

① INTRO MEET @ HOGWARTS || START: 8:00 AM 9:30 AM  
FUN WARM UP - SIMON SAYS

- RUN BY UK COACHES

② SPLIT INTO 4 GROUPS || 8:15 AM 9:45 AM  
(ROTATE EVERY 10-15 MINS)

<u>RAVENCLAW</u>	<u>ROSEBOWL</u>	30 x 30 GRID
<u>HUFFLEPUFF</u>	<u>MUNCHKIN KNOCKOUT</u>	20 x 20 GRID
<u>GRYFFINDOR</u>	<u>SPACE INVADERS</u>	25 x 35 GRID
<u>SLYTHERIN</u>	<u>TEMPLE OF DOOM</u>	20 x 20 GRID (+ 2 POPUP GOALS)

③ RETURN TO HOGWARTS || 8:45 AM 10:15 AM

- SPLIT INTO TEAMS 3 V 3  
(MAKE 4 V 4 MAX)

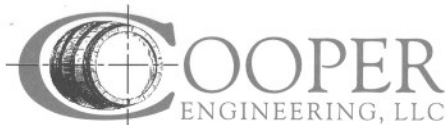
MAKE SURE DURING GAMES, THERE IS HALF TIME

- WATER BREAK.

RESTART WITH A KICK OFF → DEFENDERS ONLY NEED TO BE 5 → 6 YARDS AWAY, GET GAME GOING QUICKLY

← NO ADDITIONAL RULES AT THIS TIME →

④ FINISH AT HOGWARTS || 9:20 AM 10:50 AM



24881 Alicia Pkwy #E188 ♦ Laguna Hills, CA 92653  
Tel (949) 215-3976 ♦ Fax (949) 215-3978

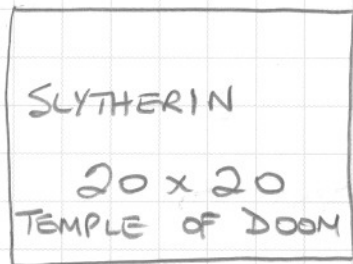
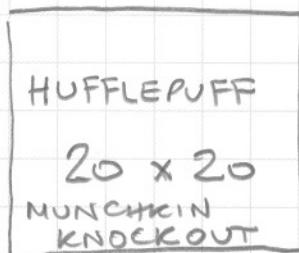
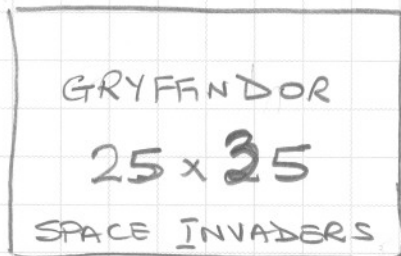
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Description SESSIONS 5 & 6

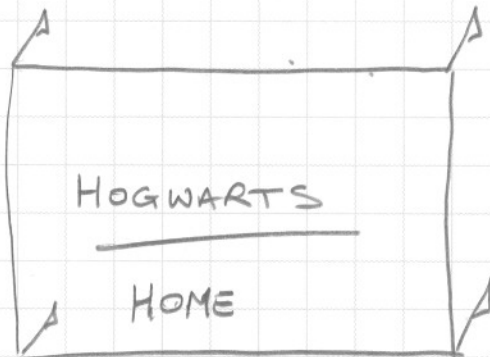
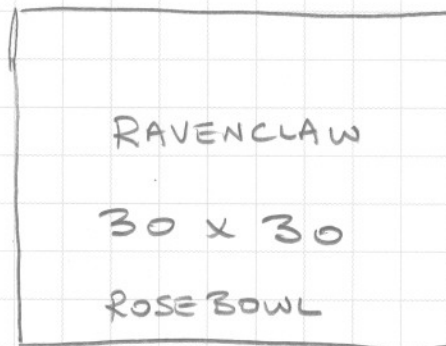
Name: FIELD LAYOUT Date: 10/8 & 10/15

e-mail: cooperengineeringllc@cox.net

## LAYOUT



(NEED TWO POP-UP  
GOALS FOR SETUP)

