## OLYMPIC ATLANTA SOCCER ASSOCIATION U10 Practice Plan Week 2

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<u>THEME</u>	PLAY DESIGNATION	EXECUTION	COACHING	Sketch
	20 x 20yard grid	Players dribble around grid. On the	-focus on first touch	
Receiving		coaches command players will throw the	-head up	12.
	1 ball per player	ball in the air, receive it and then	-field vision	<b>*</b>
Warm up		continue to dribble.		i de
	4 cones			
Purpose				
Improve general				
coordination				
				<b>₹</b>
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				ate de
THEME	PLAY DESIGNATION	EXECUTION	COACHING	Sketch
	2-15 x 15yard grid	Coach organizes players evenly between	-keep head up while	S. C.
Receiving	2 15 x 15 yar a gira	two grids. Four players are positioned at	dribbling.	
TTCCCTT II B	1 soccer ball per	each corner of the grid with two of the	-field vision	1
Individual skill	player	players holding a soccer ball (1 player per	-anticipation	
activity	piayer	corner). Two players are position in the	-shielding the ball	
delivity		center of the grid. 1 is the defender and	-soft first touch	<b>4 S</b>
Purpose		the other is the receiver or attacker. The	-appropriate passing	
<u>r ur pose</u>		attacker moves around the grid and	power.	*
Improve Receiving		receives the ball from either corner	power.	
improve neceiving		player with a ball. The attacker in turns		
I		plays the ball back to a different corner		<b>%</b>
		player with out a ball. Defender detracts		
		1: .		
		but does not take the ball away.		
		Advance: Allow the defender to win ball.		
		Advance. Allow the defender to will ball.		

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PLAY DESIGNATION	FXECUTION	COACHING	Sketch
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30 x 20yaru griu	•		
2 to ams of 2 or 1	· ·		
3 teams of 3 of 4	_		Δ Δ Δ
4 1 . 11	·	1	
T pail			7 7. 7.
	<u> </u>	amongst each other	Δ .΄ Δ
_	·		( ) d
equal parts.	1		
_			A
Minimum of 8 cones	third.		
			do do do
<b>PLAY DESIGNATION</b>	EXECUTION	COACHING	Sketch
35 x 25yard grid.	If a team gets scored on they must exit	-Control of the ball	
	the field expeditiously.	-field vision	
Play a 3 v 3 game		-heads up	
	Limit coaching and calls		
Size 4 ball			
			<b>~</b>
			<b>'</b> %
			\ \dagger\lambda. \dagger\lambda.
		Two teams in the final thirds attempt to play the balls over or through the team in the middle third. If a ball goes out of bounds the team responsible must go to the middle third. If the team in the middle third wins the ball, the team they won it from will now switch places with them. A point is scored for a team every time a ball is played through the middle third.  PLAY DESIGNATION 35 x 25yard grid.  Play a 3 v 3 game  EXECUTION  If a team gets scored on they must exit the field expeditiously.  Limit coaching and calls	Two teams in the final thirds attempt to play the balls over or through the team in the middle third. If a ball goes out of bounds the team responsible must go to the middle third. If the team in the middle third wins the ball, the team they won it from will now switch places with them. A point is scored for a team every time a ball is played through the middle third.    PLAY DESIGNATION   35 x 25 yard grid.   Play a 3 v 3 game   EXECUTION   If a team gets scored on they must exit the field expeditiously.   COACHING   -Control of the ball   -field vision   -heads up   -heads up   -make teams evenly skilled   -make teams evenly skilled   -players who are not in the game can pass amongst each other   -make teams evenly skilled   -players who are not in the game can pass amongst each other   -make teams evenly skilled   -players who are not in the game can pass amongst each other   -make teams evenly skilled   -players who are not in the game can pass amongst each other   -make teams evenly skilled   -players who are not in the game can pass amongst each other   -make teams evenly skilled   -players who are not in the game can pass amongst each other   -make teams evenly skilled   -players who are not in the game can pass amongst each other   -make teams evenly skilled   -players who are not in the game can pass amongst each other   -make teams evenly skilled   -players who are not in the game can pass amongst each other   -make teams evenly skilled   -players who are not in the game can pass amongst each other   -make teams evenly skilled   -players who are not in the game can pass amongst each other   -make teams evenly skilled   -players who are not in the game can pass amongst each other   -make teams evenly skilled   -players who are not in the game can pass amongst each other   -make teams evenly skilled   -players who are not in the game can pass amongst each other   -make teams evenly skilled   -players who are not in the game can pass amongst each other   -make teams evenly skilled   -players who are not