

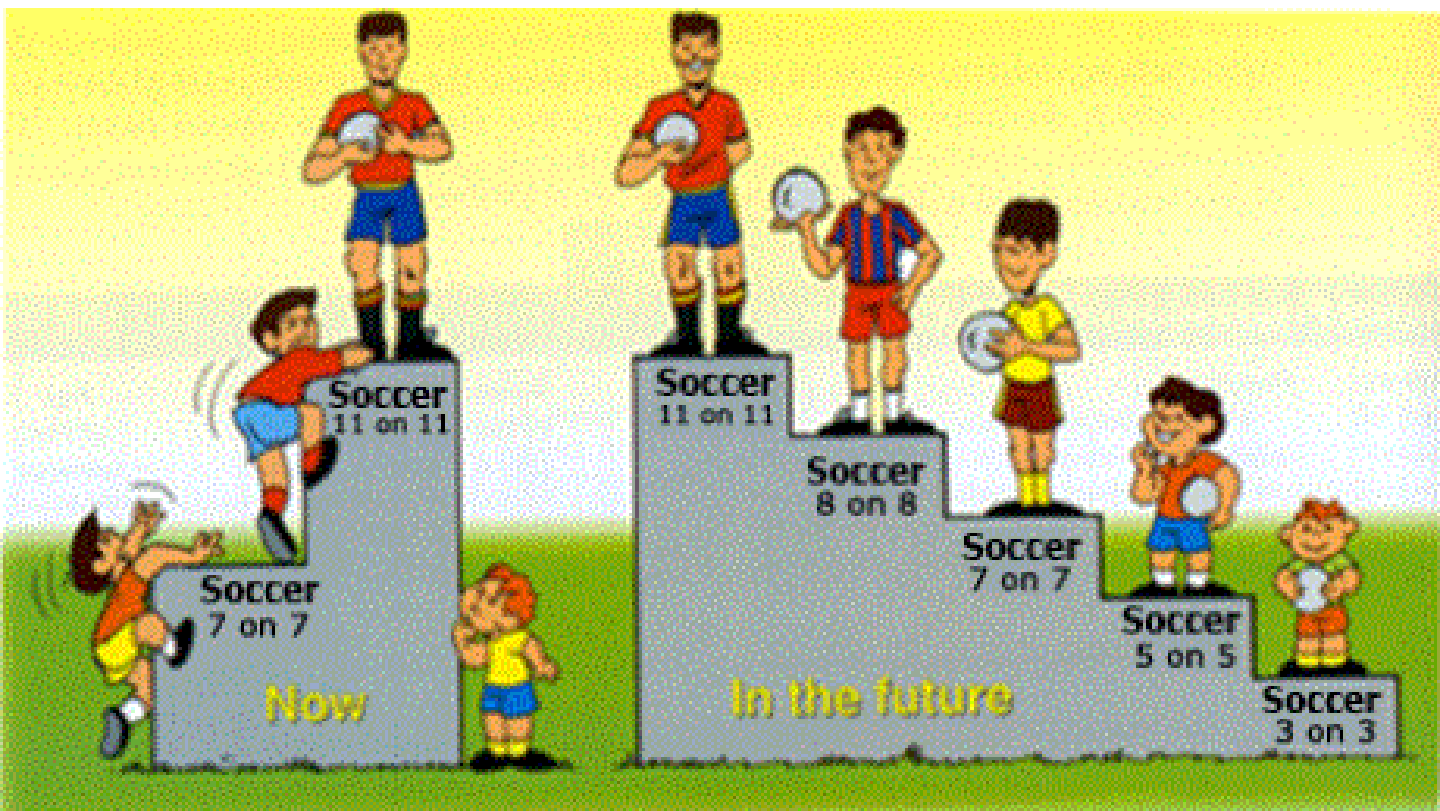
FUNiño

The Beautiful Game for Kids

The Ultimate Mini Football Game with 4 goals that will stimulate and unlock Creativity and Game Intelligence



**Horst Wein's Complete Development Programme
for young players from 7 to 9 years of age**



FUNiño

A. INTRODUCTION

- What is **FUNiño** ?
- List of Games
- Compare with normal training session

B. PRACTICAL

Typical **FUNiño** training session

1. Game
2. Corrective exercise (2)
3. Play game again with variation
4. Corrective exercise (2)
5. Play game again with another variation

Demonstrate 3 other games

6. **FUNiño** Keeping possession 3v2
7. **FUNiño** Leo Messi
8. **FUNiño** with surprise attacks

