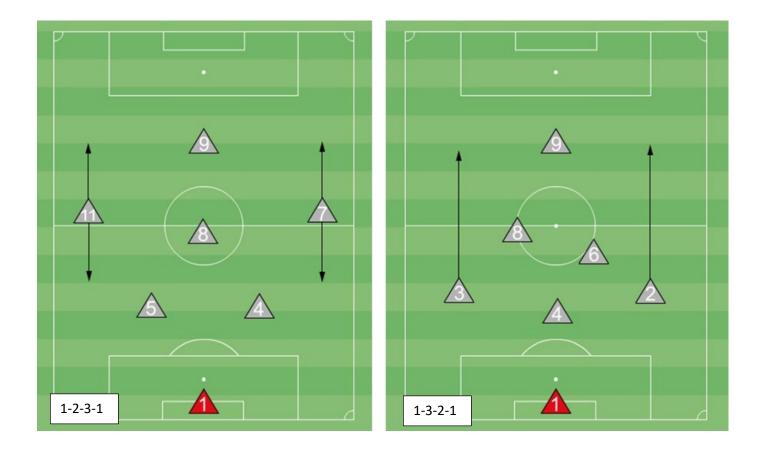
U10 Development of Individual Skills

The following provides coaches an idea of what to consider when coaching this age group and provides some of the player characteristics in this age group:

Coach	 Players enjoy a coach that is enthusiastic Players understand instruction better when coaches demonstrate the activities Coaches should respect the game and all who are involved with it Focus on development rather than the result Should know and understand soccer rules
Technique	 Continued development on individual technique May begin to introduce ball juggling All players should have a ball Heavy emphasis on control and receiving as well as passing skills Continued work on shooting Activities should include lots of repetition Continued work using left and right foot Start to teach goalkeeping skills (body positioning, throwing) No heading whatsoever
Tactics	 Build on small group activities like 2v1, 2v2, 2v3, and 3v3 both offensively and defensively Start to teach some positional responsibilities Continue to rotate players in positions Learn depth and cover as well as width Teach throw-ins Encourage flair and risk taking Lots of repetitions
Physical	 Introduce stretching and cool downs Players need full rest periods and plenty of water breaks Players are becoming stronger and faster Prone to over heating and heat related injury Players gaining better control over their bodies
Mental	 Recognizes basic concepts of time and space but not always certain why Players focus is on 'me' and the 'team' Still in need of positive reinforcement Players want to belong to a group Enjoy playing with friends Adults outside of family are starting to be accepted Player sometimes blame others Players are more sensitive and serious about playing Feeling get hurt easily

<u>Team Organization – 7v7</u>



- 7v7 formations promote good distribution of the players on the field and provide a versatile framework to introduce simple tactical elements at an early age
- Formations are focused in the development of attacking elements of the game
 - \circ $\,$ 1-2-3-1 formation is designed to develop passing and movement of the ball
 - \circ $\,$ 1-3-2-1 formation is designed to promote forward runs and 1v1 situations

WHAT IS PLAY-PRACTICE-PLAY?

Play-Practice-Play is a Grassroots developed philosophy designed around a player-centered approach to coaching. Taking a player centered approach places the needs and motivations of the player at the forefront of a coach's approach to coaching his or her players. The concept of Play-Practice-Play is to allow young players to experience the game and game-like situations as much as possible. This approach differs from traditional practices that may have children standing in lines, running laps and participating in drills that don't resemble the game of soccer.

PHASE 1: PLAY

When players arrive to practice, the first responsibility of the coach is to create an environment that is safe, engaging and fun. In the first Play phase, players engage in small-sided games with the primary focus on having fun. It is important that these pickup-style games are led by the players and facilitated by the coaches. During this first Play stage, players have the opportunity to experience the game while the coach observes and guides them towards developing their own solutions rather than being directed what to do. During stoppages, the coach is encouraged to ask guiding questions to lead the players towards the goal and objectives of the training session.

PHASE 2: PRACTICE

In the second phase of Play-Practice-Play, children are engaged in different forms of targeted learning activities to further guide their opportunities to develop. The goal of the Practice phase is to create an environment filled with opportunities for players to experience and learn about the goal of the training session through repetition.

Practice activities should be of appropriate challenge (striking a balance between success and failure), resemble the game, involve the players making decisions and allow for creative problem solving. The role of the coach during this phase is to guide players while using teaching actions. While it is during this phase that targeted learning takes place, there should always be an emphasis on keeping the atmosphere fun and enjoyable for the players.

PHASE 3: PLAY AGAIN!

The final stage of Play-Practice-Play is the game. This phase offers players the opportunity and freedom to play, without interruption, in an environment that mirrors the actual game. The focus of the final Play phase is to encourage players to express themselves and demonstrate what they learned during the Practice phase. A coach should observe and guide using minimal dialogue if possible. By silently observing the application of the Practice phase in the final Play phase, the coach is able to check each player's understanding and ability to execute the goal of the training session.

una	GOAL:	Impro	ove the build up from	our own half in or half -		ne ball into the op	ponent's	AGE GROUP		
USH	PLAYER ACTI		Pass or drib	U10						
	KEY QUALITI		Read t							
	MOMEN		Attacking	DURATION	60 min	PLAYERS	12	7v7		
1 st PLAY PHASE (In	tentional Free	Play):				ERVALS: 4 AC	<i>TIVITY:</i> 4 mii	n <i>REST:</i> 1 min		
7v7			OBJECTIVE: Get the PLAYER ACTIONS:			ate passing options	S.			
			ORGANIZATION: In 2v1, up to 3v3. Play goes out of bounds.							
			KEY WORDS: Pass	, Dribble and Help.						
	yards	~^	GUIDED QUESTION help the player with the ANSWERS: 1. Dribb sides and behind the	the ball? ble or Pass the ball	-					
	© Copyright www.academysoccerc	oach.co.uk 2019	Note: First break, the discover the answers	s. Second break, th	ne coach asks	questions and pla	yers will ansv	ver them.		
PRACTICE (Core A	lctivity): 4v3 to	o Goal ô						REST: 1.5 min		
7v7 32 yz	ards		OBJECTIVE: To create and find an opening to get the ball into the opponent's half. PLAYER ACTIONS: Pass or dribble forward, Spread out and Support the attack.							
			ORGANIZATION: In a 7v7 field set up a 32Wx40L field with a regular goal and two small goals. Play 4v3. The Blue team scores in one of the two small goals. The Red team scores in the regular goal. Play with the build out line. Rotate players every round.							
	- 1 B	BOL	KEY WORDS: Pass, Dribble and Get wide, Help.							
		Δ	GUIDED QUESTIONS: 1. How do we move the ball up and around the field? 2. How can we create openings? 3. What do you need to do if you do not have the ball? ANSWERS: 1. Dribbling it or passing forward, backwards or sideways - 2. By spreading out - 3. Support the attack and create passing options.							
	© Copyright www.acadomysoccorco	ach.co.uk 2019	Note: Switch to the l easy.	_ess Challenging a	ctivity if it is to	o difficult or to the	More Challen	ging if it is too		
PRACTICE (Less C	Shallenging): 3	3v2 to G				ERVALS: 5 AC		n REST: 1 min		
7v7	ards		OBJECTIVE: To cre PLAYER ACTIONS:							
			ORGANIZATION: In a 7v7 field set up a 32Wx40L field with a regular goal and two small goals. Play 4v2. The Blue team scores in one of the two small goals. The Red team scores in the regular goal. Play with the build out line. Rotate players every round.							
40 yards	S.	BOL	KEY WORDS: Pass	, Dribble, Get wide	and Help.					
•			GUIDED QUESTION teammate with the b			l an opening? 2. V	Vhere can you	u go to help your		
			ANSWERS: 1. By dr	bbling or passing	the ball - 2. Sp	read out - 3. To cre	eate passing	options.		
***	© Copyright www.academysoccercc	ach.co.uk 2019	Note: Switch to this	activity if the Core i	s too difficult fo	or the players.				