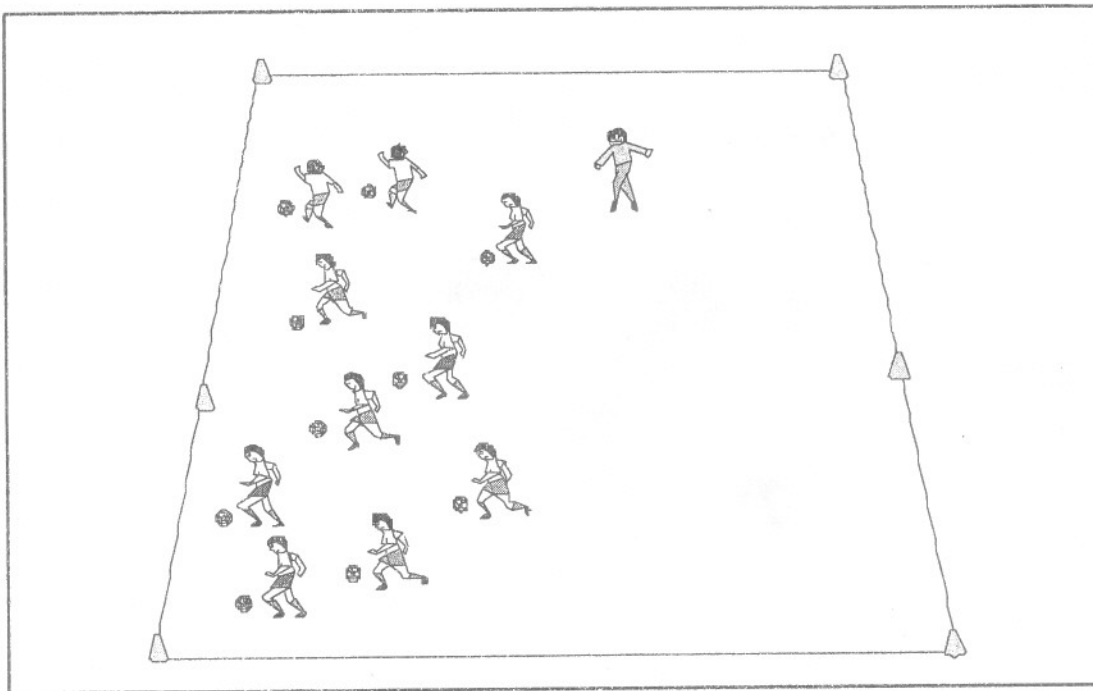


## Control/Turning Game 4: WEMBLEY

**PURPOSE:** To practice control and turning with the ball

### ORGANISATION

- Set out a large grid 30 x 30 yards using cones. Each player has a ball and stands on one line of the grid. The grid is a soccer pitch e.g. Wembley, Rosebowl, Foxboro.
- Firstly set the picture of the stadium. Explain two sides of the pitch, one being the scoreboard end and the one they are standing on is the tunnel end. If the coach says Scoreboard end then all the players must dribble to the scoreboard end. If you say Tunnel end then they must turn with the ball and go to the other side.
- If the coach shouts Referee the players must stop, put their foot on the ball and scream Yes Sir referee
- Next, introduce two more sides to the pitch. They could be the Big Ben end and the Royal Box, using Wembley as the example, but you may make up your own.
- Introduce fun actions such as players mimicking famous players. Shout Campos they have to dive and make a save, Cobi Jones run around the ball.
- The aim is to turn and dribble to the correct side of the pitch as fast as possible. Create little forfeits for people who are last or who make mistakes. Make sure it is not the same child all the time! After a while introduce a knockout theme so that you have an eventual winner.



