		25 yd side	
	 Let players play and give lots of positive feedback 	Cone goals 2 yds apart on	
 Reinforce Technique!! 	Scrimmage 3v3 or 4v4	25 x 40 grid	4 v 4 Game (15 min)
	out as partners.		
	 Version3—coach yells "Two" and two players from each line come 		
	 Version 2—coach varies service of ball 		
	tries to score on left goal.		
going.	 Line to left of coach tries to score on right goal, line to right of coach 		
 Know where you are 	 Coach tosses ball into playing field and players try to get to it first. 	10 yd side	
 Fast to the ball. 	 Players are in lines next to coach. 	Cone goals, 2 yds apart on	min)
 Be attentive. 	 Coach stands with balls, at mid-point of 15 yd sideline. 	15 x 10 grid	Race To Win It! (15
people.			
you can see other	entering the game.		
 Keep your head up so 	skills task (10 push-ups, sit-ups, ball touches, juggles, etc) before re-		
and defense.	 When ball is kicked out, player must run to get it, then do a short 		
 Think about offense 	 Players try to kick other players' balls out of grid. 		
 Keep ball close to self. 	 Players dribble their ball, trying to keep it away from other players 	20 x 20 grid of cones	Knock Out (10 min)
are.	 Version 2—Coach is in grid applying pressure to players 		
where other players	 Coach calls color, players do what colors say to do. 	i.	
where the ball is and	 Everyone has a ball, dribbling in the grid. 		
 Concentrate on 	opposite direction and dribble.		
yourself	outside of foot, yellow= dribble fast (keep ball close), purple= turn	50-11-50-	
 Keep the ball close to 	 Red=stop, green=dribble with inside of foot, blue=dribble with 		
 Remember the colors 	 Coach tells players what to do when he/she calls a color 	20 x 20 grid of cones	Stoplight (10 min)
	 Talk about what you are doing, keeping the ball close. 		
	of foot. Change direction and "spin" with ball.	a semicircle.	min)
•	 Demo how to dribble the ball, using inside, outside, top and bottom 	None. Have players watch in	Demonstration (5
away)			
defense (getting	 Play twice and try to tag more people the second time. 		
(tagging) as well as	 Players must keep track of how many people they tag. 		
 Think about offense 	 Players must keep their ball close to themselves. 		
close to feet.	players with their hand.		min)
 Make sure ball stays 	 Players dribble the ball within the grid while trying to tag other 	20 x 20 grid of cones	Warm up—Tag (5
Coaching Points	Description	Set up Des	Activity
	P 01990		

 Shield the ball from D. 	•		neid, (long way)	
Head up!	•	teammates on the other side of the line.	down middle of	lane (15 min)
Don't keep the ball.	•	 Players cannot cross the line of cones, but they can pass to their 	a line of cones	with passing
Make runs.	•	 Break into two teams and set up as a normal game. 	30 x 20 grid with	Scrimmage
		 Versions—coach varies service of ball—coach yells two or three numbers and that many players from each line come out as partners. 		
Pass the ball.	•	score on left goal.		
Talk to each other.	•			
Work as a team.	•	 Coach tosses ball into playing field and calls out a number. The player whose 	on 15 yd side	
Know where you are going.	•	1-5 depending on how many players there are).	two yards wide	(15 min)
Fast to the ball.	•	 Players are in lines next to coach. Coach assigns each player a number (1-4 or 	2 cone goals set	With numbers.
Be attentive.	•	 Coach stands with balls, at mid-point of 20 yd sideline. 	20 x 15 grid with	Race To Win It!
		awarded a point.		
		 Play multiple 1-2 minute games. Players with ball at end of time are 		
		ball is now the bandit.		
bandits.		 When bandits steal the ball, they keep it and the player who lost the 		
Shield the ball from the	•	ball from the other players.	two yards wide	
Keep the ball close.	•	Two players (who do not have a ball) are bandits and try to steal the	randomly set	min)
Control the ball.	•	score a goal.	10 cone goals	Bandits (12
Keep heads up!	•	 Players each have a ball and need to dribble the ball through a gate to 	30 x 30 grid with	Gates with
keep it fun.		 Snake must stay together, no breaking arms. 		
Have the snake "Hiss!" to	•	 If the snake tags a player, that player becomes part of the snake. 		
Keep the ball close.	•	 Players with balls try to stay away from the head end of the snake. 		
Control the ball.	•	 The 2 without soccer balls, link arms and try to tag other players. 		
Keep heads up!	•	 All players dribble their soccer ball except for 2 players. 	20 x 20 grid	Snake (8 min)
		Go for a time, then reverse rolls.		
		leader, doing exactly what they do.		min)
from follower		 Follower needs to make sure he/she stays as close as possible to the 		Dribble (10
Leader—try to get away	•	 Lead player can go anywhere in the grid, dribbling the ball. 	cones	Shadow
Use inside, outside, turns.	•	 Partners each have a ball, standing one in front, one behind. 	20 x 20 grid of	Warm up—
Coaching Points	Coach	Description	Set up	Activity

