



Date: 20/08/18 **Duration:** 1:00 hour Time: N/A Age/Level: U5 - U10

Session Increase players confidence in attacking 1v1

**Objective:** scenarios

# **Attacking Moves 1**

## **Ball Mastery Warm Up**



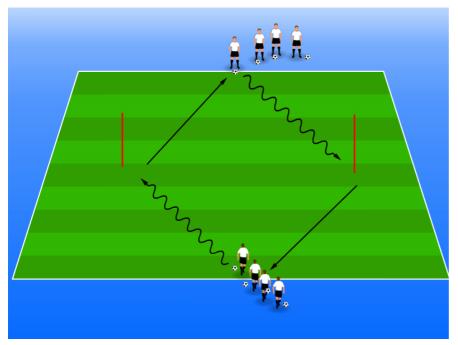
#### **Description:**

1 box per player Encourage players to work at their own speed to ensure repititions of the correct techinique Ensure ALL exercises are done using both feet Exercise: Toe Taps Toe Taps - Forward, Backwards Inside Toches (OKA. Tick Tocks, Penguin shuffles) Do each exercise 4 times, 30 seconds for each go. Have children keep count of their repititions so they can try and beat their score. Duration: 10 minutes

### **Coaching Points:**

Light on feet. Be on balls off feet as often as possible to encourage explosive push offs and being in the ready position with the ball.

# **Attacking Moves - Technical Repititions**



### **Description:**

Split group up into equal lines. No more than 4 players per line when possible. Players will do each move on the flag, then accelerate to the other line. Do move using BOTH feet Moves:- 1) Body shift, 2) scissors, 3) V Drag 4) Reverse V Drag 5) Free Practice using any footskill learnt. Duration: 20 minutes

### **Coaching Points:**

Ensure accalerating away after performing footskill Controlled approach Dribble with the correct foot before performing footskill so don't have to reach across body Exaggerate moves to unbalance defender









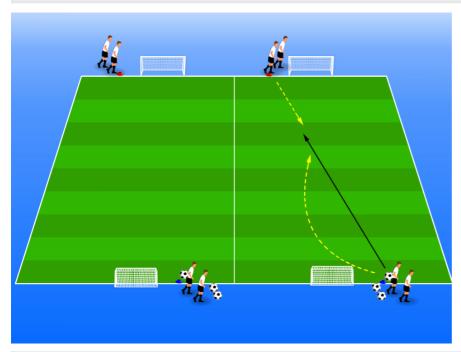
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### 1v1 - Games



### **Description:**

1v1 Games One player passes out to the player at the opposite end of the field. Player who passes moves out to become defender Receiving player becomes attacker Aim is to score in the opposite goal from where recieved the ball. Duration: 20 minutes

## **Coaching Points:**

Change of speed & Change of Direction In slow, out fast Accelerate into the space after performing attacking move Keep the ball moving

### Game



### **Description:**

Free Play Game. Duration: 20 minutes

### **Coaching Points:**

Encourage creativity Praise good ideas and good practice Play game realistic rules