DURATION: 20 min --- INTERVALS: 3 --- ACTIVITY: 5 min --- REST: 1.5 min **PRACTICE** (More Challenging): 6v6 to Goal **OBJECTIVE:** To create and find an opening to get the ball into the opponent's half. PLAYER ACTIONS: Pass or dribble forward. Spread out, Create passing options and Support the attack. **ORGANIZATION:** In a 7v7 field set up a 32Wx40L field with a regular goal and two small goals. Play 6v4. The Blue team scores in one of the two small goals. The Red team scores in the regular goal. Play with the build out line. Rotate players every round. KEY WORDS: Pass, Dribble, Get wide, and Help. GUIDED QUESTIONS: 1. How do we move the ball up and around the field? 2. How can we create openings? 3. What do you need to do if you do not have the ball? ANSWERS: 1. Dribbling it or passing forward, backwards or sideways - 2. By spreading out - 3. Support the attack and create passing options. Note: Switch to this activity if the Core is too easy for the players. 2^{nd.} PLAY PHASE: The Game – 6v6 (GK+5v5+GK) DURATION: 20 min --- INTERVALS: 2 --- ACTIVITY: 8 min --- REST: 2 min **OBJECTIVE:** To create and find an opening to get the ball into the opponent's half. PLAYER ACTIONS: Pass or dribble forward, Spread out, Create passing options and Support the attack. ORGANIZATION: In a 7v7 field (40Wx60L) play 6v6. The Blue team will play in a 1-2-3 formation and AR the Red team will play in a 1-1-3-1 formation. KEY WORDS: Pass, Dribble, Get wide, and Help. GUIDED QUESTIONS: 1. How can you get the ball though an opening? 2. What can we do to create an opening? 3. When you do not have the ball what is your role? ANSWERS: 1. Dribble or Pass the ball forward - 2. Spread out - 3. To support the attack and create passing options.

Note: All Laws of the game and US Soccer Player Development Initiatives (PDI) are in effect.

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?

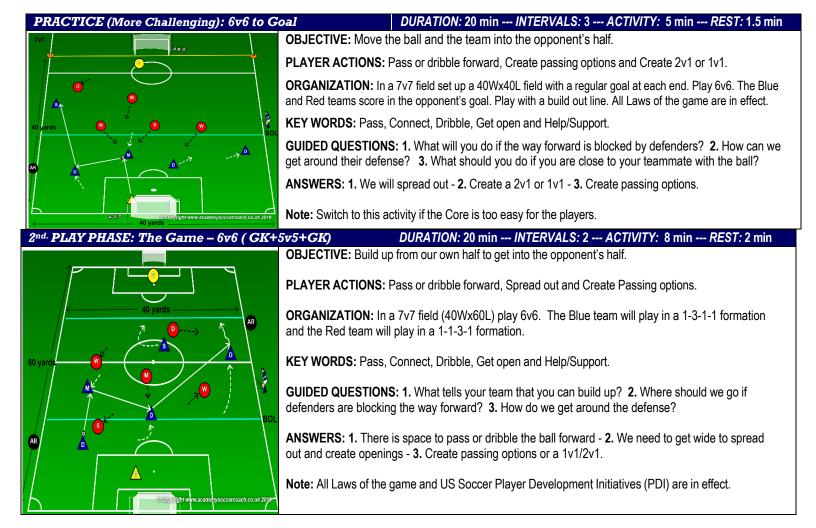
4. Challenging: Are the players being challenged? (is the right balance between being successful and unsuccessful?)

5. Coaching: Is there coaching based on the age and level of the players?

Session plans adapted and edited using the US Soccer Grassroots Coaching Education Program

	GOAL:	Impro	ove the build up from	our own half in or half -		ne ball into the op	ponent's	AGE GROUP	
USP	PLAYER AC	TIONS		ble forward, Sprea				1140	
	KEY QUALIT	TIES	Read the gai	me, Demonstrate	· ·	nal technical abil	ities	U10	
	MOME	Т	Attacking	DURATION	60 min	PLAYERS	12	7v7	
1st PLAY PHASE (In	tentional Fre	ee Play):				RVALS: 4 AC		n REST: 1 min	
7v7			OBJECTIVE: Build u	up from our own ha	If to get into the	e opponent's half.			
***	~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	·	PLAYER ACTIONS:	Pass or dribble for	rward and Sup	port the attack.			
•			ORGANIZATION: In 2v1, up to 3v3. Play goes out of bounds.						
	Yards	<u> </u>	KEY WORDS: Pass	, Dribble and Help/	Support.				
			GUIDED QUESTION front, to the sides an ANSWERS: 1. Dribb	d behind the ball?	-		2. Why do you	ı provide help in	
	© Copyright www.academysocce		Note: First break, the discover the answer	s. Second break, th	ne coach asks	questions and pla	yers will ansv	ver them.	
PRACTICE (Core A	Ictivity): 5v4	to Goal					TVITY: 5 min	REST: 1.5 min	
7v7 40 yz	ards	\longrightarrow	OBJECTIVE: Move the ball and the team into the opponent's half. PLAYER ACTIONS: Pass or dribble forward, Spread out and Create passing options.						
END ZONE END ZONE			ORGANIZATION: In a 7v7 field set up a 40Wx40L field with a regular goal and an end zone. The Blue attackers score by getting the ball in the end zone and connecting 3 passes. The Red team scores in the regular goal. Play with the build out line. Rotate players every round.						
40 vards			KEY WORDS: Pass, Connect, Dribble, Get open and Help/Support.						
	ALC: N	BOL	GUIDED QUESTIONS: 1. What do you do when the openings are closed? 2 . What should you do to create an opening? 3. Why do you want to be in front, to the side or behind the player with the ball?						
	- <u>0</u> >	<u>≻6</u> ∢-	ANSWERS: 1. Dribble or pass the ball to move the defenders - 2. Spread out - 3. To create passing options.						
	© Copyright www.academysocce		Note: Switch to the Less Challenging activity if it is too difficult or to the More Challenging if it is too easy.						
PRACTICE (Less C	Shallenging)	: 3v2 to C				ERVALS: 5 AC	TIVITY: 3 mii	n REST: 1 min	
	ND ZONE		OBJECTIVE: Move PLAYER ACTIONS:				issina options.		
•			PLAYER ACTIONS: Pass or dribble forward, Spread out and Create passing options. ORGANIZATION: In a 7v7 field set up a 30Wx40L field with a regular goal and an end zone. The Blue attackers score by dribbling or passing into the end zone. The Red team scores in the regular goal. Play with the build out line. Rotate players every round.						
40 yards			KEY WORDS: Pass	, Connect, Dribble	and Get open.				
			GUIDED QUESTION teammate with the b			I forward? 2. Whe	ere can you go	to help your	
	○ Copyright www.academysecc	ercoach.co.uk 2019	ANSWERS: 1. By dr passing options.	• • •	-		ers - 2. Spread	out - 3. To create	

What and any second a second s



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?)

	GOAL:	Imp	prove the build up in the	ne opponent's hal	f in order to cr	eate scoring cha	nces - 1	AGE GROUP	
494	PLAYER ACTI		Pass or dribble forw					U10	
	KEY QUALITI	Read the gar							
	MOMEN		Attacking	DURATION	60 min	PLAYERS	12	7v7	
1st PLAY PHASE (In	tentional Free	e Play):	3v3 to Goal OBJECTIVE: To pas			RVALS: 4 ACT	<i>IVITY:</i> 4 min	<i>REST:</i> 1 min	
		P	PLAYER ACTIONS:						
	· • •	▲ 30 yards	ORGANIZATION: In 2v1, up to 3v3. Play goes out of bounds.						
			KEY WORDS: Dribb	le, Pass and Help	to connect.				
			GUIDED QUESTION behind? 2. Where can we sup					no defenders	
	Copyright www.academysoccerco	ach.co.uk 2019	ANSWERS: 1. You a diagonal passing lan					n front making a	
	·/		Note – First break, th discover the answers	s. Second break, th	ne coach asks	questions and pla	ayers will answ	er them.	
	<i>ictivity): 4v5 t</i> e	o Goal	and Targets OBJECTIVE: To pas			/ALS: 3 ACT/\ create openings in			
		P	PLAYER ACTIONS:						
BOL ³⁴ yards			ORGANIZATION: In a 7v7 field set up a 32Wx34L field with a regular goal and two target players as shown. The 4 Blue attackers score in the regular goal, Red team scores by passing to a target player in the zone. Play with the build out line. Rotate players every round.						
····· · · · · · · · · · · · · · · · ·			KEY WORDS: Open	ing, Pass, Dribble,	Get open and	Help to combine.			
	yartis	• 5 → →	GUIDED QUESTIONS: 1. How can we create openings between defenders? 2. What do we do if we find an opening? 3. Why do we stand away and to the side of the defender creating a diagonal passing lane? ANSWERS: 1. By spreading out - 2. Pass forward, through or around the defensive lines or we can dribble forward - 3. To support the attack and create a 2v1. Note: Switch to the Less Challenging activity if it is too difficult or to the More Challenging if it is too easy.						
PRACTICE (Less C	thallenging):	4v4 to G	Goal & Targets	DURATION: 20 I	nin INTER\	/ALS: 4 ACT/\	/ITY: 4 min	- REST: 1 min	
			OBJECTIVE: To mo	ve the ball forward	and create sco	oring chances.			
		Ρ	PLAYER ACTIONS:	Pass or dribble for	rward, Support	the attack, and C	reate a 2v1 or	1v1.	
BOL 34 yards	·		ORGANIZATION: In shown. The 4 Blue a in the zone. Play with	ttackers score in th	ne regular goal	, Red team score			
				ess, Pass, Dribble,	and Help to co	ombine.			
			GUIDED QUESTION dribble forward? 3.					en do we pass or	
	ards	ach.co.uk 2019	ANSWERS: 1. Possess it and pass it sideways or backwards - 2. Pass forward to connect with a teammate through an opening. Dribble forward when you have space or only one opponent in front to beat - 3. Support by creating a 2v1.						
			Note: Switch to this activity if the Core is too difficult for the players.						