C. SEMINAR

D. Q&A

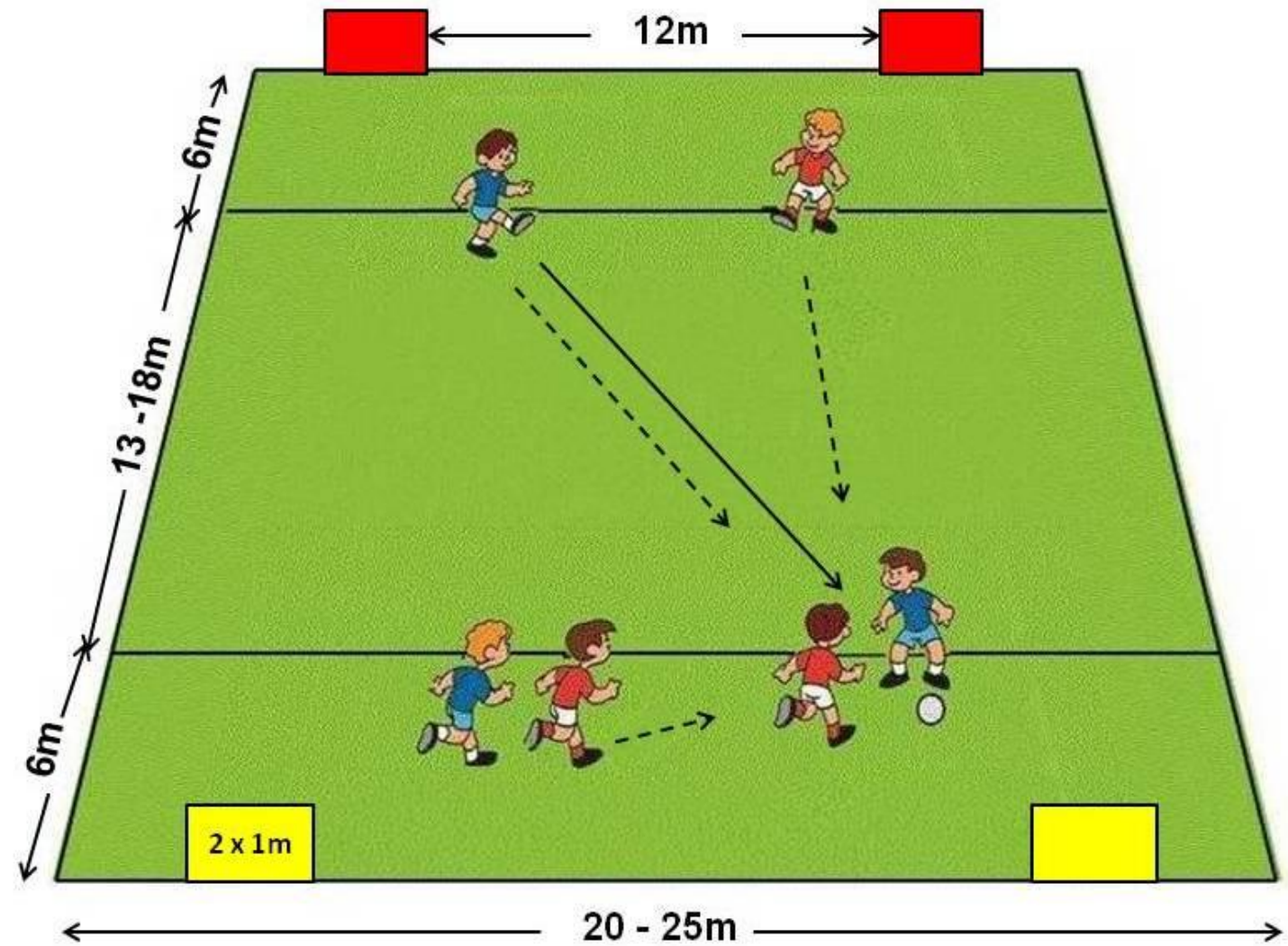
FUNiño 

Futbol a la medida del niño

“Football tailored to children”

FUN for children

FUNiÑo



3v3 with 4 wide goals

www.thebeautifulgame.ie



No “over-coaching” here!

11

8V8

7V7

5V5

FUNiñO 

FUNiño☺ = IGNITION

Children must fall in love with the game

What do young kids 7-9 years of age want most?

To have the ball

To dribble

To score goals

To show their skills

To be admired

To experience success!

FUNiño = IGNITION

What do young kids 7-9 years of age
NOT want?

LINES
(drills)

LECTURES
(instructions)

LAPS
(warm ups and running)

**The Importance
of experiencing**

SUCCESS

**as a motivational
factor in youth
football**

Motivation in Youth Football

PRIMARY FACTORS	SECONDARY FACTORS
THE GAME ITSELF	OTHERS
Experiencing success	Coach
Fun - enjoyment	Parents
Improvement	
Comraderie	Other adults
Involvement	Facilities
Self-expression	
Experimentation	
Independence	

Standard Training Session for Young Players

WARM UP	10 mins
Physical training	15 mins
Drills	20 mins
Game	15 mins

How much time?

- **Listening to coach** _____ ?
- **Standing in line** _____ ?
- **Physical conditioning** _____ ?
- **Playing the game** _____ ?

FUNiñO

Training Session

No warm up or physical training, or drills!

- 1. Play one of the 32 games for 15 mins**
 - Discover any issues with players.
- 2. Use corrective games to fix issues.**

(Players will be more motivated to fix problems that affect their game result and performance).
- 3. Repeat game with a variation**
 - see if issues have been resolved.
- 4. Apply more corrective games**

(or some multilateral games)
- 5. Repeat game with another variation**

FUNiño Preparatory Games

A. 3v0 Games

- 1. Attacking 3v0 with no defence**
- 2. 3v0 in opposite directions**
- 3. 3v0 in a triangular formation**
- 4. 3v0 interchanging positions**
- 5. 3v0 receiving on the run**
- 6. 3v0 using the less-skilled foot**
- 7. 3v0 with first-time passes**
- 8. 3v0 fast attack**

B. 3v1 games

- 1. Attacking 3v1**
- 2. 3v1 with continuous alternate attacks in both directions**
- 3. 3v1 in a triangular formation**
- 4. 3v1 fast attack**
- 5. 3v1 plus one additional defender supporting from behind**
- 6. 3v1 plus one covering player**
- 7. 3v1 plus an additional defender joining from the sideline**
- 8. 3v1 plus two additional defenders supporting from behind**
- 9. 3v1 plus one defender from behind and one from the side**

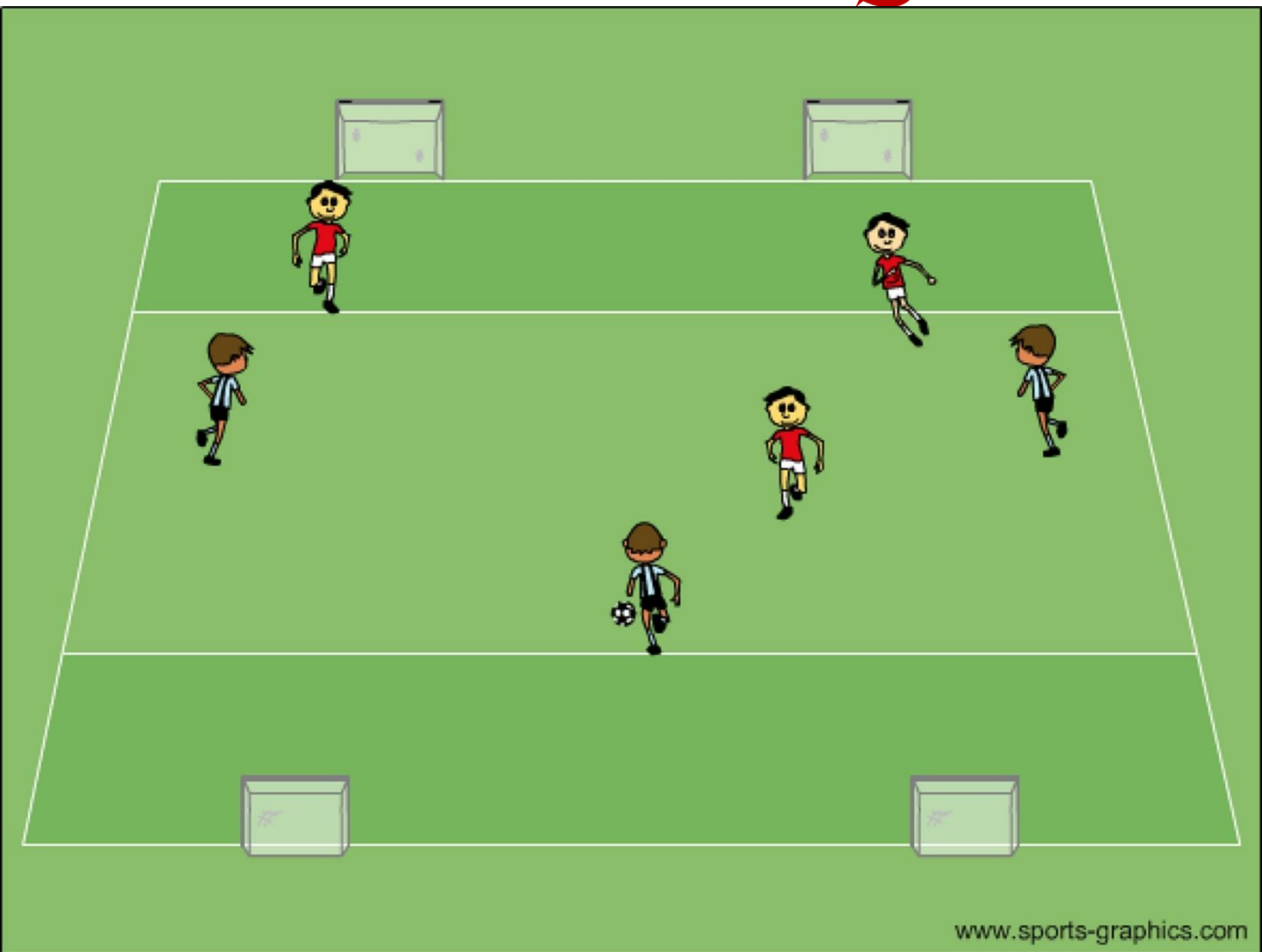
C. 3v2 games

- 1. Attacking in a 3v2**
- 2. 3v2 fast attack**
- 3. 3v2 to 3v1**
- 4. Continuous 3v2 (10 attacks) with three teams**
- 5. 3v2 plus a covering defender**
- 6. 3v2 plus one additional defender supporting from behind**
- 7. 3v2 plus an additional defender supporting from either side**

