

GRASSROOTS WORKBOOK & PRACTICE PLANS





<u>Learn to Train practice plan</u> <u>The OSA Player Development Model – The Station concept</u>



The activities provided take a look at how stations are being used at the Grassroots level. During the practice players will spend an allotted time at each station having fun and developing specific skills before moving onto the next station. By using station work we ensure players are continually motivated and we can ensure that their attention is not lost.

In the following activities players will travel through 4 stations. In these examples one station focuses on general movements, one station on soccer coordination with the ball, one station on soccer technique and the final station focuses on a small sided soccer game 3v3, 4v4 and 5v5

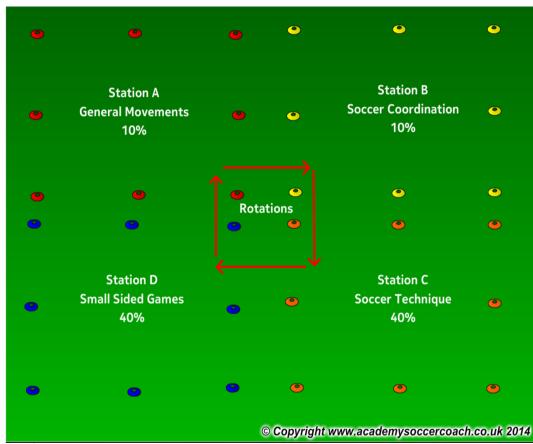
All sessions take a holistic approach to developing our youth. Each game and activity will take a look at how we can focus on 4 main areas of the child's development; these include Social/Emotional, physical, physiological and also technical

Total Practice time 45-70 minutes as per the OSA Recreational and Development Matrix



Learn to Train practice plan How the OSA Player Development Model works





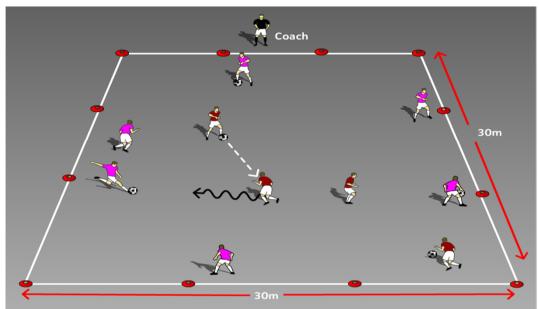
organize players into groups of 10-12. Each station has a coach who will lead that specific station for the session. Players rotate every 12-15 minutes with a 2 minute break in between each station to have a water break and move to the next station. If working with a smaller group you can still have the 4 stations and players will move together through all 4 stations until all are complete.



<u>Learn to Train practice plan -Week 16</u> <u>Station A</u>

General Movement – Passing and Receiving





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Organization. Players are placed into 2s inside 30mx30m area.

Procedure. Players pass and move inside area. Focus should be on how the player passes and receives the ball. As players pass and move the coach calls out the following instructions.

1. Pass with inside of each foot only. 2. Pass with the outside of each foot only. 3. Before passing do a move and then play pass. 4. Receive ball with the outside of either foot.

<u>Time frame. 12-15 minutes</u> <u>Emphasis:</u>

Changing direction
Passing/Receiving
Creativity
Speed
FUN!

Psychological

Confidence
Being safe
Decision making

Physical

A,B,C's Change of Direction

Technical

Passing Receiving

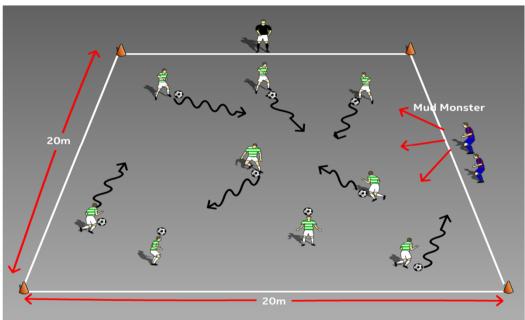
Social

Communicating Peer interaction FUN



<u>Learn to Train practice plan – Week 16</u> <u>Station B</u> <u>Soccer Coordination</u>





Organization: Players are inside a 20m x 20m area, all with a ball. 2 players are on out side without a ball and becoem the mudmonsters.

Procedure: All players dribble around inside the area. 2 players are selected to become the "MUD MONSTER". When the coach says go the Mud monster's come in and attempt to tag the players. If a player is tagged they must stand with their legs apart, holding the soccer ball and their head shouting, "help, help I'm stuck in the mud" to be freed a player who is dribbling crawls through the back of their legs. Each player gets to be the mud monster for 1 minute.

Time frame. 12-15 minutes

Emphasis:

Dribbling
Movement
A,B,C's
Communication
FUN!

Psychological

Positive reinforcement Confidence Being safe

Physical

Agility, Balance
Change of Direction
Coordination

<u>Technical</u>

Dribbling

Social

Listening
Communicating
Peer interaction /fun

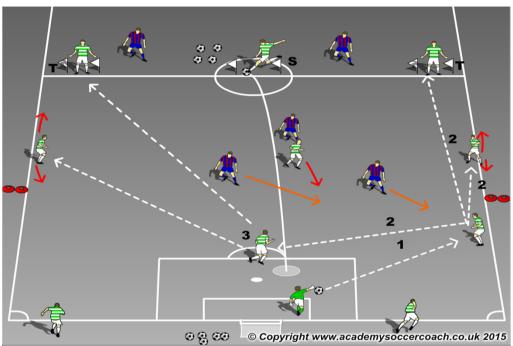
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<u>Learn to Train practice plan – Week 16</u> <u>Station C</u>

<u>Soccer Technique – Playing out from the back</u>





Organization: Players set up as above.

Procedure: S plays ball into the goalkeeper. The goalkeeper now looks to distribute the ball to one of his/her team mates. As soon as the player receiving the ball touches the ball the 3 players are released to pressure the ball. The team in possession now look to get the ball to T or S to score a point. If the win possession they head to goal. All players rotate through all positions.

<u>Time frame. 12-15 minutes</u> <u>Emphasis:</u>

Passing
Receiving
Possession
Decision making

<u>Psychological</u>

Fun Confidence Decision Making

Physical

A,B,C's Change of Direction Movement

Technical

Passing Receiving Possession

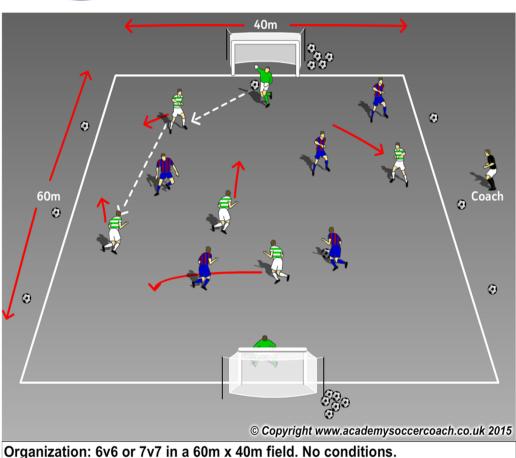
Social

Team work
Communicating
Fun with friends



<u>Learn to Train practice plan – Week 16</u> <u>Station D</u> <u>Small sided game – Free play</u>





Time frame. 12-15 minutes

Emphasis:

FREE PLAY

Creativity

Allow the game to be the teacher

FUN

Psychological

Fun Confidence Being safe

Physical
Speed
A,B,C's
Change of Direction

Technical

Passing Team possession Individual ability

Social

Listening Communicating Fun with friends