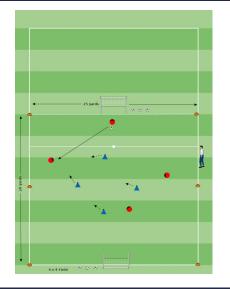
## Week 10: Attacking - Improving Scoring Chances from Wide Areas (4v4)

OBJECTIVE: Improve scoring chances from wide areas

**TEAM TACTICAL PRINCIPLES:** 

**KEY QUALITIES:** 

Amy Feigl AGE: U6 / U8 / 8 players TEAM FUNCTION: DURATION: 60 min



#### 1st Play Phase: Intentional Free Play (4v4)

OBJECTIVE: Free play for kids

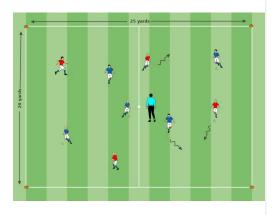
 $\label{eq:organization:setup} \textit{ORGANIZATION:} \ \textit{Setup a small } \textit{4v4} \ \textit{grid with two small goals and start playing 1v1, 2v2, 3v3, }$ 

etc. as the kids arrive and let them play uninterrupted but guided.

KEY WORDS: Let them play!

**GUIDED QUESTIONS:** 

ANSWERS: NOTES:



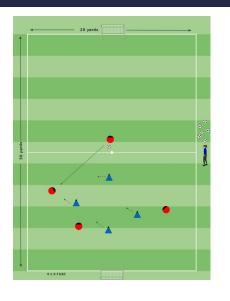
### Practice (Core Activity): Freeze Tag

OBJECTIVE: Dribbling, Turning, Running wit ball, Balance, Coordination, Focus

ORGANIZATION: For the first round, you are Mr./Mrs. Freeze. When you say "Go!", all players start dribbling around the marked area trying to avoid being tagged by Mr./Mrs. Freeze. Use this activity without a ball and have the players crawl through legs to "unfreeze" each player. One player is Mr/Mrs. Freeze and runs around and tries to tag all the other kids. If a KEY WORDS: Practice (Less Challenging): don't use soccer balls at first but have the players just run around Practice (More Challenging): require the players to perform a ball mastery skill like toe taps to return to game and be unfrozen instead of having someone crawl through their legs GUIDED QUESTIONS:

ANSWERS:

NOTES:



2nd Play Phase: The Game (4v4)

OBJECTIVE: Let them play!

ORGANIZATION: Set up a small grid and play 4v4 with two goals for each side to attack.

KEY WORDS: Let them play!

**GUIDED QUESTIONS:** 

ANSWERS:

NOTES:

# Week 10: Attacking - Improving Scoring Chances from Wide Areas (4v4)

OBJECTIVE: Improve scoring chances from wide areas

**TEAM TACTICAL PRINCIPLES:** 

**KEY QUALITIES:** 

Amy Feigl AGE: U6 / U8 / 8 players TEAM FUNCTION: DURATION: 60 min

### **Five Elements of a Training Activity**

- 1. **Organized:** Is the activity organized in the right way?
- 2. Game-like: Is the activity game-like?
- 3. **Repetition:** Is there repetition, when looking at the overall goal of the session?
- 4. **Challenging:** Are the players being challenged? (Is there the right balance between being successful and unsuccessful?
- 5. **Coaching:** Is there effective coaching. based on the age and level of the player?

### **Training Session Self-Reflection Questions**

- 1. How did you do in achieving the goals of the training session?
- 2. What did you do well?
- 3. What could you do better?