Official FUNiño Games

1. **FUNiño** official rules
2. **FUNiño** dribbling across the end-line + 9 variations
3. **FUNiño** with two wide goals + 12 variations
4. **FUNiño** mix (with different wide goals) + 1 variation
5. **FUNiño** with a handicap
6. **FUNiño** with one covering player + 2 variations
7. **FUNiño** with spacial restrictions
8. **FUNiño** with 3 teams + 3 variations
9. **FUNiño** keeping possession in a 3v2 situation + 4 variations
10. **FUNiño** simultaneously three times 1v1
11. **FUNiño** through-passes from midfield to striker + 5 variations
12. **FUNiño** attacking diagonally-opposite goals
13. **FUNiño** swap the colour of the goals during play + 1 variation
14. **FUNiño** choose any of the 4 goals + 4 variations
15. **FUNiño** Lionel Messi + 1 variation
16. **FUNiño** consecutive goals game
17. **FUNiño** attacking using width
18. **FUNiño** disguise and intercept through passes
19. **FUNiño** channel the opponent's attack
20. **FUNiño** using an outlet player on each sideline + 2 variations
21. **FUNiño** rugby (without forward passes)
22. **FUNiño** with back passes from the end-line
23. **FUNiño** with two balls at the same time
24. **FUNiño** "sliding door"
25. **FUNiño** with additional goalkeepers
26. **FUNiño** make sure depth + 2 variations
27. **FUNiño** substituting when the ball is lost
28. **FUNiño** surprise attack with a different ball
29. **FUNiño** cocktail + 6 variations
30. **FUNiño** from 1V1 to 3v3 with 3 balls
31. **FUNiño** adding and subtracting players
32. **FUNiño** chaos

Game Intelligence



www.sports-graphics.com

Because we have odd numbers 3v3

Usually there is one less-defended goal

This means there is always a better **option** to be sought

In this way **FUNiño** encourages

- Perception (peripheral vision vs tunnel vision)
- Understanding the game situation
- Decision-making

FUNiño

The Game is the Teacher

Fall in love with the Game

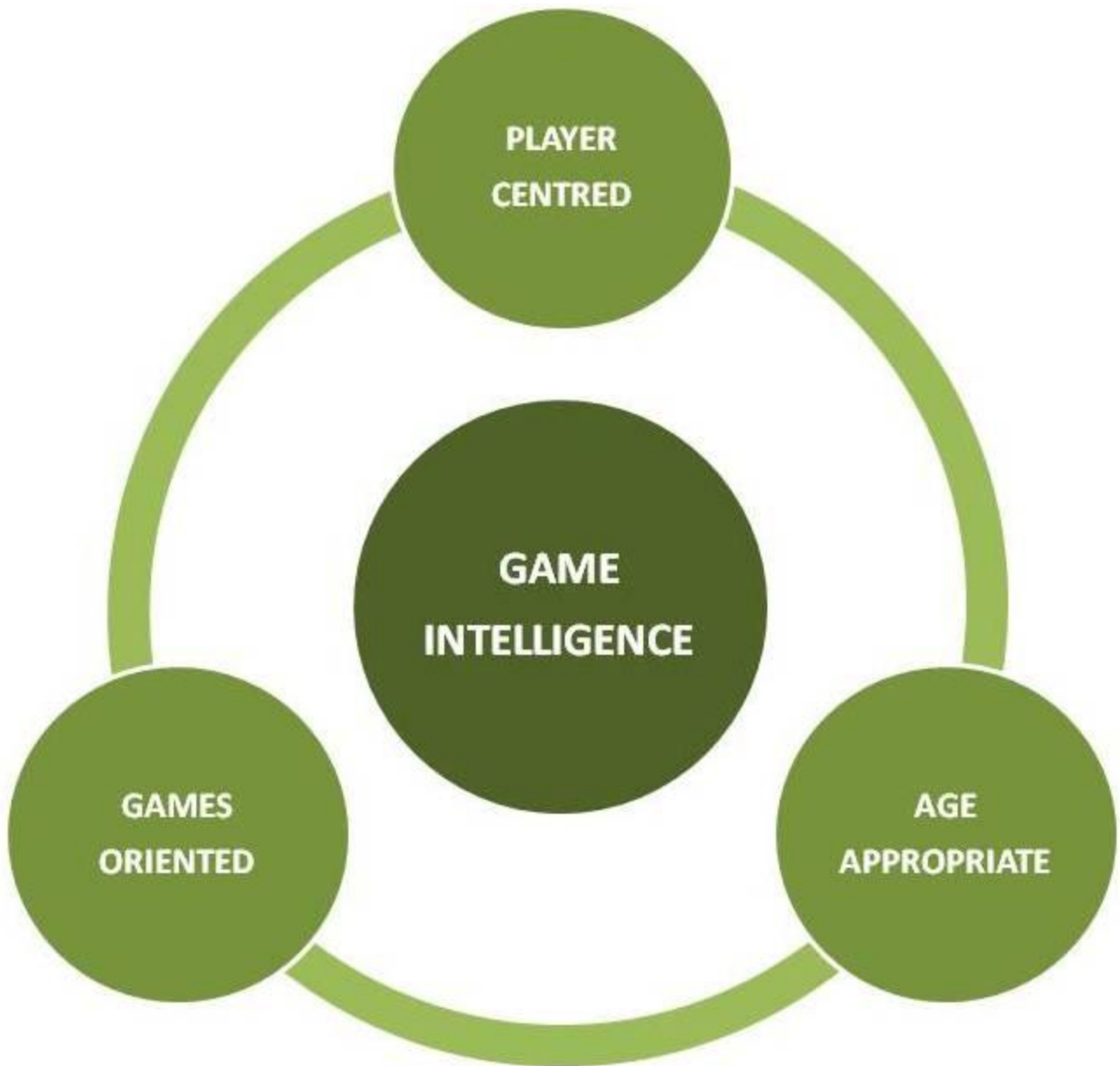
Street Football for 21st Century

Let the Children Play

more of the ball

more goals

more FUN!