PRACTICE (More Challenging): 6v6 to Goal		DURATION: 20 min INTERVALS: 3 ACTIVITY: 5 min REST: 1.5 min
h 1	OBJECTIVE: To pas	s and dribble the ball to find and create openings in order to create scoring chances.
7v7	PLAYER ACTIONS:	Pass or dribble forward, Spread out, and Create a 2v1 or 1v1.
		a 7v7 field s et up a 40W x 34L field with regular goals at each end. Play 6v6. The in the opponent's goal. Play with a build out line. All Laws of the game are in
	KEY WORDS: Open	ing, Pass, Dribble, Get open and Help to combine.
		IS: 1. What can we do to create an opening? 2. When is a good time to split the vard pass? 3. Why should we outnumber the defenders?
40 yards		ad out - 2. When we have an opening between two defenders and have a em - 3. To create a 2v1 and combine around the defender.
© Copyright www.acadomysoccercoach.co.uk 2019	Note: Switch to this	activity if the Core is too easy for the players.
2nd. PLAY PHASE: The Game – 6v6 (GK+	5v5+GK)	DURATION: 20 min INTERVALS: 2 ACTIVITY: 8 min REST: 2 min
Tv7	OBJECTIVE: To pas	s and dribble the ball to find and create openings in order to create scoring chances.
		Pass or dribble forward, Spread out and Support the attack.
		a 7v7 field (40Wx60L) play 6v6. The Blue team will play in a 1-1-3-1 formation Il play in a 1-3-1-1 formation.
60 yards	KEY WORDS: Open	ing, Pass, Dribble, Get open and Help to combine.
AR BOL		IS: 1. What do we do if we can't go forward with the ball? 2. Why do we need to do we need to support in order create a chance to combine.
40 yards		nove the ball until we find an opening to go forward - 2. We spread out to create port by standing away and to the side of the defender creating a diagonal passing
Copyright www.academysoccercoach.co.uk 2019	Note: All Laws of the	game and US Soccer Player Development Initiatives (PDI) are in effect.

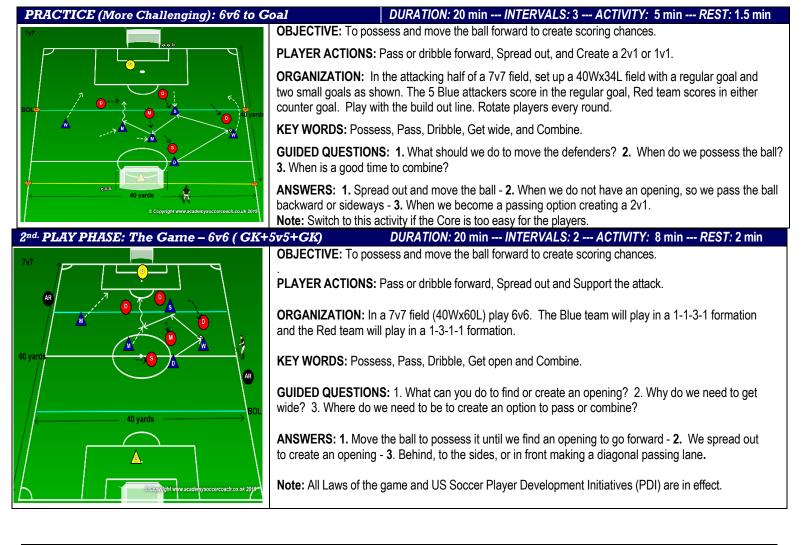
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3. Repetition: Is there repetition, when looking at the overall goal of the training session?

4. Challenging: Are the players being challenged? (Is the right balance between being successful and unsuccessful?)

	PLAYER ACTIONS KEY QUALITIES	Pass or dribble forwar	d. Spread out. Cr	nassina a	ontions Create a	0.1			
	KEY OUALITIES	Pass or dribble forward, Spread out, Create passing options, Create a 2v1 or 1v1							
		Ĭ	Reau the game, rake initiative, Optimal technical abilities						
	MOMENT	Attacking	DURATION	60 min	PLAYERS	12	7v7		
1 st PLAY PHASE (Inte	entional Free Play)	: 3v3 to Goal OBJECTIVE: To mov			RVALS: 4 AC	<i>11VI1 Y:</i> 4 min	REST: 1 min		
		PLAYER ACTIONS: F			·	IS.			
	A Salaria and Alaria a	ORGANIZATION: In a 2v1, up to 3v3. Play 4 goes out of bounds.	a 7v7 field set up	two 19Wx30L	fields with a small	goal at each e			
BOL 🧳 📕 🔶		KEY WORDS: Pass, I	Dribble and Posse	ess.					
	19 vards	GUIDED QUESTIONS pass forward? Can we option?							
c	Copyright www.academysoccorcoach.co.uk 2019	ANSWERS: 1. To the Be behind, to the side				ugh an openin	g to a teammate - 3		
		Note – First break, the discover the answers.	Second break, th	ne coach asks	questions and pla	ayers will answ	ver them.		
PRACTICE (Core Act	tivity): 5v5 to Goal				RVALS: 3 ACT		<i> REST:</i> 1.5 min		
™	***	OBJECTIVE: To poss PLAYER ACTIONS: F							
	34 yards	ORGANIZATION: In two small goals as she counter goal. Play with	own. The 5 Blue a	attackers score	e in the regular go				
		KEY WORDS: Opening, Pass, Dribble, Get wide and Combine.							
		GUIDED QUESTIONS: 1. What should we do when we get the ball to create openings? 2. How can we move the ball forward? 3. When is a good time to combine?							
★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★		ANSWERS: 1. Sprea we become a passing			ough an opening	or dribble it foi	ward - 3. When		
01	Copyright www.academysoccercoach.co.uk 2019	Note: Switch to the Le							
PRACTICE (Less Cha	allenging): 6v5 to (Goal & 2 Goals OBJECTIVE: To poss			RVALS: 4 ACT		<i>REST:</i> 1 min		
		PLAYER ACTIONS: F			Ŭ		· 1v1		
		ORGANIZATION: In t small goals as shown. goal. Play with the bu	he attacking half The 6 Blue attac	of a 7v7 field, s kers score in t	set up a 40Wx34L he regular goal, F	field with a re	gular goal and two		
		KEY WORDS: Pass, I							
	And Frank	GUIDED QUESTIONS 3. What do we need t	5: 1. What should	you do if you		ion? 2. When	do we pass forward?		
	**	ANSWERS: 1. Dribble	• •			a teammate th	rough an opening		
40 yard	IS	3. Become a passing op							
	en an anna an anna an anna an anna an anna an an	Note: Switch to this activity if the Core is too difficult for the players.							
L			.,						