Activity	Set up	Description	Coachin	Coaching Points
Warm up—Ball Tag (8 min)	20 x 20 grid	 Each player has a ball. Players "Tag" other players by kicking it at their feet or soccer ball. 	•	
		 Players count how many times they tag someone. 		
Team Tag (10	20 x 20 grid	 Split into two teams, each player has a ball. 	•	Shield the ball and body.
min)		 One team (Taggers) tries to kick their ball against the other teams' ball 	•	Move fast.
		or lower leg.	•	Keep head up.
		 The other team tries to get away, but needs to keep their ball close to 		
		themselves and shield their ball from the Taggers.		
		 Version 2—Taggers can only tag soccer balls. 		
Golden Gates	30 x 30 grid with	 Players pair up with each pair having a ball. 	•	Heads up.
(12 min)	8 cone goals	 Partners need to dribble, move and pass ball to each other 	•	Talk!
	randomly set	 Partners pass ball between gates to score a goal. Can't score on same 	•	Pass to each other's feet.
	two yards wide	goal twice in a row.	•	Anticipate the next move.
		 Play short rounds to see which pair scores the most. 		
Clean Your	2, 20 x 10 grids	 Each player has a ball. Break group into two teams and put them in a 	•	Move the ball.
Backyard (10	with a 5 yd alley	grid. Each team stays in their grid and may not enter the alley.	•	Take hard shots.
min)	between the 20	 Both teams shoot the ball across their opponents' grid to score on one 	•	Aim your shots.
	yd sides. 3 goals	of the three goals.	•	Pass within your zone.
	should be placed	 Players can defend, but no hands. 		8
	on both of the	 Score as many goals as possible. Play multiple short games 		
	20 yd ends	 Version 2—take out alley, but keep 3 goals on each end. 		
4 v 4 Game (15	25 x 40 grid	 Scrimmage 3v3 or 4v4 	•	Reinforce Technique!!
min)	Cone goals 2 yds	 Let players play and give lots of positive feedback 		
	apart on 25 yd			
	side			

Activity	Set up	Description	Coaching Points
Warm up—Tail Tag (5	Open space	 Give each player a pinny and have them tuck a small amount 	Be quick.
min)		into the back of their shorts (like a tail).	 Be aware.
		 Players try to take other players tails while guarding their own. 	 Be agile.
		 If tails are taken, they should be dropped right away and new 	
		ones found.	
Paint the field (5 min)	25 x 20 grid	 In pairs, players pass ball using as much space as possible. 	 Move around the field.
		 The soccer ball is a paint brush and they need to paint the 	 Make long passes.
		entire surface of the field.	 Spread out.
		 Do this for 4 minutes, then have them use their other foot. 	 Watch for other players.
2 v 2 to End Zones (10	20 x 15 grid with 1	 Players score 1 point by dribbling ball into end zone. 	 Dribble, pass, receive the
min))	yd end zones at	 Players get two points by passing ball into end zone, but ball 	ball.
	the end of each	must be passed before teammate goes into end zone.	 Talk to teammate.
		 Defenders cannot defend in end zone. 	
4 Corner Shooting	20 x 25 yd grid	 Players in lines on the corners of grid, teams are defending the 	 Be fast.
without Goalkeepers	with cone goals at	goal they are closest to.	 Talk to teammate.
(15 min)	each end	 Coach is in middle of field on sideline with balls. 	 Go to the ball.
		 Coach serves ball into field and first person in each line tries to 	 Move off the ball to get a
		get the ball and score on opposite goal.	pass.
		 Play ends with a goal or ball going out of bounds. 	
Scrimmage (25 min)	25 x 20 grid	4 \ 4	 Be positive.
		 Set up two fields if necessary. 	 Reinforce technique.

