

GRASSROOTS WORKBOOK & PRACTICE PLANS





Active Start practice plan Preferred method of training – The Station concept



The activities provided illustrate how stations can being used during Grassroots practices. During the practice players will spend an allotted time at each station having fun, developing specific skills and qualities before moving onto the next station. By using station work we create an environment where players are continually motivated and that they are continually challenged.

In the following activities players will travel through 4 stations. In these examples one station focuses on Physical Literacy, two stations on movements with the ball and the 4th station is focused around the game with the children playing 1v1.

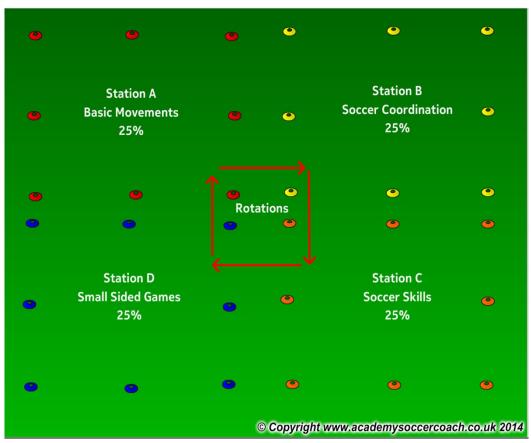
All sessions take a holistic approach to developing our youth. Each game and activity will focus on 4 main areas of the child's development; these include social/emotional, physical, physiological and also technical

Total Practice time 40 minutes as per the Recreational and Development Matrix



Active Start practice plan How the preferred training model works





If working with a larger group organize players into groups of 6. Each station has a coach who will lead that specific station for the session. Players rotate every 8 minutes with a 2 minute break in between each station to have a water break and move to the next station.

If working with a smaller group you can still have the 4 stations and players will move together through all 4 stations until all are complete.



Active Start practice plan – Week 21 Station A General movement -Follow the leaders





Organization: A 25 mx 15 m field. Up to 10 players each with a ball. Procedure: Players moving with their ball inside the field. Parents follwoing them around and do what the players (leaders) do . Players need to look around not to hit other players.

<u>Time Frame 6-8 minutes</u> <u>Emphasis:</u>

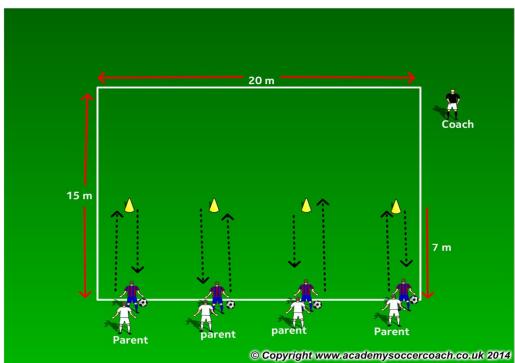
Listening
Different types of running
Changing direction
Agility, Balance, Coordination
FUN!

Psychological Confidence Being safe	<u>Technical</u> Dribbling
Decision Making	Casial
<u>Physical</u> A,B,C's	<u>Social</u> Listening
Change of Direction	
Change of Direction	Communicating
	Interaction with
	Friends



Active Start practice plan – Week 21 Station B Soccer Technique - Catch me





Organization: A 20 mx15 m field, cones 7 m from start line.

Procedure: Players each has a ball, and running with the ball (using right foot) around the cone. Parent try to catch them. When players reach the cone, they are safe. Precedure repeats on the way back to start line.

Progression: Players are encouraged to use opposite foot, and different part of foot.

<u>Time Frame6- 8 minutes</u> <u>Emphasis:</u>

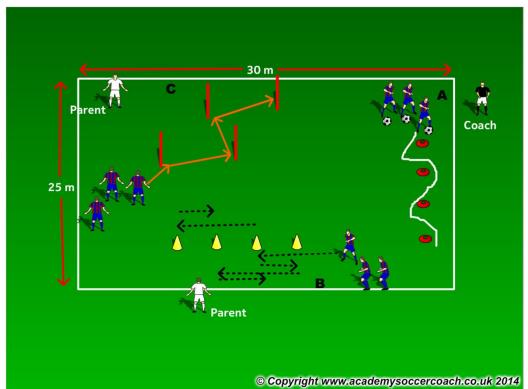
Running with the ball
Dribbling
Changing direction
Agility, Balance, Coordination
Imagination
FUN!

<u>Psychologica</u> l	<u>Technical</u>
Confidence	Dribbling
Being safe	Running with the ball
Physical Using both feet A,B,C's Change of Direction	Social Interaction with others Communicating Celebrating



Active Start practice plan – Week 21 Station C Coordination





Organization: A 30 mx 25 m field. Cones, Poles, as shown in diagram. Up to 12 players.

Procedure:Players go around each station, and perform different moves.

Station A: Players dribble through the cones.

Station B: Players run forward and backward.

Station C: Players shuffle from one pole to another.

Time Frame 6-8 minutes Emphasis:

Listening
Dribbling
Changing direction
Agility, Balance, Coordination
Imagination
FUN!

Psychological

Learning new skill Confidence Being safe

<u>Technical</u>

Dribbling Running with the ball

Physical

A,B,C's Change of Direction

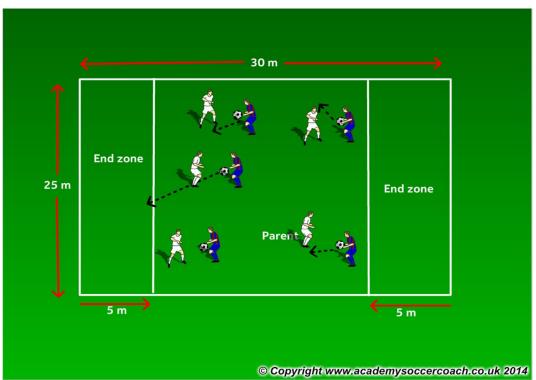
Social

Listening
Interaction with others
Celebrating



Active Start practice plan – Week 21 Station D Small sided game – 1v1 (Player vs Parent)





Organization: A 30 m x 25 m field. A two 5 m end zone at each side of the field. Players each has a ball.

Procedure: Players has the ball in their hand and try to pass by the opponent and go to the end zone to score. If the opponent touch the player, they receive the ball and try to do the same thing.

Progression: Players can use the feet.

Team with more points wins.

Time Frame 6-8 minutes Emphasis:

Running with the ball
Passing
Dribbling
Changing direction
Agility, Balance, Coordination
Imagination
FUN!

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Decision Making Confidence Being safe

Physical

A,B,C's Change of Direction

Technical

Dribbling Running with the ball

Social

Listening
Communicating
Celebrating
Interaction