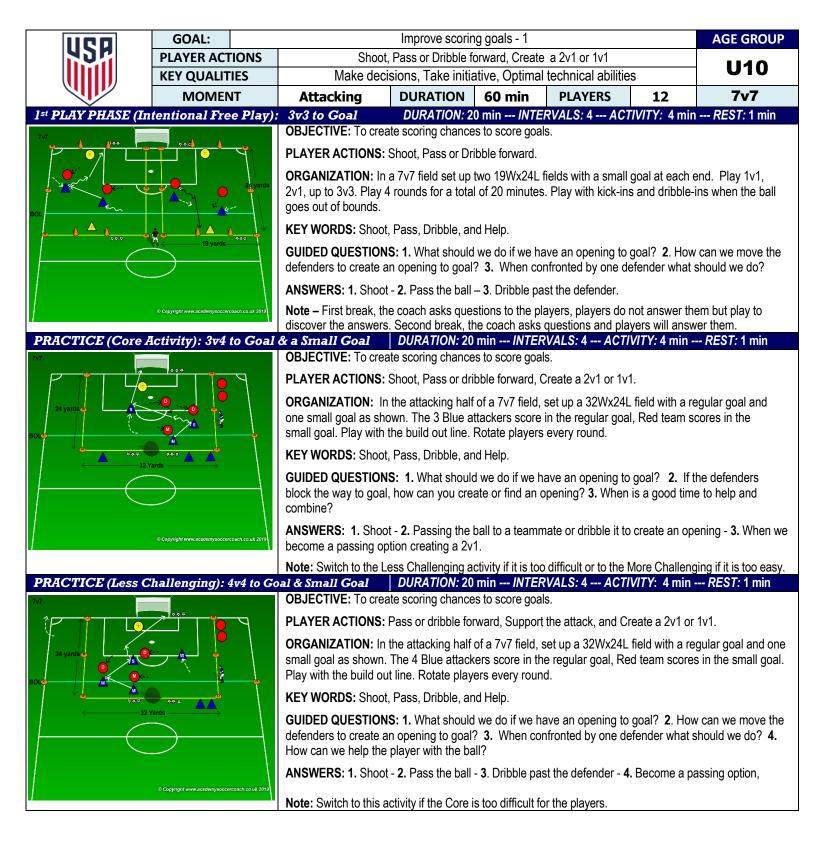


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2. Game-like: Is the activity game-like?

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4. Challenging: Are the players being challenged? (Is the right balance between being successful and unsuccessful?)





24 yards 0 2 Yar

OBJECTIVE: To create scoring chances to score goals.

PLAYER ACTIONS: Pass or dribble forward, Spread out, and Create a 2v1 or 1v1.

ORGANIZATION: In the attacking half of a 7v7 field, set up a 32Wx24L field with a regular goal and one small goal as shown. The 3 Blue attackers score in the regular goal, Red team scores in the small goal. Play with the build out line. Rotate players every round.

KEY WORDS: Shoot, Pass, Dribble, and Help.

GUIDED QUESTIONS: 1. What should we do if we have an opening to goal? **2.** If the defenders block the way to goal, how can you create or find an opening? **3.** When is a good time to help and combine?

ANSWERS: 1. Shoot - 2. Pass the ball to a teammate or dribble it to create an opening - 3. When we become a passing option creating a 2v1.

Note: Switch to this activity if the Core is too easy for the players. v5+GK) DURATION: 20 min --- INTERVALS: 2 --- ACTIVITY: 8 min --- REST: 2 min

2^{nd.} PLAY PHASE: The Game – 6v6 (GK+5v5+GK)

7V7 R D S Comprised www.academysoccercosch.co.uk 2019

OBJECTIVE: To create scoring chances to score goals.

PLAYER ACTIONS: Pass or dribble forward, Spread out and Support the attack.

ORGANIZATION: In a 7v7 field (40Wx60L) play 6v6. The Blue team will play in a 1-2-1-2 formation and the Red team will play in a 1-3-1-1 formation.

KEY WORDS: Shoot, Pass, Dribble, and Help.

GUIDED QUESTIONS: 1. What should we do if we have an opening to goal? **2.** If your way to the goal is blocked by defenders, how can you create or find an opening? **3.** When is a good time to help and combine?

ANSWERS: 1. Shoot - 2. Pass the ball to a teammate or dribble it to create an opening - 3. When we become a passing option creating a 2v1.

Note: All Laws of the game and US Soccer Player Development Initiatives (PDI) are in effect.

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?)

	GOAL:	Improve Scoring Goals - 2 AGE GR							
NOF	PLAYER ACTIONS	Shoot, Pass or Dril					U10		
	KEY QUALITIES	Read the							
	MOMENT	Attacking	7v7						
1 st PLAY PHASE (In	tentional Free Play):			0 min <i> INTE</i>	RVALS: 4 AC1	<i>TIVITY:</i> 4 mir	1 REST: 1 min		
	**c	OBJECTIVE: To score PLAYER ACTIONS: S ORGANIZATION: In a 2v1, up to 3v3. Play 4	Shoot, Pass or Dri a 7v7 field set up t	two 19Wx24L					
BOL		goes out of bounds. KEY WORDS: Shoot,	Pass, and Dribble	Э.					
	19 yards	GUIDED QUESTIONS How can we create or		l we shoot? 2	. What do we do it	f confronted b	y one defender? 3.		
		ANSWERS: 1. As soc We pass the ball to me			• •	re in 1v1, drib	ble the defender - 3.		
	© Copyright www.academysoccarcoach.co.uk 2019	Note – First break, the discover the answers.	Second break, th	ne coach asks	questions and pla	yers will ansv	ver them.		
PRACTICE (Core A	lctivity): 4v5 to Goal			min INTER	RVALS: 3 ACTI	VITY: 5 min -	REST: 1.5 min		
		OBJECTIVE: To score PLAYER ACTIONS: S		ibble forward,	Create a passing of	option and Cre	eate a 2v1 or 1v1.		
24 yards		ORGANIZATION: In the attacking half of a 7v7 field, set up a 40Wx24L field with a regular goal and two target players inside a two-yard zone. The 4 Blue attackers score in the regular goal, Red team scores by passing to either target player. Target player with the ball passes to the Blue team to restart it Play with the build out line. Rotate players every round.							
	<u> «هٔ ا</u> »	KEY WORDS: Shoot,	Pass, Dribble, an	d Combine.					
8 # 8 × 30 y	ards ***	GUIDED QUESTIONS: 1. If we have the ball and an opening to goal what should we do? 2. When is a good time to pass to a teammate? 3. What do our teammates need to do in order to combine?							
	© Copyright www.academysoccercoach.co.uk 2019	ANSWERS: 1. Shoot - 2. When we have an opening and he/she is in a scoring position - 3. Create passing options.							
		Note: Switch to the Le							
PRACTICE (Less C	Challenging): 4v4 to C			min INTER	RVALS: 4 ACTI	VITY: 4 min	<i>REST:</i> 1 min		
7v7	869	OBJECTIVE: To score	•		_				
P		PLAYER ACTIONS: S	Shoot, Pass or Dri	ibble forward,	Create a passing of	option and Cre	eate a 2v1 or 1v1.		
24 yards		ORGANIZATION: In t small goals as shown goal. Play with the bu	. The 6 Blue attac	kers score in t	he regular goal, R				
	<u>د</u> بر	KEY WORDS: Shoot,	Pass, and Dribble	Э.					
	ards **	GUIDED QUESTIONS How can we create or	S: 1. When should		. What do we do it	f confronted b	y one defender? 3.		
		ANSWERS: 1. As soc 3.	·			re in a 1v1, di	ibble the defender -		
E.	© Copyright www.ecadwmysoccercoach.co.uk 2019	We pass the ball movi	•						
		Note: Switch to this ad	ctivity if the Core i	s too difficult fo	or the players.				

PRACTICE (More Challenging): 4v6 to G	Goal DURATION: 20 min INTERVALS: 3 ACTIVITY: 5 min REST: 1.5 min
	OBJECTIVE: To score goals. PLAYER ACTIONS: Shoot, Pass or Dribble forward, Create a passing option.
	ORGANIZATION: In the attacking half of a 7v7 field, set up a 40Wx24L field with a regular goal and two target players inside a two-yard zone. The 4 Blue attackers score in the regular goal, Red team scores by passing to either target player. Target player with the ball passes to the Blue team to restart it Play with the build out line. Rotate players every round.
****	KEY WORDS: Shoot, Pass, Dribble, and Combine.
	GUIDED QUESTIONS: 1. If we have the ball and an opening to goal what should we do? 2. When is a good time to pass to a teammate? 3. What do our teammates need to do in order to combine?
© Copyright www.acadomysoccurcoach.co.uk 2019	ANSWERS: 1. Shoot - 2. When we have an opening and he/she is in a scoring position - 3. Create passing options. Note: Switch to this activity if the Core is too easy for the players.
2 ^{nd.} PLAY PHASE: The Game - 6v6 (GK+	
7v7	OBJECTIVE: To score goals.
	PLAYER ACTIONS: Shoot, Pass or Dribble forward, Create a passing option and Create a 2v1 or 1v1.
	ORGANIZATION: In a 7v7 field (40Wx60L) play 6v6. The Blue team will play in a 1-1-3-1 formation and the Red team will play in a 1-3-1-1 formation.
60 yards	KEY WORDS: Possess, Pass, Dribble, Get open and Combine.
→ 40 yards → BOL	GUIDED QUESTIONS: 1. What can you do to find or create an opening? 2. Why do we need to get wide? 3. Where do we need to be to create a passing option to pass or combine?
	ANSWERS: 1. Move the ball to possess it until we find an opening to go forward - 2 . We spread out to create an opening - 3 . Behind, to the sides, or in front making a diagonal passing lane.
Copyright www.scadomysoccercoach.co.uk.2013	Note: All Laws of the game and US Soccer Player Development Initiatives (PDI) are in effect.