### COACHING POINTS

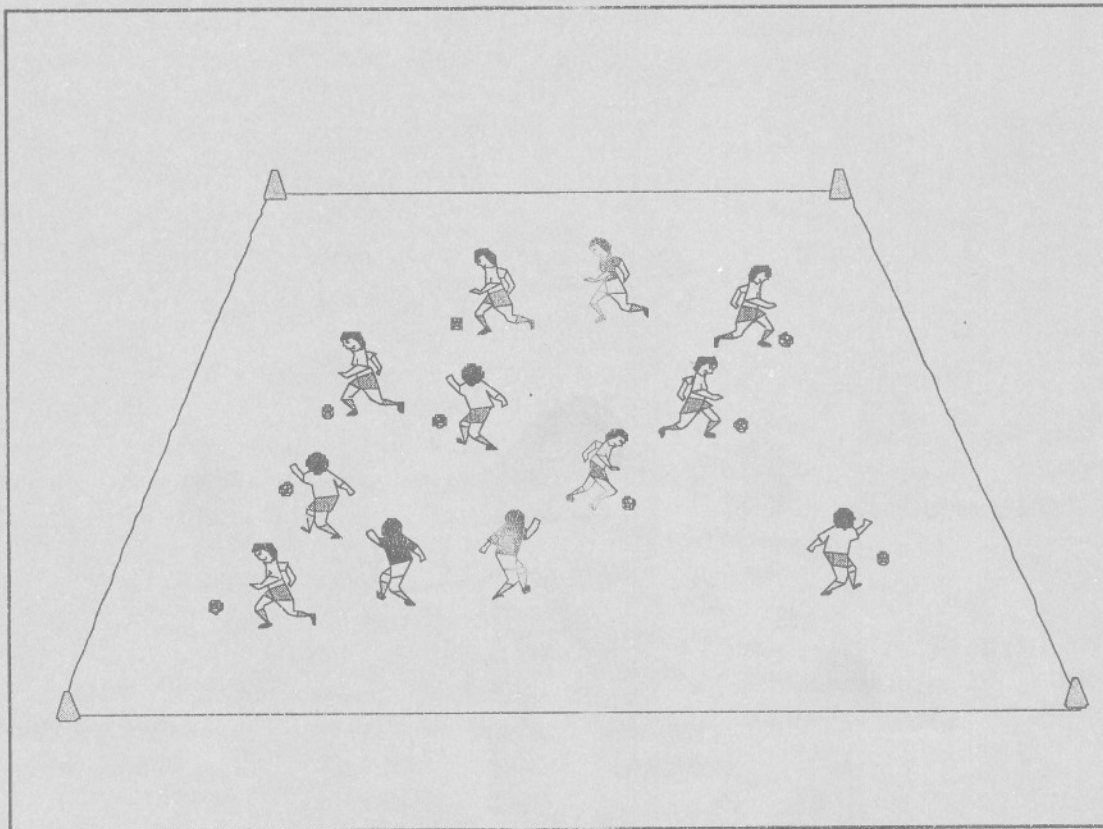
- Keep the ball close at all times so that you can turn quickly or stop the ball
- Turn with the ball using the instep or sole of foot
- Keep head up when dribbling otherwise they will run into each other

## Control/Turning Game 7: MUNCHKIN KNOCKOUT

**PURPOSE:** To develop control, shielding, turning and dribbling under pressure

### ORGANISATION

- Split the group into teams of 2-4. Set out a grid about 20 x 20 yards. One team should be stood on the outside of the circle without any balls. This team are the defenders. The rest of the group should be spread out inside the grid with a ball each.
- Under the command of the coach the defenders run into the grid and attempt to knockout everybody else's ball out of the circle by tackling them. When player's balls are kicked out of the grid they must go and sit down outside. Every team has a turn at being the defenders.
- The winning team are the defenders who knock out the balls in the quickest time.
- The coach should emphasize that players must not push or commit any fouls at all.



