			ži.						Ŷ	
Name:	LeeJay Templeton		Team:	U10 B	/G					
Date:	22 Apr 19 Week:	1	,		Day:	1		CAPI	TAL ARE	
TRAINING OBJECTIVE(S):										
 Basic ball handling and movements. Taking directions and establishing what's going to happen at each training session. Fun! 										
. ~		T. MADRA I	·n		1	7	A = 11. 11		Ι,,	
	Taps	I. WARM-L			Intensity:	Low		ty Time:	120020	
	uffles	_	10		Intervals:	1		ry Time:	1	
3.54	ep overs	ORGANIZAT	DRGANIZATION (Physical Environment / Equipment / Players)							
	: bbling (HalftoGeal Pinky tor Line) Fast as possible	Each player has a ball and does a number of individual warm ups and dribbling movements.								
Ь.	Fastas Rossible	COACHING POINTS / KEY CONCEPTS								
5.6	1. Use all surfaces of the foot to do the warmups.									
	(A)	II. SMALL-S	SIDED ACT	IVITY	Intensity:	Med	Activit	y Time:	10	
		Duration:			Intervals:	1		y Time:		
		_		cal Enviro	Catalog and Section of Controlling			y mile.	U	
		ORGANIZATION (Physical Environment / Equipment / Players) Each player has a ball and 12 cones.								
		COACHING POINTS / KEY CONCEPTS								
ļ	200	1. Run slalom through the cones. 2. Dribble with any part of the foot through the cones. 3. Use only the inside part of the foot. 4. Use only the outside part of the foot.								
	254 SA	III. EXPAND	DED ACTIV	ITY	Intensity:	Med	Activit	y Time:	5	
	9° (Duration:	10		Intervals:	3	Recover	y Time:	0	
	0 70	ORGANIZAT	TON (Physic	cal Enviro	nment / Equi	pment / Pla	yers)	•		
		Each player has a ball and 9 cones.								
1	0	COACHING POINTS / KEY CONCEPTS								
	1. Have the players run through the course to learn it first. 2. First time through with the ball have them use the outside part of the foot. 3. Second time try and have the player fake before changing direction.								ot.	
		IV. GAME_			Intensity:	High	Activit	y Time:	20	
	Have Fun!	Duration:		al Enviro	Intervals:	2		y Time:	5	
		ORGANIZATION (Physical Environment / Equipment / Players)								
S	er, mage!	U10 sized f	ield and or	ne ball.						
	,	COACHING POINTS / KEY CONCEPTS								
	,	1. Emphas	ize modifie	ed rules o	f the game.				8	