**PLAYER
CENTRED**

**GAME
INTELLIGENCE**

**GAMES
ORIENTED**

**AGE
APPROPRIATE**

Game Intelligence

Perception - Understanding
Decision-making - Execution
Football that starts in the head
and finishes with the feet

Player-centred

Kids come first
Age-appropriate
Guided Discovery

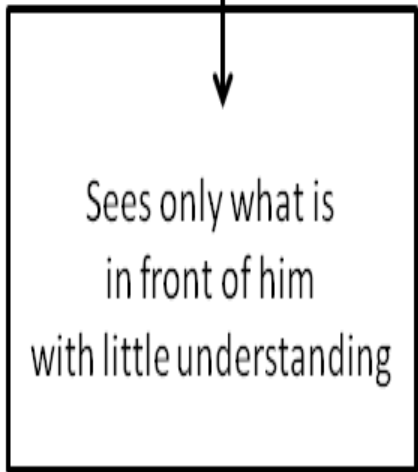
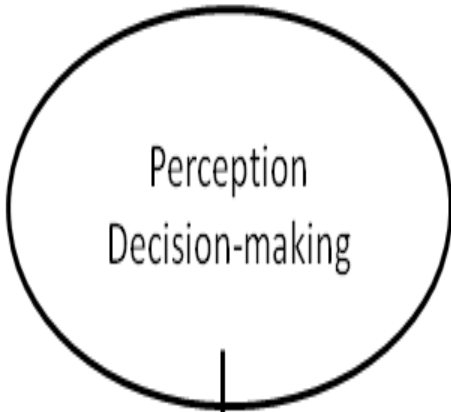
Game-oriented

Simplified games in training
To match age-appropriate competitions

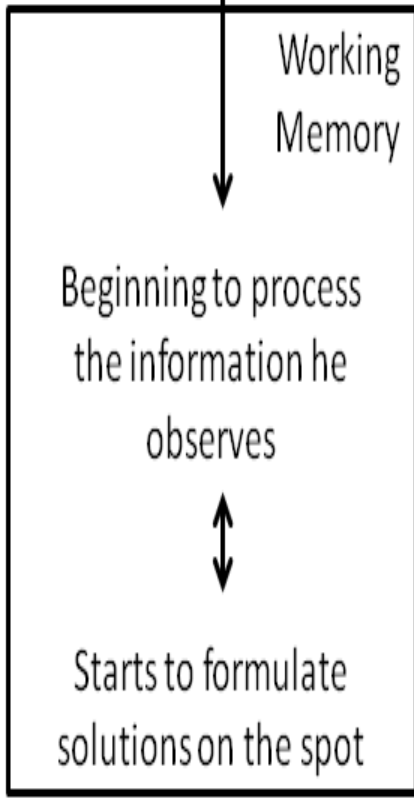
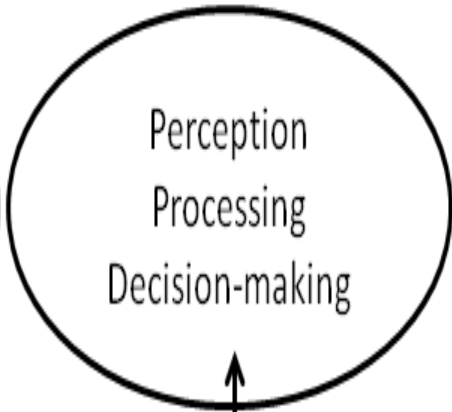
Age-appropriate

Games + Training

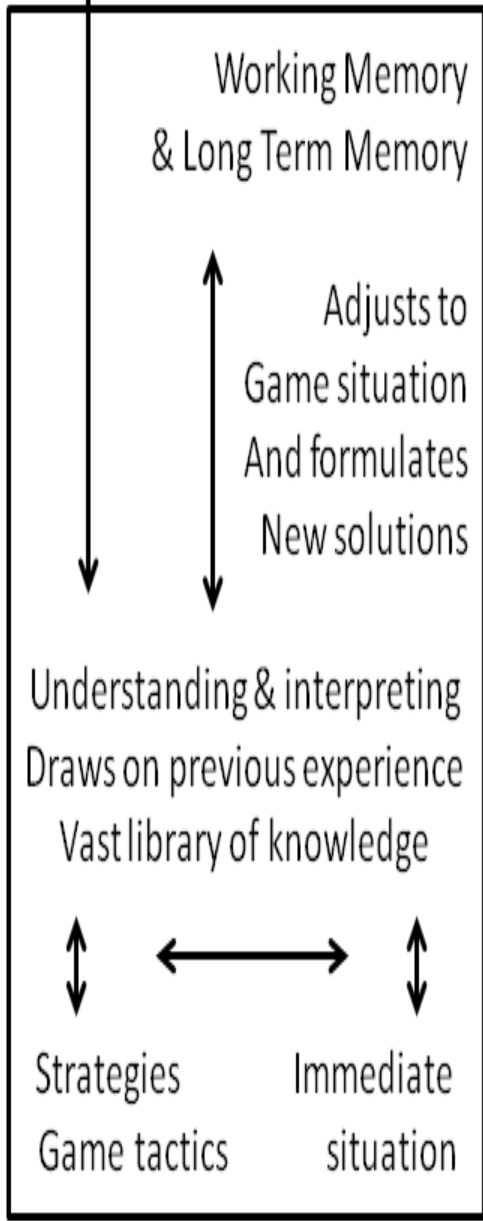
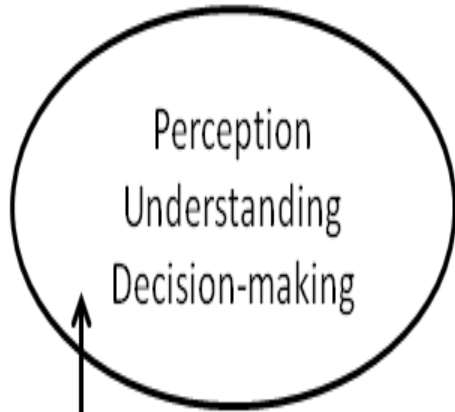
Young Player



Average Player



The Intelligent Player



The Four Stages of Problem-Solving in Football

PERCEPTION

What's happening? - **Observation** - Extract critical information on the game situation
Gather visual and time/space related information

UNDERSTANDING & INTERPRETING

What's relevant? - **Analysis** – Draw on previous knowledge and experience
Recognize the problem(s) , devise solutions/options

DECISION MAKING

What' should I do? – **Assess options & Risk** – Weigh up and choose the best option
Select the appropriate solution

EXECUTION

How do I do it? – **Resolve the problem** – Motor response
Execute the chosen solution successfully

Player Centred

Player-centred

Kids football is NOT about:

Dad's (or Mums)

The Coach

The Club

The League

Or anyone else

It is about the rights and needs
of the **young player!**

COACH-CENTRED	PLAYER-CENTRED
Players are “Empty Vessels”	Players are full of Potential
Coach is the font of all knowledge	Players participate in own learning
Dictator Style All instructions	Engagement style Guided Discovery
Conditioning through drills	More interactive learning/games
Controlling	Empowering
Dehumanizing	Motivating



If the enjoyment of the game is taken away by adults who rant and rave on the touchline and the grassroots game becomes, in effect, a computer game controlled by dad's, the opportunity for young players to plant the seeds of a lifelong love affair with the game will be diminished.