	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?

	GOAL: Improve preventing the opponent from building up in their own half - 1 AGE GR										
424	PLAYER ACTIONS		he goal, Steal the				U10				
	KEY QUALITIES	Make									
	MOMENT	Defending	DURATION	60 min	PLAYERS	12	7v7				
1 st PLAY PHASE (In	tentional Free Play):				RVALS: 4 AC1	<i>TVITY:</i> 4 min	<i>REST:</i> 1 min				
7v7		OBJECTIVE: To rega									
		PLAYER ACTIONS:	0								
	• • • • • • • • • • • • • • • • • • •	ORGANIZATION: In a 2v1, up to 3v3. Play 4 goes out of bounds.									
		KEY WORDS: Shut the Block.	ne opening, Angle	, Speed, Dista	nce of approach a	nd Types of T	ackle - Poke or				
***	19 yards	GUIDED QUESTIONS When is a good time t		you block the	way forward? 2. \	Who pressure	s the ball? 3.				
	© Copyright www.academysoccercoach.co.uk 2019	ANSWERS: 1. To pro enough to tackle it or		The defender of	closest to the ball -	3. When the	defender is close				
		Note – First break, the discover the answers.	Second break, th	ne coach asks	questions and pla	yers will answ	ver them.				
PRACTICE (Core A	lctivity): 3v4 to Goal	OBJECTIVE: To rega			RVALS: 4 ACTI t's goal.	<i>VITY:</i> 4 min -	REST: 1 min				
		PLAYER ACTIONS:			Ū	d Balance					
	•	ORGANIZATION: In	-				equilar goal and				
	S 30 yards	two small goals as sh passing into either sm	own. The 3 Blue of	defenders sco	re in the regular go	oal, Red team	scores by				
	*	KEY WORDS: Shut the opening, Angle, Speed, Distance of approach and Types of Tackle - Poke or Block.									
		GUIDED QUESTIONS: 1. How can we prevent the opponent from playing forward? 2. What can the defender in front of the ball do? 3. Why should the other defenders provide coverage and balance?									
	© Copyright www.academysoccercoach.co.uk 2019	ANSWERS: 1. Get in ball			-	the attacker a	ind try to steal the				
		 - 3. To close the openings and any other forward option. Note: Switch to the Less Challenging activity if it is too difficult or to the More Challenging if it is too easy. 									
PRACTICE (Loss C	hallenging): 3v3 to Go				o difficult or to the I RVALS: 4 ACTI						
7v7		OBJECTIVE: To rega									
		PLAYER ACTIONS:			0	d Balance.					
	-	ORGANIZATION: In	•				a regular goal				
BOL	30 yards	and two small goals a by passing into either	as shown. The 3	Blue defender	s score in the reg	ular goal, Red	team scores				
	er o	KEY WORDS: Shut the Block.	ne opening, Angle	, Speed, Dista	nce of approach a	nd Types of T	ackle - Poke or				
		GUIDED QUESTION When is a good time t				Who pressure	s the ball? 3.				
	© Copyright www.academysoccercoach.co.uk 2019	ANSWERS: 1. To protect the goal - 2. The defender closest to the ball - 3. When I am close enough to tackle it or poke it - 4. Defender closest to the defender pressing the ball. Note: Switch to this activity if the Core is too difficult for the players.									

PRACTICE (More Challenging): 3v5 to Ge	Dal & Small Goal DURATION: 20 min INTERVALS: 4 ACTIVITY: 4 min REST: 1 min OBJECTIVE: To regain the ball closer to the opponent's goal.
	PLAYER ACTIONS: Protect the goal, Steal the ball, Pressure/Cover and Balance.
and a state of the	ORGANIZATION: In the attacking half of a 7v7 field, set up a 32Wx30L field with a regular goal and two small goals as shown. The 3 Blue defenders score in the regular goal, Red team scores by passing into either small goal. Play with the build out line. Rotate players every round.
	KEY WORDS: Shut the opening, Angle, Speed, Distance of approach and Types of Tackle - Poke or Block.
	GUIDED QUESTIONS: 1. How can we prevent the opponent from playing forward? 2. What can we do once in front of the ball? 3. What should the other defenders do to help close the openings?
© Copyright www.academysoccercoach.co.uk 2019	ANSWERS: 1. Get in front of the ball and protect the goal - 2. Pressure the attacker and try to steal the ball
	- 3. Provide cover and balance.
2 ^{nd.} PLAY PHASE: The Game – 6v6 (GK+	Note: Switch to this activity if the Core is too easy for the players. 5v5+GK) DURATION: 20 min INTERVALS: 2 ACTIVITY: 8 min REST: 2 min
	OBJECTIVE: To regain the ball closer to the opponent's goal.
	PLAYER ACTIONS: Protect the goal, Steal the ball, Pressure/Cover and Balance.
	ORGANIZATION: In a 7v7 field (40Wx60L) play 6v6. The Blue and Red teams will play in a 1-2-1-2 formation.
60 yards	KEY WORDS: Shut the opening, Angle, Speed, Distance of approach and Types of Tackle - Poke or Block.
40 yards	GUIDED QUESTIONS: 1. How can we prevent the opponent from playing forward? 2. What can we do once in front of the ball? 3. What should the other defenders do to help close the openings?
	ANSWERS: 1. Get in front of the ball and protect the goal - 2. Pressure the attacker and try to steal the ball
Copyright www.acadergysoccercoach.co.uk 2019	- 3. Provide cover and balance if possible.
	Note: All Laws of the game and US Soccer Player Development Initiatives (PDI) are in effect.

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?

Session plans adapted and edited using the US Soccer Grassroots Coaching Education Program

	GOAL:	Improve preventing	AGE GROUP					
NOP	PLAYER ACTIONS				ssure, Cover & Bal		U10	
	KEY QUALITIES	Read the gam						
	MOMENT	Defending	DURATION	60 min	PLAYERS	12	7v7	
I st PLAY PHASE (In	tentional Free Play):	3v3 to Goal OBJECTIVE: Disrupt			RVALS: 4 AC1	<i>IVITY:</i> 4 min	<i>REST:</i> 1 min	
7v7		PLAYER ACTIONS: F			t and Koon it con	anact		
			•	•		•	Disc. 4.4	
	25 yards	ORGANIZATION: In a 2v1, up to 3v3. Play 4 goes out of bounds.						
		KEY WORDS: Block t	the opening, Work	together, Has	sle the opponent.			
÷		GUIDED QUESTIONS we need to work toget		prevent the opp	oonent from movin	ng the ball forv	vard? 2. Why do	
	19 yards	ANSWERS: 1. Get de make it and keep it co			ect the goal and b	lock the way f	orward - 2. To	
	© Copyright www.academysoccercoach.co.uk 2019	Note – First break, the discover the answers.						
PRACTICE (Core A	Ictivity): 4v5 to Goal	& Small Goal	DURATION: 20	min INTER	VALS: 3 ACTI	VITY: 5 min -		
7v7	***	OBJECTIVE: Disrupt	the opponent's bu	uild up to regain	n the ball closer to	their goal.		
P L		PLAYER ACTIONS:	Protect the goal, N	Make it and Kee	ep it compact, Pre	ssure, Cover	and Balance.	
	30 yards	ORGANIZATION: In the attacking half of a 7v7 field, set up a 40Wx30L field with a regular goal and a small goal as shown. The 4 Blue defenders score in the regular goal, Red team scores by passing into the small goal. Play with the build out line. Rotate players every round.						
		KEY WORDS: Block t	the opening, Work	k together, Has	sle the opponent,	Help to defen	d	
		GUIDED QUESTIONS: 1. What happens when a defender gets in front of the ball? 2. How can we close all the openings to go forward? 3. Where should we be when a defender is pressing the attacker with the ball?						
	© Copyright www.academysoccercoach.co.uk 2019	ANSWERS: 1. Protects the goal, blocks the opening and prevents forward play - 2. By working together to make it and stay compact - 3. Behind the pressing defender providing cover and balance.						
		Note: Switch to the Less Challenging activity if it is too difficult or to the More Challenging if it is too easy at & Small Goal DURATION: 20 min INTERVALS: 4 ACTIVITY: 4 min REST: 1 min						
PRACTICE (Less Cl	hallenging): 4v4 to Go	al & Small Goal OBJECTIVE: To rega				VITY: 4 min	<i>REST:</i> 1 min	
7v7		•			•		and Delence	
		PLAYER ACTIONS:	•		• • •			
	30 yards	ORGANIZATION: In t small goal as shown. the small goal. Play v	The 4 Blue defen	ders score in th	ne regular goal, R	ed team score		
		KEY WORDS: Shut th	ne opening, Angle	speed and dis	tance of approach	n, Types of Ta	ckle - Poke or Block.	
	yards	GUIDED QUESTIONS we need to work toget do?						
	© Copyright www.academysoccercoach.co.uk 2019	ANSWERS: 1. Protect the goal, block the opening to prevent forward play - 2. To make it and keep it compact to close the openings 3. The closest defender presses, the others provide cover and balance.						
		Note: Switch to this a	ctivity if the Core i	s too difficult fo	or the players.			





