

# **MN RUSH U9 Development Curriculum**

"They won't care what you know until they know that you care"

#### **OBJECTIVES**

Movement Education: 15% Technical: 75% Tactical: 10%

#### **ORGANIZATION**

- NO Heading
  No Punting
  Ball to Player Ratio 1:1 to 1:4
- Size 4 ball

#### • Session: 60 minutes

- Games: 50 Minutes [7 v 7]
- 2:1 practice to game ratio
- Limited Offsides in Effect

## BY THE END OF THE SEASON PLAYERS SHOULD...

be able to complete turns at game speed, be able to complete passes with the correct technique, have the ability to control the ball with a correct technique to pass, dribble, shoot, be knowledgeable of attacking principles (width, depth, length).

## **GENERAL CHARACTERISTICS\***

- •Like to show skills need approval
- Beginning to develop some physical confidence (most can ride a bicycle)
- Lack sense of pace go flat out, chasing the ball until they drop
- Still in motion twitching, jerking, scratching and blink- ing are all second nature physical movements
- Still into running, jumping, climbing and rolling
- Boys and girls are still quite similar in physical and psy- chological development
- Attention span is a bit longer than the U-6 age group
- Developing playmates, More into imitation of the big guys (sports heroes be- coming important)
- Still very sensitive Dislikes personal failure in front
- of peers, making ridicule from the coach in front of the group very destructive

• Still do not believe in the intensity of the team at all Costs, Inclined more toward small group activities

#### TACTICAL

Scrimmage

**15 Min** 

Narm-u 10 Min

**Activity 2** 

**15 min** 

Activity 1 = Small Sided Game Activity 2 = Expanded Small Sided Game

**Activity 1** 

20 Min

- Communication
- Attacking team shape
- Individual attacking
- Playing out of the back

\*General Characteristics from the US Soccer Player Development Model

# TECHNICAL

- Receiving with both feet
- Passing with both feet
- Dribbling
- Inside-Outside
- Roll
- Swivel hips
- Turning
- Cruyff
- Step over
- Drag push
- Shooting