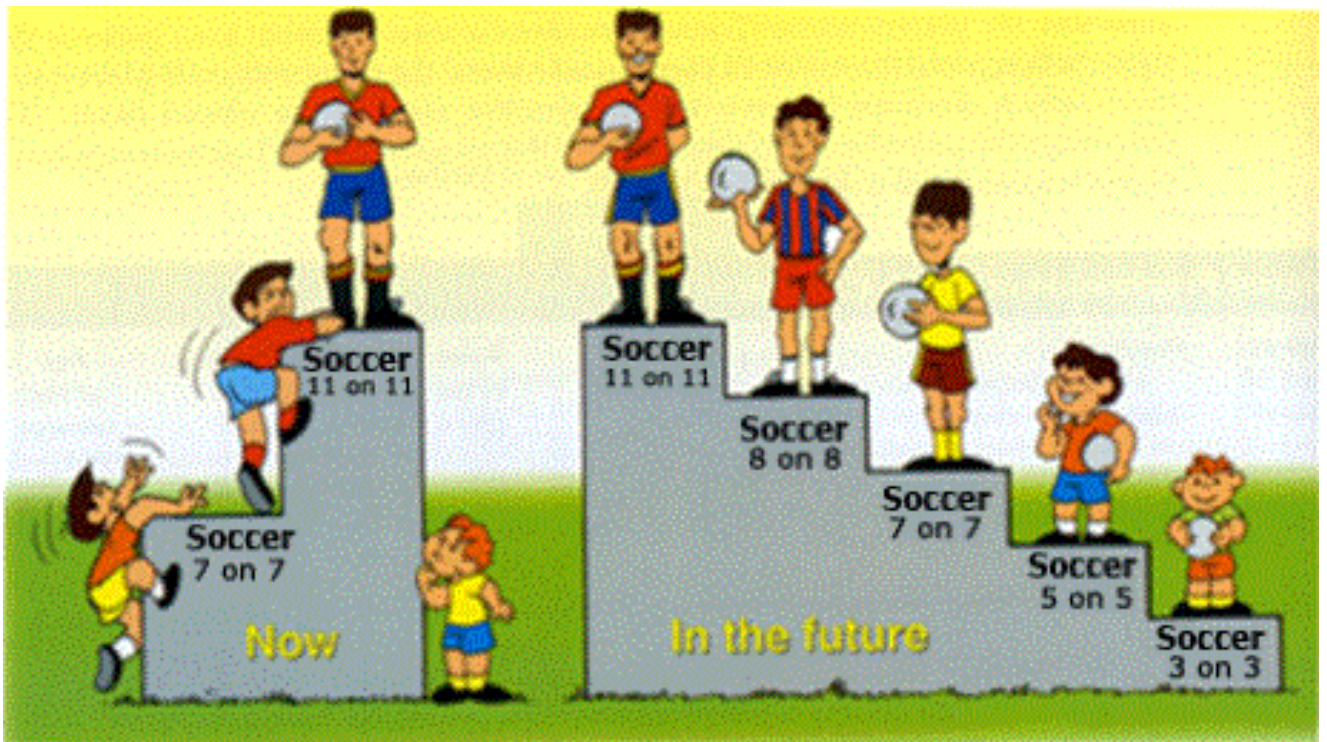
Les Howie

*“Education is not
the filling of a pail,
but
the lighting of a fire!”*

W.B. Yeats

Age-Appropriate

“Nature decrees that children should be children before they become adults...”



...If we try to alter this natural order, they will reach adulthood prematurely but with neither substance nor strength.”

Jean-Jacques Rousseau

11

13
8v8

11-12
7v7

10
5v5

7-9
FUNino

An Educational Model For Languages

POETRY

PROSE

SENTENCES

VOCABULARY

ALPHABET

An Educational Model For Maths

COMPUTERS
ARCHITECTURE
ECONOMICS

FORMULAS
ALGEBRA
TRIGONOMETRY

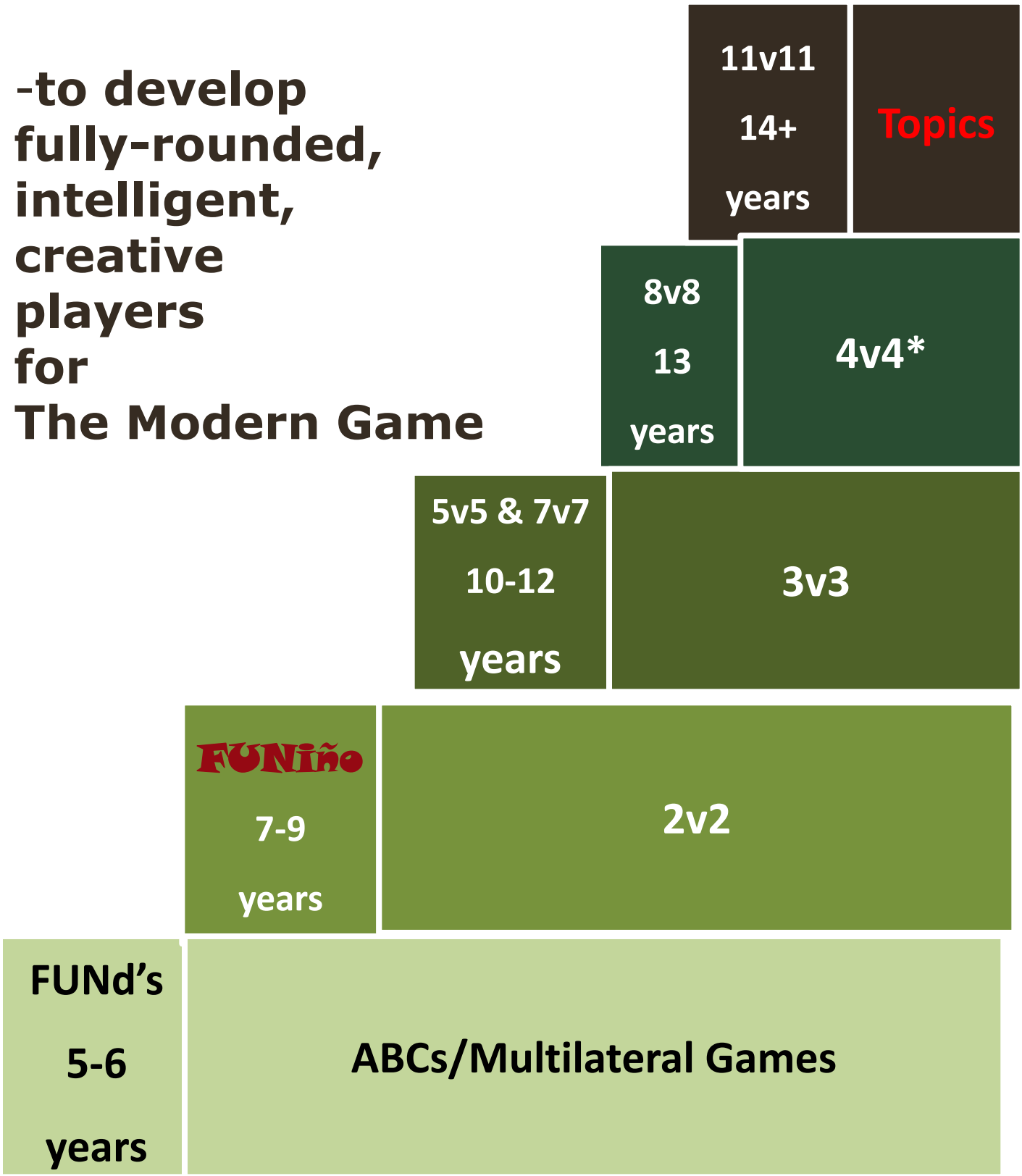
MULTIPLY & DIVIDE

ADD & SUBTRACT

COUNTING

Optimal Football Development Model

-to develop fully-rounded, intelligent, creative players for The Modern Game



Game-Oriented

“The problem is, in England, you teach children to win the game, in Spain, we teach children to play the game”



