OLYMPIC ATLANTA SOCCER ASSOCIATION U6 Practice Plan Week 5

THEME	PLAY DESIGNATION	EXECUTION	COACHING	Diagram
Running with the	20 x 20yard grid	Players dribble around and attempt to	-ensure players	
ball		strike a teammates soccer ball by passing	execute soft touch	
	1 soccer ball per	their ball into it.	passes.	55
Warm up	player		-use of the instep	dd.
		Each successful strike counts as one	-keep their heads up.	
<u>Purpose</u>	1 min drills	point. Player with the most points after a	-focus on accuracy of	
1		minute wins.	the pass.	***
Improve passing				
and movement				A A
with the ball				10>10-
				5 5
				No - No
THEME	PLAY DESIGNATION	EXECUTION	COACHING	Diagram
Running with the	20 x 20yard grid	-Players dribble around the grid square	-eyes up to see the	
ball		and attempt to tag each other above the	field	
	1 ball per player	waist line.	-control the ball	
Individual skill		-Every tag counts as 1 point.	-use all a parts of the	1. 1.
activity	1 minute rounds	-When a player gets tagged they lose 1	ball	«. •
		point.	-change of speed	
<u>Purpose</u>		-which player can get the most points.	-change of direction	
Improve running				(1. (1.)
with the ball				
				No de
				<i>y. y.</i>
				1. 1.

OLYMPIC ATLANTA SOCCER ASSOCIATION U6 Practice Plan Week 5

THEME	PLAY DESIGNATION	EXECUTION	COACHING	Diagram
Running with the	20 x 20yard grid	Teams are positioned at opposite end	-PLAYERS SHOULD	
ball		lines. The coach will designate each	ENCOURAGE EACH	
	4 flags	player with a number	OTHER!	
Integrated group		<u>Team 1</u> <u>Team 2</u>	-eyes up to see the	
activity	Players are divided	1-5 1-5	field	
	into two teams	The coach calls out a number 1-5 and	-control the ball	A A
<u>Purpose</u>		simultaneously plays a ball to the center	-use all a parts of the	
		of the grid. The player that corresponds	ball	
Improve running		with the called number, from both teams,	-change of speed	
with the ball		will run into the grid and attempt to win	-change of direction	<u>†</u>
under pressure		the ball. The player must then attempt to		
		score. Repeat after a score or when the		
		ball rolls out of play.		
THEME	PLAY DESIGNATION	EXECUTION	COACHING	Diagram
Running with the	20 x 30yard grid.	If a team gets scored on they must exit	-Control of the ball	
ball		the field expeditiously.	-field vision	
	Play a 3 v 3 game		-heads up	
3 v 3 knock out	G: 2.1 11		-burst of speed	
	Size 3 ball			1 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1.
Small sided game				\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \
Durmoso				
<u>Purpose</u>				
Improve running				A 40
with the ball				'A. 'A.
with the ball				