OBJECTIVE: To regain the ball closer to the opponent's goal.

PLAYER ACTIONS: Protect the goal, Make it and Keep it compact, Pressure, Cover and Balance.

ORGANIZATION: In the attacking half of a 7v7 field, set up a 40Wx30L field with a regular goal and a small goal as shown. The 4 Blue defenders score in the regular goal, Red team scores by passing into the small goal. Play with the build out line. Rotate players every round. **KEY WORDS:** Block the opening, Work together, Hassle the opponent, Help to defend

GUIDED QUESTIONS: 1. What happens when a defender gets in front of the ball? 2. How can we close all the openings to go forward? 3. Where should we be when a defender is pressing the attacker with the ball?

ANSWERS: 1. Protects the goal, blocks the opening and prevents forward play - **2.** By working together to get and stay compact - **3.** Behind the pressing defender providing cover and balance.

Note: Switch to this activity if the Core is too easy for the players.

OBJECTIVE: To regain the ball closer to the opponent's goal.

2^{nd.} PLAY PHASE: The Game – 6v6 (GK+5v5+GK) DURATION: 20 min --- INTERVALS: 2 --- ACTIVITY: 8 min --- REST: 2 min

PLAYER ACTIONS: Protect the goal, Make it and Keep it compact, Pressure, Cover and Balance.

ORGANIZATION: In a 7v7 field (40Wx60L) play 6v6. The Blue team will play in a 1-3-1-1 formation and the Red team will play in a 1-3-1-1 formation.

KEY WORDS: Block the opening, Work together, Hassle the opponent, Help to defend

GUIDED QUESTIONS: 1. What happens when a defender gets in front of the ball? **2.** How can we close all the openings to go forward? **3.** Where should we be when a defender is pressing the attacker with the ball?

ANSWERS: 1. Protects the goal, blocks the opening and prevents forward play - 2. By working together to make it compact and stay compact - 3. Behind the pressing defender providing cover and balance.

Note: All Laws of the game and US Soccer Player Development Initiatives (PDI) are in effect.

Five Elements of a Training Activity

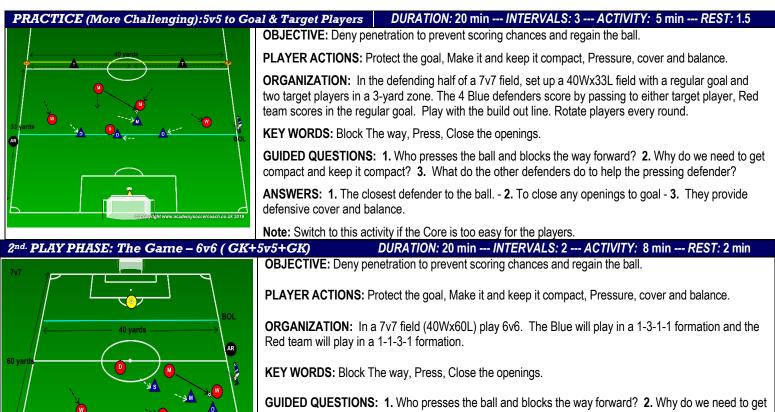
1. Organized: Is the activity organized in the right way?

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?)

	GOAL:	Improv	ve preventing the oppone	AGE GROUP					
494	PLAYER ACT		Protect the goal, Make it and Keep it compact, Pressure, Cover & Balance					U10	
KEY QUALITIES MOMENT 1st PLAY PHASE (Intentional Free Play):			Read the game, Be pro-active , Focus						
			Defending	DURATION	60 min	PLAYERS	12	7v7	
I st PLAY PHASE (In	tentional Fre	ee Play).	: 3v3 to Goal OBJECTIVE: Deny pe				<i>11VITY:</i> 4 mi	n <i>REST:</i> 1 min	
7v7		PLAYER ACTIONS: F		-					
•	7		ORGANIZATION: In a 7v7 field set up two 19Wx30L fields with a small goal at each end. Play 1v1 2v1, up to 3v3. Play 4 rounds for a total of 20 minutes. Play with kick-ins and dribble-ins when the l						
	ards ^e		KEY WORDS: Block the way, Press, Close the openings.						
	, n		GUIDED QUESTIONS attacker with the ball?				ward? 2. Who	o should press the	
	19 yards	(ANSWERS: 1. Block to need to make it and keep				ders closest to	o the ball - 3. We	
	© Copyright www.academysoccer	coach.co.uk 2019	Note – First break, the discover the answers.						
PRACTICE (Core A	ctivity): 5v4 to	Goal &						REST: 1.5 min	
			OBJECTIVE: Deny penetration to prevent scoring chances and regain the ball.						
40 y	ards	$\rightarrow \downarrow$	PLAYER ACTIONS: Protect the goal, Make it and keep it compact, Pressure, cover and balance.						
			ORGANIZATION: In the defending half of a 7v7 field, set up a 40Wx33L field with a regular goal and two target players in a 3-yard zone. The 4 Blue defenders score by passing to either target player, Red team scores in the regular goal. Play with the build out line. Rotate players every round.						
33 yards	<u> </u>		KEY WORDS: Block the way, Press, Close the openings.						
		T	GUIDED QUESTIONS: 1. Who presses the ball and blocks the way forward? 2. Why do we need to get compact and keep it compact? 3. What do the other defenders do to help the pressing defender?						
	Convitable www.academysoco	ercoach co uk 2019	ANSWERS: 1. The closest defender to the ball 2. To close any openings to goal - 3. They provide defensive cover and balance.						
			Note: Switch to the Less Challenging activity if it is too difficult or to the More Challenging if it is too easy. al & Target Players DURATION: 20 min INTERVALS: 4 ACTIVITY: 4 min REST: 1 min						
PRACTICE (Less Cha	allenging): 5v3	3 to Goal						1 <i>REST:</i> 1 min	
7v7	ards		OBJECTIVE: Deny penetration to prevent scoring chances and regain the ball.						
40 y	A		PLAYER ACTIONS: Protect the goal, Make it and keep it compact, Pressure, co						
Our and			ORGANIZATION: In the defending half of a 7v7 field, set up a 40Wx33L field with a regular goal and two target players in a 3-yard zone. The 4 Blue defenders score by passing to either target player, Red team scores in the regular goal. Play with the build out line. Rotate players every round.						
33 yards	Acri	i i i	KEY WORDS: Block the way, Press, Close the openings.						
		BOL	GUIDED QUESTIONS compact and keep it c						
			ANSWERS: 1. The closest defender to the ball 2. To close any openings to goal - 3. They provide defensive cover and balance.						
	Copyright www.academysocc	ercoach.co.uk 2019	Note: Switch to this activity if the Core is too difficult for the players.						