3 IS THE MAGIC NUMBER!

SHAPE

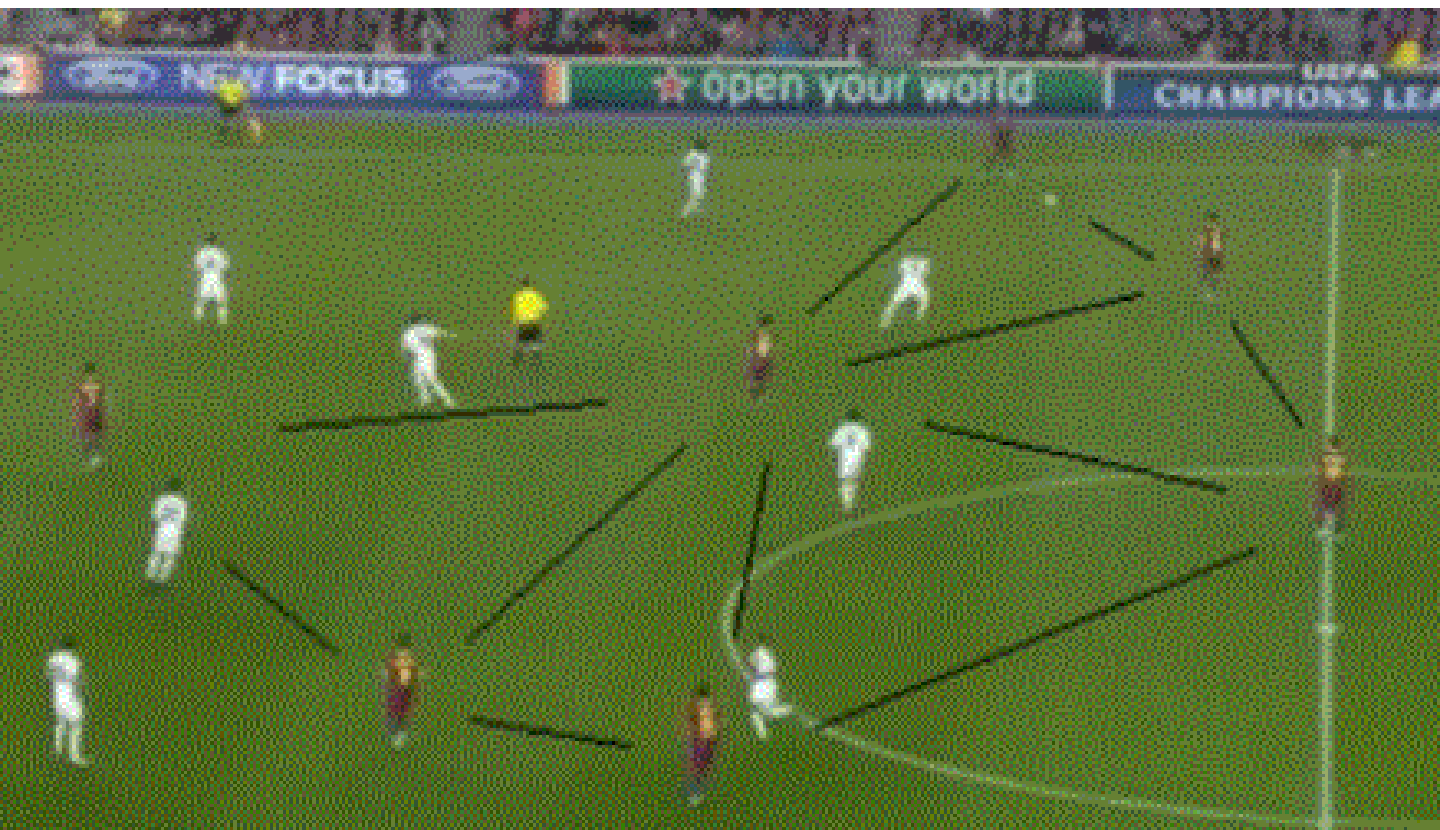
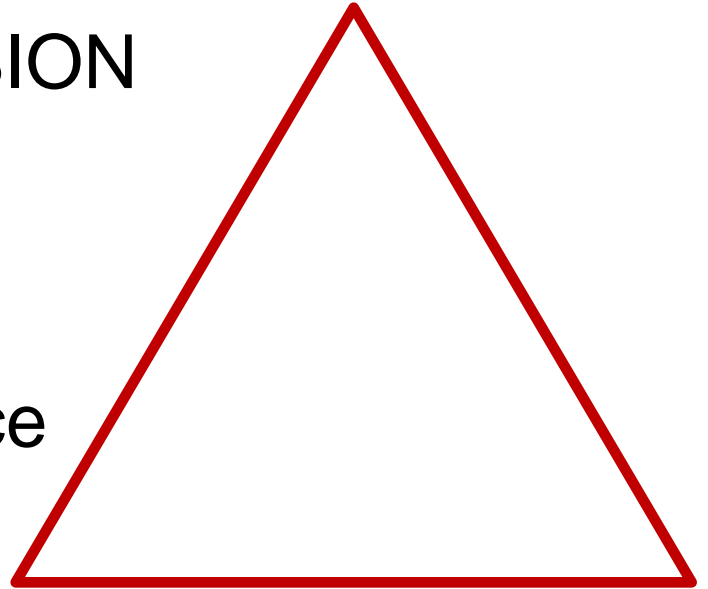
Triangle provides width and depth

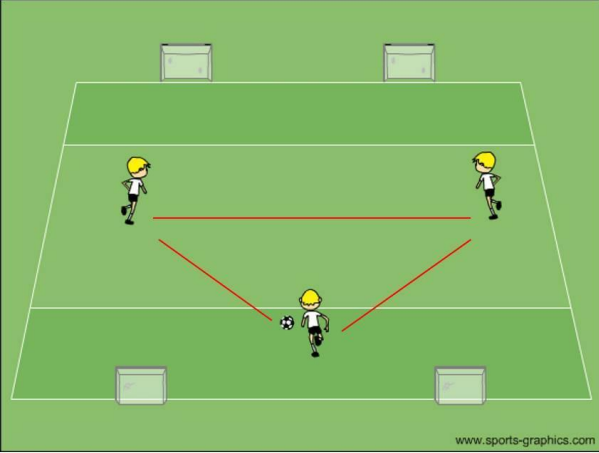
ATTACK/POSSESSION

at least two options

DEFENCE

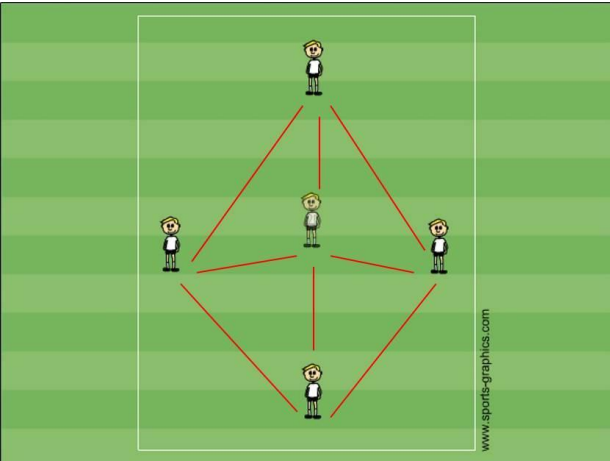
Press/Cover/Balance



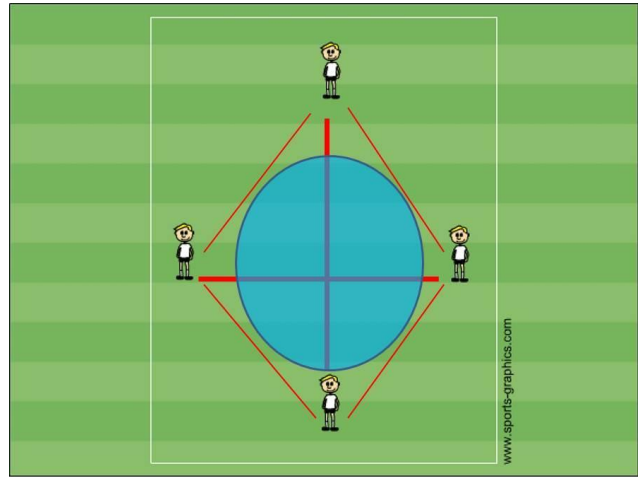


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3v3 basic triangle shape, critical for attack, defence and possession

