

GRASSROOTS WORKBOOK & PRACTICE PLANS

Ontario Soccer Association Grassroots Development



<u>Active Start practice plan</u> The OSA Player Development Model – 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

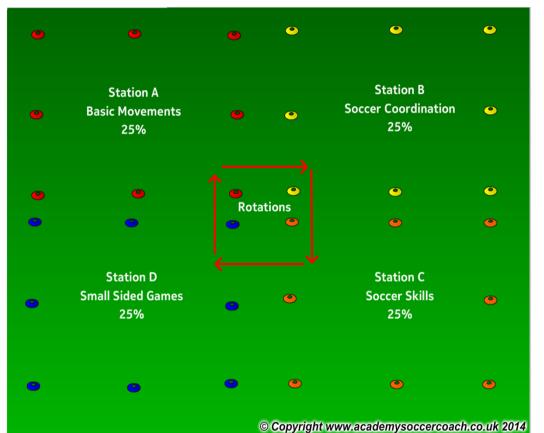
Total Practice time 40 minutes as per the Recreational and Development Matrix





Active Start practice plan How The OSA Player Development Model works





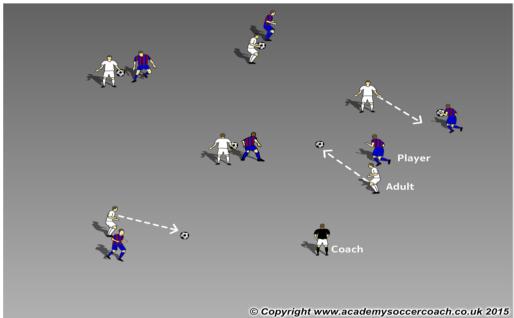
If working with a larger group organize players into groups of 6. Each station has a coach who will lead that specific station for the session. Players rotate every 8 minutes with a 2 minute break in between each station to have a water break and move to the next station.

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 17 Station A General movement – Ball collection





Organization: Players play with a parent, sibling or guardian. Each player has a soccer ball.

Procedure: The adult will roll the ball and the player will run and collect the ball. The player runs back to the adult with the ball in their hands, crawl through the adults legs and hand the ball back to the adult, repeat 6 times. The coach can also ask the player to perform different movements such as jumping, hoping, running backwards, side stepping etc.

You can also look to make this a competition to see how many times the players can collect the ball in 60 seconds.

<u>Time Frame. 8 minutes</u> <u>Emphasis:</u> Changing direction Agility, Balance, Coordination Different movements FUN with parents!

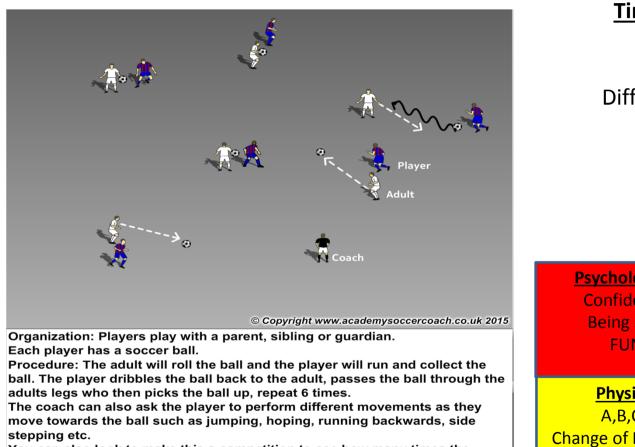
Psychological Confidence Back yard environment FUN	<u>Technical</u> N/A
<u>Physical</u>	<u>Social</u>
A,B,C's	Playing with parent
Change of Speed	Communicating
Change of Direction	Celebrating

Ontario Soccer Association Player Development



Active Start practice plan – Week 17 Station B Soccer Technique – ball collection , dribbling





You can also look to make this a competition to see how many times the players can collect the ball in 60 seconds.

<u>Time Frame. 8 minutes</u> <u>Emphasis:</u> Dribbling Different parts of the foot Changing direction Competition FUN!

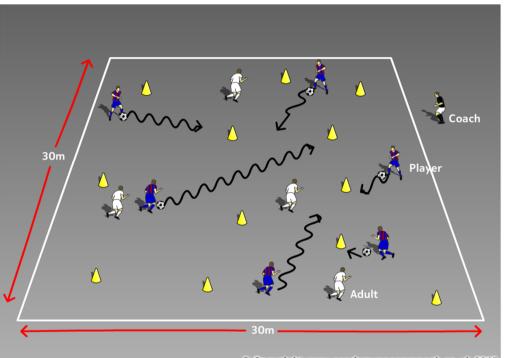
<u>Psychologica</u> l Confidence Being safe FUN	<u>Technical</u> Dribbling Lots of small touches
Physical	<u>Social</u>
A,B,C's	Playing with parent
Change of Direction	Communicating
Change of Speed	Celebrating

Ontario Soccer Association Player Development



Active Start practice plan – Week 17 Station C Soccer Technique – Bulldozers vs Builders

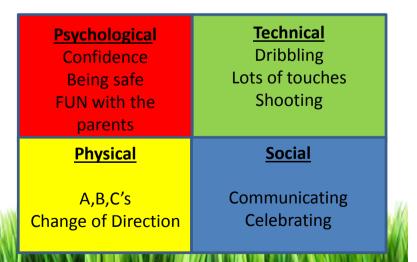




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Organization: Players are placed inside a 30m x 30m area, each with a ball. Tall cones (buildings) are placed inside the area. Parents (builders) are also inside the area.

Procedure: The players (bulldozers) have to knock all the buildings over with their soccer ball while the builders try to get them all back up. If the bulldozers can knock over all the buildings in 60 seconds they are the winners! You can change the roles of the players and adults. <u>Time Frame. 8 minutes</u> <u>Emphasis:</u> Dribbling Changing direction Agility, Balance, Coordination Imagination FUN!

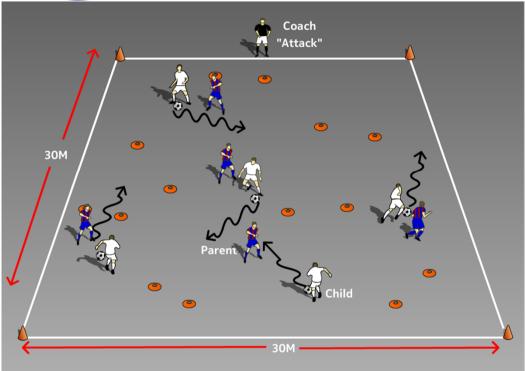


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Active Start practice plan - Week 17 Station D Small sided game – 1v1 with parent





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Organization: Players are paired with a parent inside a 30m x 30m area. Procedure: When the coach calls "Attack" the child with ball attempts to dribble through the gates. The parentr without the ball becomes the defender. If the defender wins the ball he/she then becomes the attacker and vice versa. Players play for 1 minute and score a point every time they go through a gate. The child should always be the winner in the games. Time Frame. 8 minutes Emphasis: Listening Running with the ball Dribbling Changing direction Agility, Balance, Coordination Imagination FUN!

Psychological	<u>Technical</u>
Confidence	Dribbling
Being safe	Running with the ball
FUN	Shooting
<u>Physical</u>	<u>Social</u> Listening
A,B,C's	Communicating
Change of Direction	Celebrating

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