### COACHING POINTS

- Keep the ball under close control
- Observe where the defenders are and dribble into safe, clear areas around the grid
- Get body between the ball and the defenders and then turn to safety

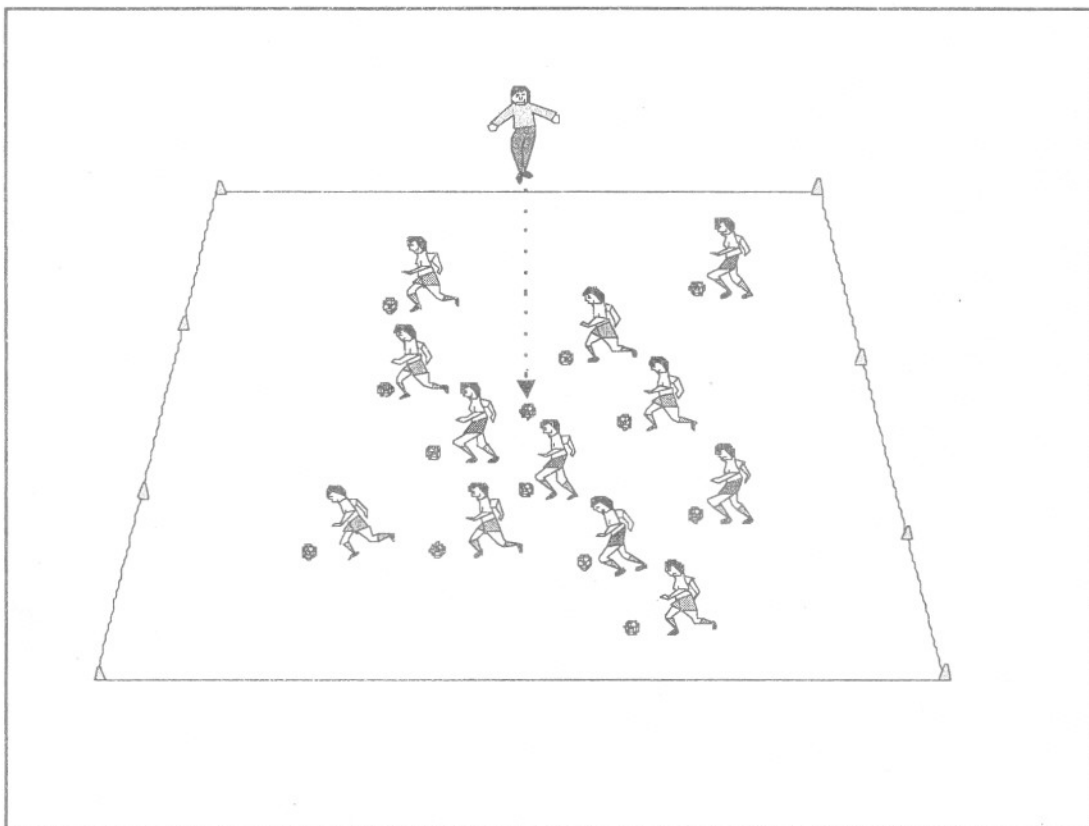
## Passing Game 4:

## SPACE INVADERS

**PURPOSE:** To work on passing to a moving target and to practice dribbling

### ORGANISATION

- Set out a large grid around 20-30 by 30-40 yards depending on numbers. Place a few different coloured cones/domes at each end of the grid to assist your story of defending a place or object from the space invaders. Each player should all stand on one line of the grid facing their target, with a ball. The coach stands on the side of the grid with a ball.
- Each player is a space invader. The coach starts off as a pilot, defending for example Disneyland. The players must attempt to dribble their ball from one end of the grid to the other thus destroying Disneyland. The coach aims to pass their ball against one of the space invader's balls. If a ball is hit, the space invader becomes a pilot.
- The winner is the last remaining space invader.



