OLYMPIC ATLANTA SOCCER ASSOCIATION U8 Practice Plan Week 5

THEME	PLAY DESIGNATION	EXECUTION	COACHING	Diagram
Ball possession	Shark Tank	Players are spread out on the pitch.	-change of speed	
		On the coaches command the sharks will	-change of direction	
Warm up	20 x 20yard grid	fan out and attempt to kick a player's ball	-agility	
		outside of the girl. Once a player's ball	-coordination	
<u>Purpose</u>	1 ball per player	leaves the grid that player must retrieve	-SHIELDING THE BALL	
		their ball and practice juggling. The		
Improve	2 Players with out a	round is over after the sharks eliminate		
coordination	ball	all players or after the 1 min time limit		
		has been reached. The last player in the		
		Shark tank wins.		
THEME	PLAY DESIGNATION	EXECUTION	COACHING	Diagram
Ball possession	20 x 20yard grid	On the command "go" the attackers	-change of speed	
		attempt to dribble through as many gates	-change of direction	ARA
Individual skill	1 ball	as possible. The defenders attempt to	-agility	
activity		take the ball or block the gate. If a	-coordination	and the state of t
	Players pair up	defender wins the ball the defender must	-SHIELDING THE BALL	a.
<u>Purpose</u>	(1 defender/ 1	shield the ball until the round is over or		3.40
	attacker)	the attacker wins the ball back. At that	Tip:	
Improve Ball		time the match continues as normal until	Allow the players to be	
possession	random 2 yard gates	the round ends.	lose and free. This is a	A COLOR
	in the grid.		time for them to have	★ ★
		-Rotate the roles constantly	freedom to express	A A.
	2 min drills		themselves. Adjust the	de de
			rounds time to ensure	
			players are getting the	, and
			right amount of	
			practice.	

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THEME	PLAY DESIGNATION	EXECUTION	COACHING	Diagram
Ball possession	20 x 20yard grid	Coach divides the players on each side of	-Eyes up to see your	
		the grid. Designate each player with a	goal	
Integrated group	1 ball	number	-field vision	
activity		Team 1 Team 2	-players should	<u> </u>
_		1-5 1-5	encourage each other	3. · · · · · · · · · · · · · · · · · · ·
<u>Purpose</u>		The coach calls out a number 1-5 and the	-shielding	
Improve Ball		players from the respective team with the called number will run into the grid.	-change of speed -change of direction	1 1
possession		Simultaneously the coach will roll or	-change of direction	
under pressure		throw in a ball down the center of the		<u>,</u> d•
ander pressure		grid. The players must win the ball and		5
		dribble it back to their side. First team to		die de
		5 wins the round.		
THEME	PLAY DESIGNATION	EXECUTION	COACHING	Diagram
Receiving the ball	30 x 35yard grid.	If a team gets scored on they must exit	-Control of the ball	
3 v 3 knock out	Play a 3 v 3 game	the field expeditiously.	-field vision	
3 V 3 KHOCK OUL	Tay a 5 v 5 game		-heads up -burst of speed	
Small sided game	Size 4 ball		-burst or speed	5 - 5
Siman sided game				a. Ta
Purpose				(I)
Improve Ball				'
possession				
				1.