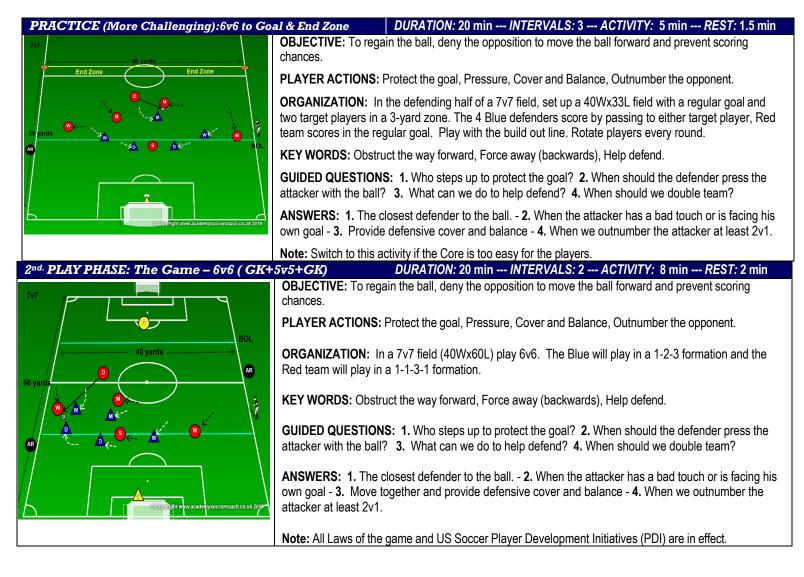
compact and keep it compact? 3. What do the other defenders do to help the pressing defender?

ANSWERS: 1. The closest defender to the ball. - 2. To close any openings to goal - 3. They provide defensive cover and balance.

Note: All Laws of the game and US Soccer Player Development Initiatives (PDI) are in effect.

Five Elements of a Training Activity 1. Organized: Is the activity organized in the right way? Game-like: Is the activity game-like? 2. Repetition: Is there repetition, when looking at the overall goal of the training session? 3. 4. **Challenging:** Are the players being challenged? (Is the right balance between being successful and unsuccessful?) **Coaching:** Is there coaching based on the age and level of the players? 5.

	GOAL: Improv	ve preventing the opponent from building up and creating scoring chances in our half - 2					AGE GROUP		
NOP	PLAYER ACTIONS	•	I, Pressure, Cover				U10		
	KEY QUALITIES	Understand the g							
	MOMENT	Defending	DURATION	60 min	PLAYERS	12	7v7		
1 st PLAY PHASE (In	tentional Free Play)				RVALS: 4 AC1		REST: 1 min		
7v7	***	OBJECTIVE: To rega			Ŭ	e dall forward.			
		PLAYER ACTIONS: Protect the goal, Pressure, cover and balance.							
		ORGANIZATION: In a 2v1, up to 3v3. Play 4 goes out of bounds.							
	yards	KEY WORDS: Obstru	ct the way forward	l, Force away ((backwards), Help	defend.			
>	Δ	GUIDED QUESTIONS defender to do? 3. He				t do we want t	he obstructing		
	** *19 yards	ANSWERS: 1. Get a Press the ball to force							
Б	© Copyright www.academysoccercoach.co.uk 2019	Note – First break, the discover the answers.	Second break, th	e coach asks o	questions and pla	yers will answ	er them.		
PRACTICE (Core A	ctivity): 6v5 to Goal &				VALS: 3 ACTI				
7v7 40 va	rds	OBJECTIVE: To rega chances.	in the ball, deny th	e opposition to	o move the ball for	rward and prev	vent scoring		
End Zone	End Zone	PLAYER ACTIONS: F	Protect the goal, P	ressure, cover	and balance, Out	number the o	oponent.		
36 yards		ORGANIZATION: In the defending half of a 7v7 field, set up a 40Wx30L field with a regular goal and a 5 yard End Zone. The 5 Blue defenders score by dribbling or passing to a teammate in the end zone, Red team scores in the regular goal. Play with the build out line. Rotate players every round.							
	BOL	KEY WORDS: Obstruct the way forward, Force away (backwards), Help defend.							
		GUIDED QUESTIONS: 1. Who steps up to protect the goal? 2. When should the defender press the attacker with the ball? 3. What can we do to help defend? 4. When should we double team?							
L	G Coly fight www.stadomysoccercosch.co.uk 2019		ANSWERS: 1. The closest defender to the ball 2. When the attacker has a bad touch or is facing his own goal - 3. Provide defensive cover and balance - 4. When we outnumber the attacker at least 2v1.						
		Note: Switch to the Less Challenging activity if it is too difficult or to the More Challenging if it is too easy. Dal & End Zone DURATION: 20 min INTERVALS: 4 ACTIVITY: 4 min REST: 1 min							
PRACTICE (Less Ch	allenging): 5v3 to Goa								
		OBJECTIVE: To regain the ball, deny the opposition to move the ball forward and create scoring chances.							
End Zone	End Zone	PLAYER ACTIONS: Protect the goal, Pressure, Cover and Balance, Outnumber the opponent.							
		ORGANIZATION: In the defending half of a 7v7 field, set up a 40Wx30L field with a regular goal and a 5 yard End Zone. The 4 Blue defenders score by dribbling or passing to a teammate in the end zone, Red team scores in the regular goal. Play with the build out line. Rotate players every round.							
35 yards		KEY WORDS: Obstruct the way forward, Force away (backwards), Help defend.							
	~ <u>\$6</u> ~- \$ 6 ~~	GUIDED QUESTIONS attacker with the ball?				should the def	ender press the		
	Copyright www.scadomysoccercoach.co.uk 2019	ANSWERS: 1. The cl own goal - 3. Move to					ch or is facing his		
		Note: Switch to this activity if the Core is too difficult for the players.							



	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?
<u>.</u>	
1.	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?
5.	Coaching: Is there coaching based on the age and level of the players?

	GOAL:		Improve pre	eventing the oppon	ent from scori	ng goals - 1		AGE GROUP		
PLAYER ACTIONS			Protect the goal, Make it and Keep it compact, Pressure, Cover & Balance					U10		
	KEY QUALITIE	S	F	Read the game,						
	MOMENT		Defending	DURATION	60 min	PLAYERS	12	7v7		
1st PLAY PHASE (In	tentional Free	Play):	3v3 to Goal OBJECTIVE: Deny s		0 min <i>INTE</i>	RVALS: 4 AC	<i>TIVITY:</i> 4 mi	n <i>REST:</i> 1 min		
			PLAYER ACTIONS:	U U	Prossura and a	ovor				
				•				and Dlaw 9w1 wa		
			ORGANIZATION: In to 3v3. One team has with kick- ins and drib	a goalkeeper the	other does no	t. Play 4 rounds f				
			KEY WORDS: Shield	l the goal, Help de	fend, Hassle th	ne opponent.				
		Ŏ	GUIDED QUESTION other to defend? 3. V					can we help each		
	a * a	h.co.uk 2019	ANSWERS: 1. In bet pressures the player goal.							
			Note – First break, th discover the answers	. Second break, th	ne coach asks	questions and pla	ayers will answ	wer them.		
PRACTICE (Core A	lctivity): 4v3 to	Goal					<i>IVITY:</i> 5 min	REST: 1.5 min		
\vdash			OBJECTIVE: Deny scoring chances and regain the ball.							
7v7			PLAYER ACTIONS: Protect the goal, Make it and keep it compact, Pressure and cover.							
32 y	32 yards			ORGANIZATION: In the defending half of a 7v7 field, set up a 32Wx24L field with a regular goal and a small goal as shown. The 3 Blue defenders score in the small goal, Red team scores in the regular goal. Play with the build out line. Rotate players every round.						
BOL			KEY WORDS: Shield the goal, Compactness, Hassle the attacker and Help defend.							
	24 yards			GUIDED QUESTIONS: 1. Why do need to shield the goal? 2. Why do we need to make it and keep it compact? 3. Who pressures the ball? 4. How do we help the defender in front of the ball?						
		h.co.uk 2019	ANSWERS: 1. To protect the goal, blocking any chances of a shot 2. To close any openings to goal - 3. The defender in front of the ball protecting the goal - 4. Provide defensive cover and balance if possible.							
			Note: Switch to the L							
PRACTICE (Less Cl	hallenging): 5v3	s to Goa				RVALS: 4 ACT	<i>IVITY</i> : 4 min	REST: 1 min		
7v7	\rightarrow		OBJECTIVE: Deny scoring chances and regain the ball. PLAYER ACTIONS: Protect the goal, Make it and keep it compact, Pressure and cover.							
			ORGANIZATION: In the defending half of a 7v7 field, set up a 32Wx24L field with a regular goal and							
32 y	yards	þ	a small goal as shown. The 4 Blue defenders score in the small goal, Red team scores in the regular goal. Play with the build out line. Rotate players every round.							
BOL			KEY WORDS: Shield the goal, Compactness, Hassle the attacker and Help defend.							
			GUIDED QUESTIONS: 1. Why do we need to shield the goal? 2. Why do we need to make it and keep it compact? 3. Who pressures the ball? 4. How do we help the defender in front of the ball?							
			ANSWERS: 1. To protect the goal, blocking any chances of a shot 2. To close any openings to goal - 3. The defender in front of the ball protecting the goal - 4. Provide defensive cover and balance if possible.							
			Note: Switch to this activity if the Core is too difficult for the players.							

