Session ID: ASA SKL 03 NEW



Amesbury Soccer Association, 2015

| Stage | Organization (Diagram and Rules | 5) | Objectives | Coaching Points |
|--|---------------------------------|--|---|--|
| Technical Warm Up Time: 15 min | | 35 x 45 yd grid, divide into quarters 4 or 5 players in grid - each player is assigned a number 1-4 (or 5) for sequential passing. | Numbers passing in sequence (1 passes to 2, 2 passes to 3, etc) After passing, player runs to touch one of the cones defining the 1/4 grid. After a few minutes progress to touching two, then three cones after pass. | Technical: body position when passing, good directional first touch, weight and accuracy of the pass Movement off the ball - supporting angles and proper recv'g body position to take pass across body Player recognition of being an available target/option - communicate and make eye contact! |
| Small Sided Activity Time: 20 min | āūōz pūā | 3 v 3 to End Zones Players must dribble into "end zone" to score Progression: players must receive pass in end zone to score | Simple 3 v 3 small sided game - explain concept of "end zone" (scoring area). Working games with end zones gets players thinking about playing to a space rather than a single goal. | Focus coaching points on a players decision to pass or dribble. Reward/recognize players for good decision-making Remind players without the ball to move to an open area so they can receive a pass. |
| Expanded Small Sided Activity Time: | | 3 Zone Game 4 v 4 | Players must stay in their "zone". (playing area divided in thirds) Score by connecting at least two passes - zone 1 to zone 2 to zone 3 (end to end). Continuous play! | 1 Reinforce points from above. This game focuses on passing, but encourage the players to dribble when it will create space for them to make a pass, or when they have space in front of them to advance the ball. |
| Scrimmage 30 min | | | Use realistic restarts during scrimmage. | Reinforce Coaching Points from Session! |