Activity	Set up	Description	Coaching Points
Warm up—Juggling (6	Open space	 All players with a soccer ball in their hands drop the ball and try 	 Use coordination.
min)	3	to kick it back to their hands. Count # of times in succession.	 Take time.
		 Version 2—controlled juggling. Thigh, thigh, foot, hand. Others 	 Eye contact.
Coach—Shielding and	Open space	 Show proper shielding technique 	 Body sideways on
Defense Demonstration	,	 Keep control of ball, while keeping it away from opponent. 	opponent.
(7 min)		 May lean against opponent. 	 Use arm to protect and
		 Show proper defense technique. 	know where opponent is
		 Stay low to ground, do not stab/jump at the ball. 	going.
		Be patient.	 Knees bent.
Steal-Shield (7 min)	Open space	 Players in pairs with one ball. 	 Ensure proper technique.
		 One player starts with ball and partner tries to steal the ball 	 Be quick.
	<	while player with ball shields it.	
		 30-45 second matches. Player who ends with ball gets a point. 	
2 v 2 to Small Goals (20	15 x 20 grid	 Have 2 or 3 grids set up so all players can play at a time. 	 Reinforce technique in
min)		 Players must dribble ball across end line to score a point. 	dribbling and passing.
		 Have players keep track of points scored. 	 1 v 1 defending
		 After a few rounds, change teams. 	
4 Goal Game (20 min)	35 x 35 grid with	 Players broken into 2 teams 	 Use all of the space.
	four corners	 Players try to get ball into one of the goals in the corners. 	 Make runs off the ball.
	having square	 Both teams can score on any goal, but teams cannot play the 	 Go to space.
	cone goals (6 x 6)	same goal twice consecutively.	
	in each	 Teams keep track of their score 	

Activity	Set up	Description	Coaching Points
Warm up—	25 x 25 grid with	 Two teams, each having a doctor (without a ball) Everyone else 	 Make sure to know where
Doctor Doctor	opposite corners	has a ball.	your opponent is.
(10 min)	coned off (5×5) as a hospital	 Each team tries to freeze the other team members by kicking the ball at them below the knee. If a player is hit, they must stay 	Be moving constantly.
		where they are and yell "Doctor, Doctor" until the doctor unfreezes them by tagging them. • The doctor is safe in the hospital, but can be frozen when out of it.	
Pirates (10 min)	Build a circle approximately the	 With all players in the playing area, dedicate 9 players with the ball, and 3 players without a ball will be the "Pirates". 	 Attacking: keep the ball close with head up
	size of the center circle with 2 flags for and a semi-circle of	 Instruct the "Pirates" without the ball to defend the players with the balls. Once the Pirate wins the ball, they attempt to score on the goal in the middle of the circle. If the Pirate scores the goal, 	 If the ball is lost, recover quickly and fight to win it back.
	cones to act like a net in the middle of the big circle of	that player too becomes a Pirate. Play continues until the last player with the ball wins.	 Defending: Transition quickly from defense to offensive Stay focused once the ball is
OUCH! (8 min)	20 x 30 grid	 Every player in grid with a ball. The coach jogs around the grid. Players try to kick their ball and hit the coach. 	 Players need to strike the ball with correct part of foot.
		 Players get a point every time they hit the coach. Coach yells "Ouch!" each time they are hit. Use different parts of the foot: Inside, Instep, Right and Left foot. 	
3 v 3 Keep Away (12 min)	20 x 25 grid	 Have 2 or 3 grids set up so all players can play at a time. Players must keep the ball away from the other team. After a few rounds, change teams. 	 Reinforce technique in dribbling and passing. 1 v 1 defending and help from team.
4 v 4 Scrimmage (20 min)	20 x 25 grid with 2 cone goals on end.	 Scrimmage Let them play and offer lots of feedback 	 Reinforce technique!!

Scrimmage
+ 5 5 5 7
Three attackers need to pass to each other and shoot the ball at
 One of the four players needs to defend the ball on the cone
 If an attackers ball is kicked out, they become another defender.
kick it out of the grid.
Players with a ball, try to cross the grid to the other side.
One player is in the middle without a ball. The rest are on the
Variation 1—Players need to dribble down and back. 1 st player
making sure to avoid the players going the different direction.
ball across the grid,
Each player has a ball. Players line up on adjacent sides of grid.
Players make quick cuts and turns with the ball, using inside and
 Players dribble with inside and outside of foot switching L and R
Coaching Points

Activity	Set up	Description	Coaching Points
Warm up—Simon Says (10 min)	20 x 30 grid	 Each player has a ball in the grid. Coach = Simon, says commands. Vary what Simon says, have ball in hand, ball on feet, no ball. 	 Focus on listening skills
1 v 150/50 to Goal Team Competition (20	Use a full size goal with two	 Players line up at the goal posts. One team lines up at one post, the other team at the other post. 	Pay attention.Be ready to run.
min)	cones placed 20 yds in front of each post.	 One player from each line sprints out around their cone. When they are almost to the cone, the coach passes the ball to the middle of the area. The players need to get to the ball and score on the goal. Whoever scores gets one point for their team. Play to 10. 	 Get the ball back when defending.
6 v 6 Scrimmage (30 min)	30 x 40 grid with cone goals on ends	 Scrimmage Let them play and offer lots of feedback 	 Reinforce technique!!