### COACHING POINTS

- Aim in front of space invaders in order to hit them-always pass in front of a player on the move
- Keep passes on the ground



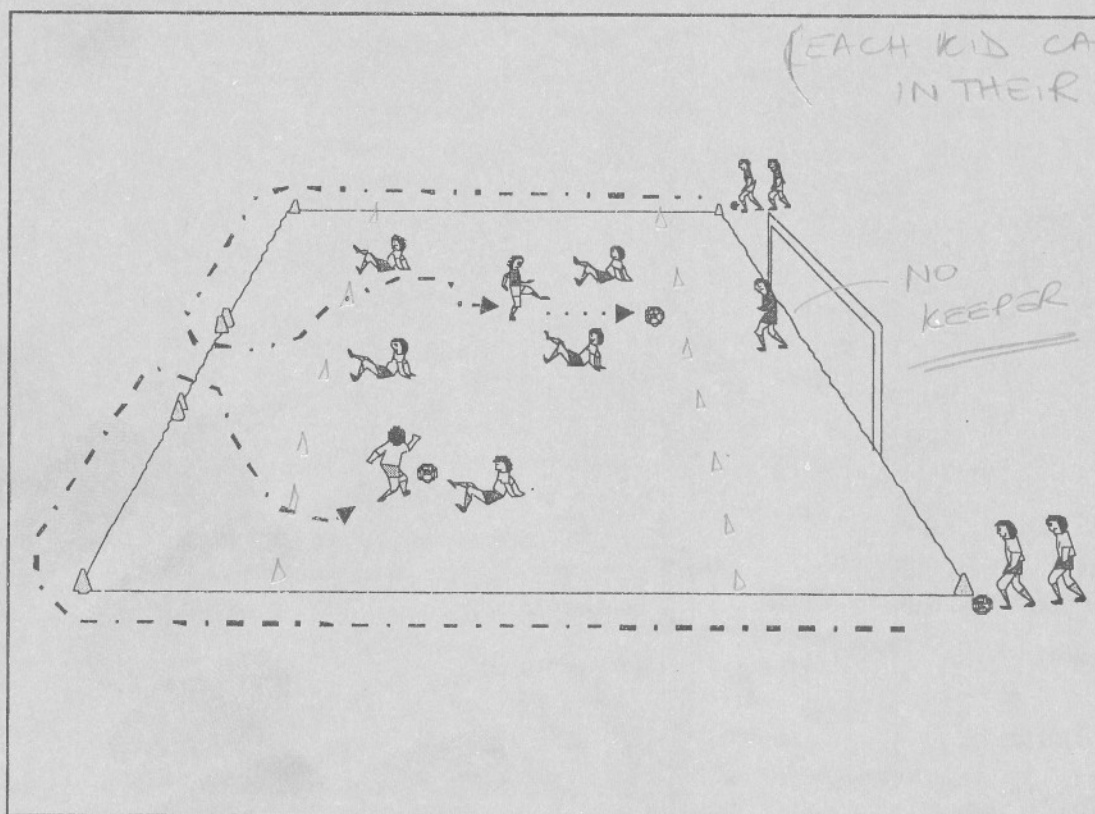
## Shooting Game 4:

## TEMPLE OF DOOM

**PURPOSE:** To develop dribbling to goal and shooting on sight.

### ORGANISATION

- Set out a 20 x 20 yard area. Station 3 players on each corner of the goal line. Position five players in the center of the area, they are the sewer rats. The sewer rats have to remain on their hands and feet. Have one goalkeeper and mark out a gate 5 yards wide opposite the goal on the 20 yard line.
- One player at a time from each team simultaneously dribbles down the sideline around the corner and through the gate towards the goal. Each player must dribble in and out of the sewer rats to get a shot on goal. The story is that the players are Indiana Jones creeping through a tunnel of sewer rats. As soon as he sees daylight (the goal), he lassos himself (shoots) out of the tunnel.



### COACHING POINTS

- Use speed and changes in direction to beat the crabs
- Keep the ball under close control
- Shoot on sight- do not try to dribble the ball into the goal