Name: Date:	LeeJay Temple	ton Week:	1	Team:	U6 B/G	Day:	1		CAPI	TAL ARE/
TRAINING	G OBJECTIVE(S):			-						
 Basic ball handling and movements. Sharks and Minnows Game. Remember you only have 1 hour of training. Fun! 										
			I. WARM-U	ID		1		A atti	itus Tima as	140
a. Pinky toe (1000)			Duration:			Intensity: Intervals:	Low 1		ity Time: ery Time:	
			OBCANIZAZ		cal Enviror	ment / Equi	pment / Pla		,	
			Each player has a ball and does a number of individual warm ups and dribbling							
Ь.	As fast as i	COACHING POINTS / KEY CONCEPTS								
	ع من رمالططة		1. Use all s	surfaces o	f the foot t	o do the wa			V 38	8 80 12
wi	thout coas	2. Practice Throw-ins. (Feet stay on ground, ball over head, behind the touchline) 3. Practice dribbling Changing direction.								
Bal	II Handling	Activit	II. SMALL-S	SIDED ACT	IVITY	Intensity:	Med	Activ	ty Time:	10
	_	, ,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,		10		Intervals:	1	Recove	ry Time:	0
8) 6		ORGANIZATION (Physical Environment / Equipment / Players)							
			Each player has a size 3 ball, 12 cones per line.							
9			COACHING POINTS / KEY CONCEPTS							
	14 20		1. Dribble with any part of the foot through the cones. 2. Use only the inside part of the foot. 3. Use only the outside part of the foot.							
Sha	rks & Minno	งพร	III. EXPAND	DED ACTIV	ITY	Intensity:	Med	Activi	ty Time:	₽-3
· ·	*		Duration:	25 230		Intervals:	3		ry Time:	0
N ==	Shar					ment / Equi			<u> </u>	
1			Each playe	r has a siz	e 3 ball.	Shark	Eick b	ell out	8 T 10	المحمدة
2	7	,	Minnous become shorks. COACHING POINTS / KEY CONCEPTS							
C 4	Sword S		Keep the ball close when dribbling. Eyes up to find the sharks. Change direction using outside of foot.							
			IV. GAME			Intensity:	High	Activi	ty Time:	20
Schimmase!			Duration: 14 Intervals: 2 Recovery Time: 2 ORGANIZATION (Physical Environment / Equipment / Players)							
Have Fun!			U6 sized field and one size 3 ball. Break teams into 4 or 5 per team. 2 halves with a short halftime to for feedback. Be finish after 60 minutes of training. COACHING POINTS / KEY CONCEPTS							
		8 8	1. Emphas 2. Changin	ize modifie g Directior	ed rules of n.		field.			