



# Ontario Soccer Player Development Model: The Station Concept

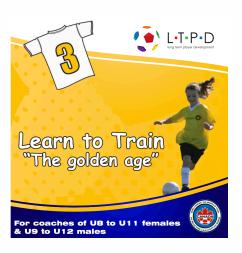


The activities provided illustrate how stations can being used during Grassroots practices.

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, psychological and technical.

Total practice time 45-70 minutes as per the Recreational and Development Matrix.

Play. Inspire. Unite.







## Ontario Soccer Player Development Model How it works



#### Introduction

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 challenged.

#### Organisation

If working with a larger group, organize players into groups of 6. Each station has a coach who leads that specific station for the session.

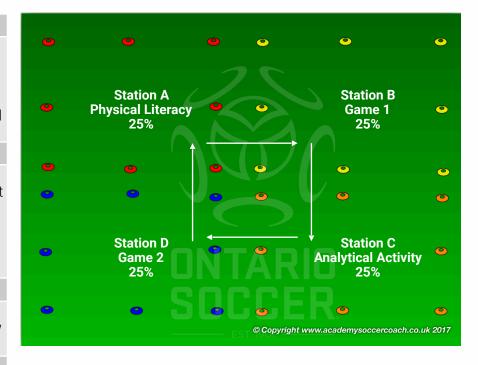
If working with a smaller group, simply move together through all 4 stations until all are complete.

#### Procedure

Players rotate every 9 minutes. Provide a 2 minute break in between each station for water and to allow movement to the next station.

### **Emphasis**

In these examples one station focuses on Physical Literacy, two stations on movements with the ball or small sided games and the 4th station is focused around technique with decision making.



Timing	Area
Total Time: 70 mins 4 x 10 minute Stations	20 x 20 m (x4)

									— EST
Technical	U9	U1 0	U1 1	U1 2	Physical	U9	U1 0	U1 1	U1 2
Dribbling	1	1	1	1	Agility	1	1	1	1
Running with the ball	1	1	1	1	Balance	1	1	1	1
Shooting	1	1	1	1	Coordination	1	1	1	1
Ball Control	2	1	1	1	Stamina	2	2	2	1
Passing	2	1	3	1	Strength	2	2	2	1
Receiving	2	1	1	1	Speed	1	1	1	1
Heading	4	4	4	3	Suppleness	2	2	2	2
Shielding	3	2	2	1	Acceleration	1	1	1	1
Crossing	3	2	2	1	Reaction	1	1	1	1
Finishing	3	2	2	1	Basic Motor Skills	1	1	1	1
1v1 Defending	3	3	2	1	Perception	1	1	1	1
1v1 Attacking	2	1	2	1	Awareness	1	1	1	1
Socio-	U9	U1	U1	U1	Psychological	U9	U1 0	U1 1	U1
Emotional		2	1	2	Motivation	1	1	1	1
Listening	2	2	1	1	Self Confidence	1	1	1	1
Co-operation Communicatio	_		- 1	1	Sell Confidence	- 1	- 1	1	- 1
n	1	1	1	1	Competitveness	2	2	1	1
Sharing	2	1	1	1	Concentration	2	2	1	1
Problem- solving	2	2	1	1	Commitment	2	2	2	1
Decision- making	2	2	1	1	Self Control	2	2	1	1
Empathy	3	2	1	1	Determination	2	2	1	1
Patience	3	2	1	1	Tactical	U9	U1 0	U1 1	U1 2
Respect / Priority Key	-	1	1	1	Playing out from the back	2	2	2	1
High Medium	1 22	1	1	1	Attacking Principles	3	3	3	3
Low	3				Possession	2	2	2	2
Not Applicable	4				Transition	2	2	2	2
					Counter Attacking	4	4	4	4
					Switching Play	4	4	4	3
					Combination Play	2	2	2	1

2





### Station A

Physical Literacy - Ball Tag



### Organisation

2v2 in an 8mx8m area. One ball needed.

#### Procedure

The player in possession of the ball is the only person that is allowed to tag the opposing team. However, they cannot run with the ball. As soon as they tag the opponent they get a point, transition happens.

Note: Encourage the receiving player to receive the ball close to the opponent so they can tag them.

### **Emphasis**

Decision making, awareness and fun!

### Progression

Play with the ball on the floor and players use their feet, the player with the ball can dribble and tag.



Timing	Area
10 Minutes	20 x 20 m

Technical / Tactical	Psychological
Ball mastery Running with the ball Dribbling	Fun Being safe Decision making
Socio - Emotional	Physical
Problem Solving	Agility





### Station B

### Small Sided Game - 2v2 with retreat line



### Organisation

Create three mini fields, 12x15 yards. Balls around the perimeter.

#### Procedure

Players play 2v2. After 2 minutes. Rotate the teams. Can do a competition ladder and rock paper scissors to settle a tied game.

Include celebrations with team mates, high 5's, come up with their own etc.

### **Emphasis**

Free Play and FUN!

### Progression

N/A



Tim	ning	Area
10 M	inutes 1	15 m x 12 m (Set up 3 times)

Technical / Tactical	Psychological
Dribbling Receiving Passing Finishing	Fun Confidence Being safe Reactions
Socio - Emotional	Physical
Problem Solving Communicating Listening Celebrating Teamwork	Agility Balance Co-ordination Change of Speed Change of Direction





### Station C

Analytical - 1v1 Dribbling



### Organisation

2 players are placed in a 10m x 8m area with a ball. This is set up 6 times as shown in the diagram. All spare balls are placed on the outside. Allow spaces between each field for safety.

#### Procedure

Players play 1v1 and try to dribble over the end line to score, once they have done that, they retreat back into their own half behind the yellow tall cones.

Play for 2 minutes. Move players on in a ladder (black arrows show rotation) to move in the MLS Final / Red Square.

### **Emphasis**

Imagination, creativity and celebrating!

### Progression

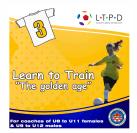
Players dribble through the goals that are placed on the end line (as shown in the diagram)



Timing	Area
10 Minutes	25x25m grid
	Each field is 10m x 8m

Technical / Tactical	Psychological
Ball mastery Running with the ball Dribbling on the safe side (the foot that is the furthest away from the defenders)	Fun Confidence Awareness
Socio - Emotional	Physical
Problem Solving Communicating Listening Celebrating Teamwork	Agility Balance Co-ordination Change of Speed Change of Direction





### Station D

### Small Sided Game - 3v3 with retreat line



### Organisation

Two teams of 3v3 are placed on to a 20x15 field with 1 or 2 goals at each end.

#### Procedure

Players play 3v3 for two minutes. After time is up, rotate the teams so the two winning teams face each other. Repeat.

### **Emphasis**

Fun, creativity and celebrating!

### Progression

N/A



Timing	Area
9 Minutes	15 m x 20 m (set up twice)

Technical	Psychological
Dribbling Receiving Passing Finishing	Fun Confidence Awareness
Social	Physical

Top Tip

When communicating with young players it's important to get down to their eye level rather than towering above them. This can be intimidating for young children.

### **Ontario Soccer Resources**



### Coaches' Guides

- Game Organisation Guide
- Field Organisation Guide
- Festival Guide
- 8 Ways to Develop the Grassroots Game
- How does the Inclusive Programming Model work at your Soccer Club?
- Incorporating Physical Literacy in our Practices

## Online Practice Videos Online Webinars

### **Grassroots Curriculum**

- Learn to Train U8/U9-U11/U12 (Brochure)
- Learn to Train Workbook and Practice Plan
- Learn to Train U8/9-U11/12 (Curriculum)
- All other online Grassroots Practices