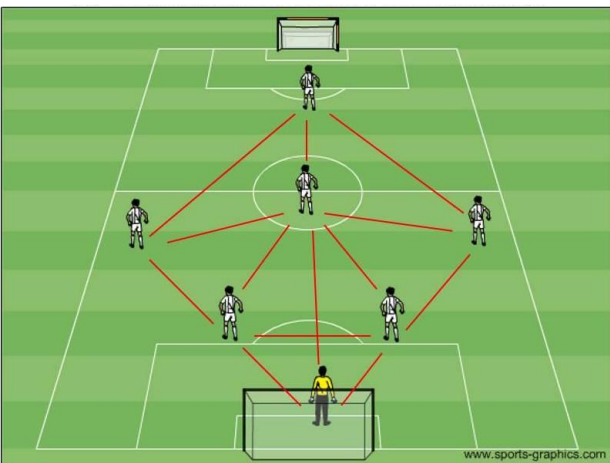


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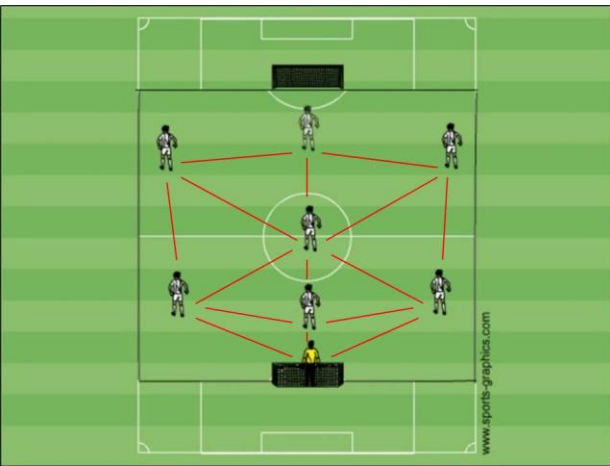


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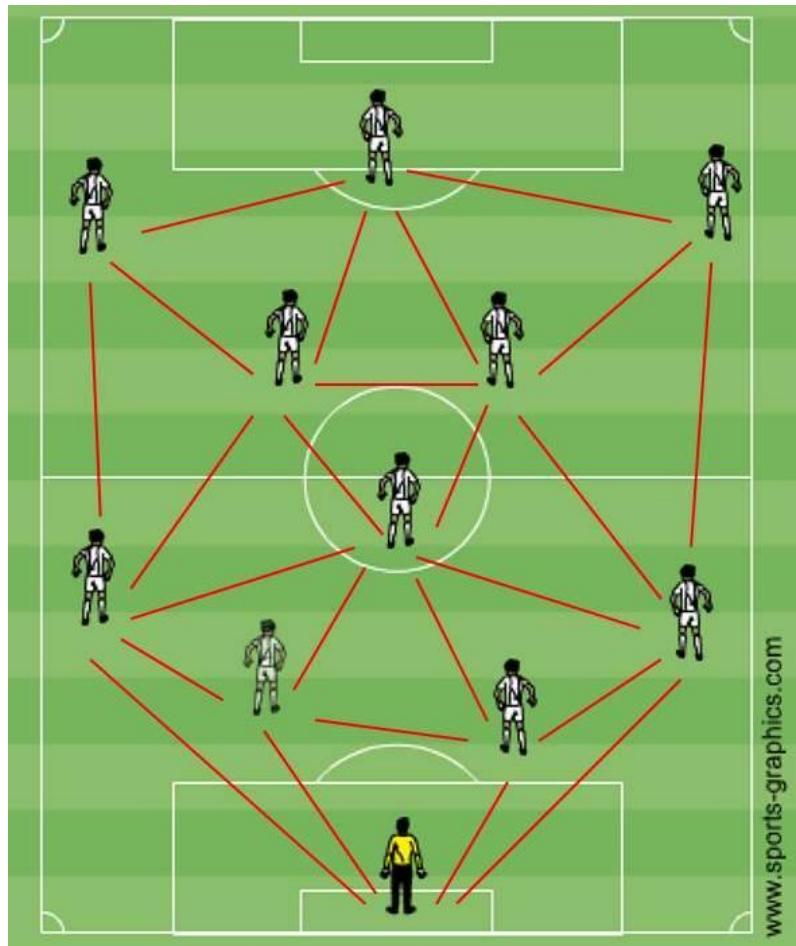
4v4 Players are further apart needing longer (aerial) passes



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WHY SMALL SIDED GAMES

- More touches of the ball
- Simpler decisions to make
- Better game-related fitness, short duration of high-intensity vs laps
- More time with coach per player
- Easier to coach especially for parent coaches
- More opportunities to solve game problems
- More attacking opportunities (dribbling, shooting, passing)
- More defending opportunities
- More shooting and more goals = more fun!
- No hiding place, players don't get lost in these games, improves competitiveness & healthy aggression
- More opportunities for the full range of skills
- Encourages better shape and awareness of teammates
- Encourages faster play, fast transition from defence to attack

More involvement, more success, more fun!



The Manchester United 4 v 4 Pilot Scheme

On Average 4v4 versus 8v8 had:

- 1. 135% more passes**
- 2. 260% more Scoring Attempts**
- 3. 500% more Goals Scored**
- 4. 225% more 1v1 Encounters**
- 5. 280% more Dribbling Skills**

Wing play

Swarming

Peripheral Vision

Tunnel Vision

More time and space

25% more crowded

Triangular formation

Rhomboid shape

No Fixed Positions

Usually fixed positions

More Goals

Less Goals

Greater participation

Space to hide

Reading the game

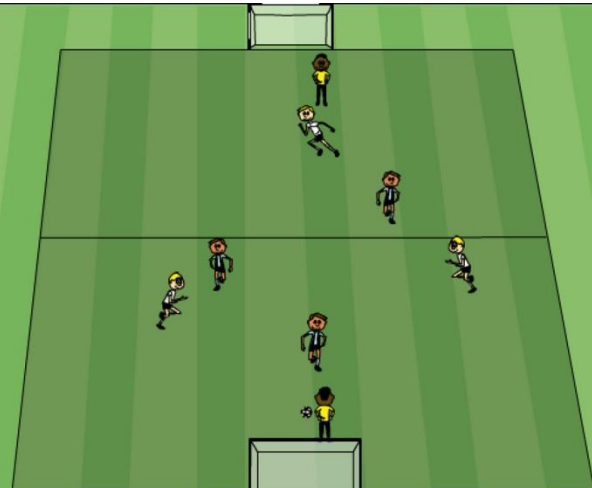
More rushed

Physical involvement

Hiding place

More passing

More long clearances



Just imagine how **FUNiño** would compare to 7v7 with 25% less players and 100% more goals than 4v4 football!

