##  <br> U10-Lesson Plam - Week 8

Topic: Combination Play
Objective: To improve passing technique and introduce and train combination play
(Wall Passes and take Overs)

| Technical Warm up | Organization | g Pts. |
| :---: | :---: | :---: |
| (2) | Combination Square: <br> In a grid about $25 \times 25$ yards, place 4 to 5 players in training vests. These players will roam around grid and give support to players with balls. 4 to5 players with balls dribble in grid looking to connect with support players to perform wall passes. <br> Version 2: Build to take-overs <br> Version 3: Wall passes and take-overs | General <br> - Quality technique while passing and receiving <br> - Be patient \& let opportunities develop <br> - Encourage finishing off of combination opportunities <br> - Positive environment to encourage creative and instinctive play <br> - Communication <br> Wall Pass <br> - $1^{\text {st }}$ attacker dribbles at $1^{\text {st }}$ defender <br> - $2^{\text {nd }}$ attacker is slightly ahead of defender in good supporting angle turned sideways on <br> - $1^{\text {st }}$ attacker reads defenders and supporting cues; decide to dribble or play a wall pass <br> - Disguise, deception of pass and runs <br> - Accuracy and quality of pass <br> - Look for opportunities to create numbers up situations (2v1, 3v1 etc.) <br> Takeover <br> - $2^{\text {nd }}$ attacker runs directly at the $1^{\text {st }}$ attacker from the opposite direction <br> - $1^{\text {st }}$ attacker protects the ball from the $1^{\text {st }}$ defender by keeping body between ball and defender <br> - $1^{\text {st }}$ attacker leaves the ball and $2^{\text {nd }}$ attacker takes the ball using same foot (right to right or left to left) <br> - Simple communication: "take" or "leave" |
| Small Sided Game | Organizatio |  |
| - maseme | 4v4-1(4v3): <br> In a grid about 30X35 yards with two 5 yard goals on each end line. Play 4v4-1, ( $4 \mathrm{v} 3+\mathrm{GK}$ ). The -1 player is the Goalkeeper on defending team. When the defending team gets the ball they regain their fourth player. Encourage players to try to score after a wall pass or take over. <br> Wall pass goal= 5 pts. <br> Take over goal= 3 pts. <br> Wall pass \& take over = 10pts <br> Time: 15 minutes |  |
| Exp | Organization |  |
|  | 4v4 to Two Small Goals: <br> In a grid 30x35 yards with four goals measuring 3 feet across in each corner, two teams attack two goals and defend two goals. To encourage combination play, the attacking team will receive 5 points if they combine with a wall pass or takeover before they score. Otherwise, they receive 1 point for scoring. <br> Variation 2: Add a "plus" player who always plays for the attacking team if they cannot keep possession long enough to create a combination. <br> Time: 20 minutes |  |
| Game | Organization | Coaching Pts. |
| 6v6 Scrimmag | Play with Goalkeepers in a 45-60 yard long by 35-45 yard wide field. | - All of the above <br> Time: 30 minutes |
| COOL DOWN | Activities to reduce heart rate, static stre | \& review session - Time 10 min . |