PRACTICE (More Challenging): 4v4 to G	oal & Small Goal DURATION: 20 min INTERVALS: 3 ACTIVITY: 5 min REST: 1.5 min				
	OBJECTIVE: Deny scoring chances and regain the ball.				
7\v7	PLAYER ACTIONS: Protect the goal, Make it and keep it compact, Pressure and cover.				
32 yards	ORGANIZATION: In the defending half of a 7v7 field, set up a 32Wx24L field with a regular goal and a small goal as shown. The 3 Blue defenders score in the small goal, Red team scores in the regular goal. Play with the build out line. Rotate players every round.				
BOL	KEY WORDS: Shield the goal, Compactness, Hassle the attacker and Help defend.				
24 yards	GUIDED QUESTIONS: 1. Why do we need to shield the goal? 2. Why do we need to make it and keep it compact? 3. Who pressures the ball? 4. How do we help the defender in front of the ball?				
	ANSWERS: 1. To protect the goal, blocking any chances of a shot 2. To close any openings to goal - 3. The defender in front of the ball protecting the goal - 4. Provide defensive cover and balance if possible.				
Note: Switch to this activity if the Core is too easy for the players.					
2 ^{nd.} PLAY PHASE: The Game – 6v6 (GK+5v5+GK) DURATION: 20 min INTERVALS: 2 ACTIVITY: 8 min REST: 2 min					
OBJECTIVE: Deny scoring chances and regain the ball.					
	PLAYER ACTIONS: Protect the goal, Make it and keep it compact, Pressure, cover and balance.				
40 yards AR	ORGANIZATION: In a 7v7 field (40Wx60L) play 6v6. The Blue will play in a 1-2-1-2 formation and the Red team will play in a 1-3-1-1 formation.				
	KEY WORDS: Shield the goal, Compactness, Hassle the attacker and Help defend.				
	GUIDED QUESTIONS: 1. Why do we need to shield the goal? 2. Why do we need to make it and keep it compact? 3. Who pressures the ball? 4. How do we help the defender in front of the ball?				
	ANSWERS: 1. To protect the goal, blocking any chances of a shot 2. To close any openings to goal - 3. The defender in front of the ball protecting the goal - 4. Provide defensive cover and balance if possible.				
Copidont www.acatiemyeocoercoach.co.uk 2019	Note: All Laws of the game and US Soccer Player Development Initiatives (PDI) are in effect.				

Five Elements of a Training Activity

1.	Organized: Is the activity organized in th	ne right way?
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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?)

	GOAL:	Improve pre	venting the oppon	ent from scorir	ng goals - 2		AGE GROUP		
494	PLAYER ACTIONS	Protect the goa	Protect the goal, Pressure, Cover & Balance, Outnumber the opponent						
	KEY QUALITIES	Make decisions, Be proactive, Focus					U10		
	MOMENT	Defending	DURATION	60 min	PLAYERS	12	7v7		
1st PLAY PHASE (In	tentional Free Play)			0 min INTE	RVALS: 4 AC	<i>TIVITY:</i> 4 mi	n <i>REST:</i> 1 min		
7v7		OBJECTIVE: Block scoring chances.							
		PLAYER ACTIONS: Protect the goal, Pressure and cover.							
		ORGANIZATION: In a 7v7 field, set up two 19Wx24L fields with a small goal at each end. Play 1v1, 2v1, up to 3v3. Play 4 rounds for a total of 20 minutes. Play with kick-ins and dribble-ins when the ball goes out of bounds.							
BO 20yar	rds	KEY WORDS: Block the shot, Together.							
		GUIDED QUESTIONS to prevent scoring cha		d the defender	be to block the st	not? 2 . How c	o we work together		
	<u>ه ا</u> م ^ر م	ANSWERS: 1. In betw defender to the ball pr				Moving toget	ner so the closest		
	©Copyright www.academysoccercoach.co.uk 2019	Note – First break, the discover the answers.							
PRACTICE (Core A	Activity): 5v4 to Goal of	& 2 Small Goals	DURATION: 20) min <i>INTE</i>	RVALS: 3 AC1		REST: 1.5 min		
7v7		OBJECTIVE: Block so	-	-					
	\sim	PLAYER ACTIONS: F	Protect the goal, P	ressure, Cove	r & Balance, Outn	umber the op	oonent.		
40	yards	ORGANIZATION: In and two small goals as scores in the regular g	s shown. The 4 Bl	ue defenders	score in either of t	he two small			
BOL	1	KEY WORDS: Block t	he shot, Together	, Double.					
24 yards		GUIDED QUESTIONS: 1. Who should step up to protect the goal and pressure the ball? 2. What should the other defenders do? 3. When is a good time to double team the attacker with the ball?							
		ANSWERS: 1. The closest defender to the attacker with the ball 2. Provide cover and balance - 3. When we outnumber the attacker with the ball.							
	© Copyright www.academysoccercoach.co.uk 2019	Note: Switch to the Less Challenging activity if it is too difficult or to the More Challenging if it is too easy. 1 & 2 Small Goals DURATION: 20 min INTERVALS: 4 ACTIVITY: 4 min REST: 1 min							
PRACTICE (Less Ch	allenging): 5v3 to Goal					<i>IVITY</i> : 4 min	REST: 1 min		
7v7		OBJECTIVE: Block so	0	U		umborthe	anant		
\square	\rightarrow	PLAYER ACTIONS: Protect the goal, Pressure, Cover & Balance, Outnumber the opponent.							
40 yards		ORGANIZATION: In the defending half of a 7v7 field, set up a 40Wx24L field with a regular goal and two small goals as shown. The 4 Blue defenders score in either of the two small goals, Red team scores in the regular goal. Play with the build out line. Rotate players every round.							
BOL	a	KEY WORDS: Block the shot, Together, Double.							
24 yards		GUIDED QUESTIONS: 1. Who should step up to protect the goal and pressure the ball? 2. What should the other defenders do? 3. When is a good time to double team the attacker with the ball?							
	© Conversity www.seadomv/soccorcoach.co.uk 2019	ANSWERS: 1. The closest defender to the attacker with the ball 2. Provide cover and balance - 3. When we outnumber the attacker with the ball.							
		Note: Switch to this activity if the Core is too difficult for the players.							
PRACTICE (More 0	Challenging): 5v5 to Go	oal & 2 Small Goals	DURATION: 20) min INTE	RVALS: 3 AC1	<i>IVITY:</i> 5 min	<i>REST:</i> 1.5 min		



OBJECTIVE: Block scoring chances and regain the ball.

PLAYER ACTIONS: Protect the goal, Pressure, Cover & Balance, Outnumber the opponent.

ORGANIZATION: In the defending half of a 7v7 field, set up a 40Wx24L field with a regular goal and two small goals as shown. The 4 Blue defenders score in either of the two small goals, Red team scores in the regular goal. Play with the build out line. Rotate players every round.

KEY WORDS: Block the shot, Together, Double.

GUIDED QUESTIONS: 1. Who should step up to protect the goal and pressure the ball? **2.** What should the other defenders do? **3.** When is a good time to double the attacker with the ball?

ANSWERS: 1. The closest defender to the attacker with the ball. - 2. Provide cover and balance - 3. When we outnumber the attacker with the ball.

Note: Switch to this activity if the Core is too easy for the players.

2^{nd.} PLAY PHASE: The Game – 6v6 (GK+5v5+GK)



DURATION: 20 min --- INTERVALS: 2 --- ACTIVITY: 8 min --- REST: 2 min OBJECTIVE: Block scoring chances and regain the ball.

PLAYER ACTIONS: Block the shot, Together, Hassle the opponent.

ORGANIZATION: In a 7v7 field (40Wx60L) play 6v6. The Blue will play in a 1-2-3 formation and the Red team will play in a 1-1-3-1 formation.

KEY WORDS: Block the shot, Together, Double.

GUIDED QUESTIONS: 1. Who should step up to protect the goal and pressure the ball? **2.** What should the other defenders do? **3.** When is a good time to double team the attacker with the ball?

ANSWERS: 1. The closest defender to the attacker with the ball. - 2. Provide cover and balance - 3. When we outnumber the attacker with the ball.

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