1. 200% more passes?
2. 400% more Scoring Attempts?
3. 700% more Goals Scored?
4. 400% more 1v1 Encounters?
5. 500% more Dribbling Skills?

FUNiño & **TALENT**

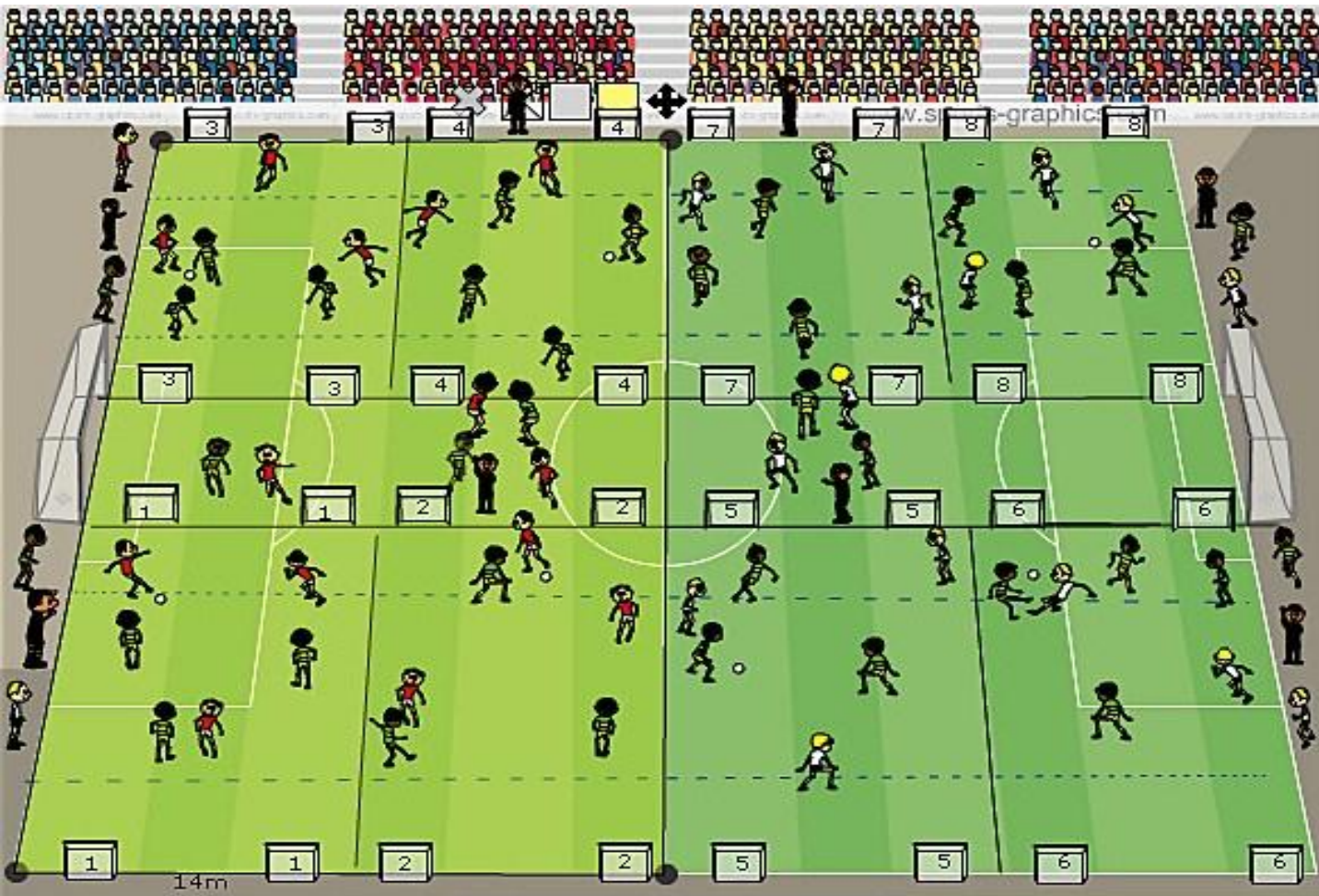
- 1. The Rules are the instructions**
2. Let them dribble, don't force passing
3. Start training sessions with a game
4. Limit the use of lines, lectures and laps
5. Use Guided Discovery rather than instruction
6. No need to warm up
7. No need for extra physical training
8. Size 4 ball
9. Use all the variations
10. Multiple Competitions, not one per season
11. Rolling Substitutions
12. Use multilateral activities in training
13. Allow 4v3 when a team falls behind by 3 goals
14. Reward exhibiting "The Beautiful Game"

The Game is the Teacher!

FUNiño Festival

A full-size pitch hosts 8 **FUNiño** games and 64 players at the same time.

Teams play two matches of 3x10 minutes (with 2.5 minutes of rest in between the periods).



The whole competition lasts 75 minutes in which the official **FUNiño** rules are applied.

Coaches give no instructions and generally choose equal teams from their 16 player squad, which makes for a better experience for everybody on the day.

Benefits of Fonio

Benefits of Funiño

FUNiño ☺ recognizes that playing is like breathing to children...

...necessary for their physical and mental well-being!

Player Benefits:

Optimal pitch size and player numbers, 4 goals out wide and simple rules means:

- **Easy to understand** and improve at
- **Success** = confidence and enjoyment
- **More** touches on the ball and goals
- **More** 1v1s and 2v1s
- **Lots of dribbling**, then lots of passing

Benefits of Funiño

- **Establishes all the basic skills:**
 - Controlling
 - Passing
 - Dribbling
 - Shooting
 - Tackling
- The player has plenty of opportunity to
 - **"be in love with the ball"**
 - **improvise and to take risks**
without fear of making mistakes
- **All 3 players** are vital and **participate**
- Wide goals = **better peripheral vision**
- **Reduces swarming**
- **More time and space** to think/decide

Benefits of Funiño

- **Great variety** is more interesting for all
- The **positive environment** of discovery instead of instruction is much more stimulating than traditional training and games
- **Smaller players** make up for their size through clever play
- **Rolling substitutions** and equal playing time benefits everyone
- **Frequent repetition** of basic game situations gives greater opportunity to master them

Benefits of Funiño

- The two goals create **options** which stimulates **creativity and improvisation**
- Develops **support play and off-the-ball play**
- Learning takes place in a fully-integrated holistic environment, just as in the game itself. There is **no isolation** of technical, tactical or physical elements
- **Usually everyone scores a goal!**



Some Benefits For Coaches

- **FUNiño** can be simple or complex
- New communication and training skills
- Modify the rules to suit players' ability
- Endless variety
- The game is easier to analyze
- Player performance is easier to analyze
- Rolling substitutions = less stressful for all!



**FUNdamentals - Learn to love
the game!**

FUNiñ 

Fun for kids

Plenty of goals

Plenty of action

No specialization

Involvement

Equal playing time

The Game is the Teacher!

www.thebeautifulgame.ie