OLYMPIC ATLANTA SOCCER ASSOCIATION U6 Practice Plan Week 4

<u>THEME</u>	PLAY DESIGNATION	EXECUTION	COACHING	Sketch
Passing	20 x 20yard grid	Players dribble around and attempt to strike a teammates soccer ball by passing	-ensure players execute soft touch	
Warm up	1 soccer ball per player	their ball into it.	passesuse of the instep	T-T. +
<u>Purpose</u>	1 min drills	Each successful strike counts as one point. Player with the most points after a	-keep their heads upfocus on accuracy of	d• ↑
Improve passing		minute wins.	the pass.	1. 1.
THEME	PLAY DESIGNATION	EXECUTION	COACHING	Sketch
Passing	20 x 20yard grid	Players group into pairs. Pairs will split on opposite ends of the grid. The coach will	-communication -ensure players	
Individual skill activity	2 players per ball	random place cones in the center of the grid. Players will try to knock down all of the cones.	execute soft touch passesuse of the instep	44 %.
<u>Purpose</u>		Advance:	-keep their heads upfocus on accuracy of	
Improve Passing		Have pairs compete against each other, who ever gets the most wins.	the pass.	1. 1.
		Have team compete against a timer.		

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Soccer Bowling	Players take turns accurately passing the		
	ball towards the cones in an attempt to	- accurate passes -strike through the	
2 or 3 bowling lanes	knock down as many as possible. Each team member goes 1 time successively	middle of the ballproper body position	1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1
12yard distance between player and first bowling pin	until the first team knocks down all of the cones or until each player has gone 3 times. Reset and play again.	-hips and shoulders face the target.	1.
(cone).	Advance:		
5 or 10 cones per lane.	Increase distance to 15 yards.		
PLAY DESIGNATION	EXECUTION	COACHING	Sketch
	If a team gets scored on they must exit the field expeditiously.	-Control of the ball -field vision	
Size 3 ball		-burst of speed	
			1.
			%
			1. 1. 1.
_	12yard distance between player and first bowling pin (cone). 5 or 10 cones per lane. PLAY DESIGNATION 20 x 30yard grid. Play a 3 v 3 game	team member goes 1 time successively until the first team knocks down all of the cones or until each player has gone 3 times. Reset and play again. Advance: Increase distance to 15 yards. PLAY DESIGNATION 20 x 30 yard grid. Play a 3 v 3 game The member goes 1 time successively until the first team knocks down all of the cones or until each player has gone 3 times. Reset and play again. EXECUTION If a team gets scored on they must exit the field expeditiously.	team member goes 1 time successively until the first team knocks down all of the cones or until each player has gone 3 times. Reset and play again. Advance: Increase distance to 15 yards. PLAY DESIGNATION 20 x 30yard grid. Play a 3 v 3 game Team member goes 1 time successively until the first team knocks down all of the cones or until each player has gone 3 times. Reset and play again. Advance: Increase distance to 15 yards. EXECUTION If a team gets scored on they must exit the field expeditiously. Play a 3 v 3 game Team member goes 1 time successively until the first team knocks down all of the cones or until each player has gone 3 times. Reset and play again. COACHING -Control of the ball field vision heads up burst of speed