

U64V4

COACHING GUIDE

WEEK 6
DRIBBLING

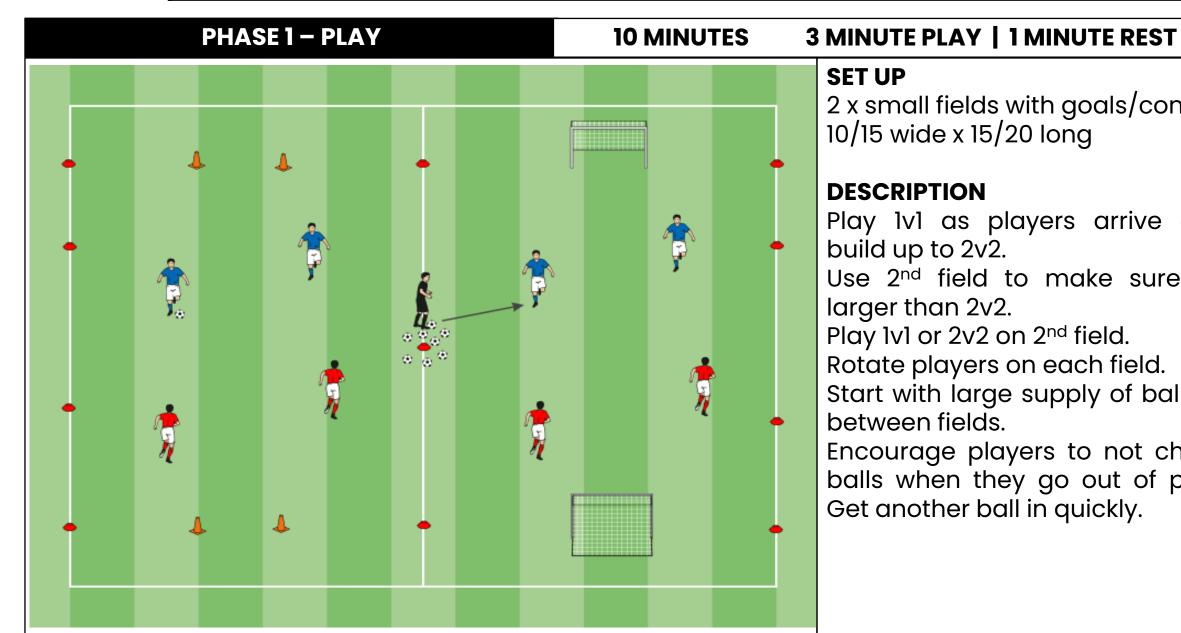
Be Creative | Be Exciting | Be Unique



Age: U6 4v4 | Moment: Attacking Area of the field: All field

Action: Dribble or pass forward / Tech Toolkit: Dribbling/Shooting Week: 6 Finish / Spread out / Spread out

Objective: To teach how and when to dribble to exploit space and progress forward



SET UP

2 x small fields with goals/cones 10/15 wide x 15/20 long

DESCRIPTION

Play 1v1 as players arrive and build up to 2v2.

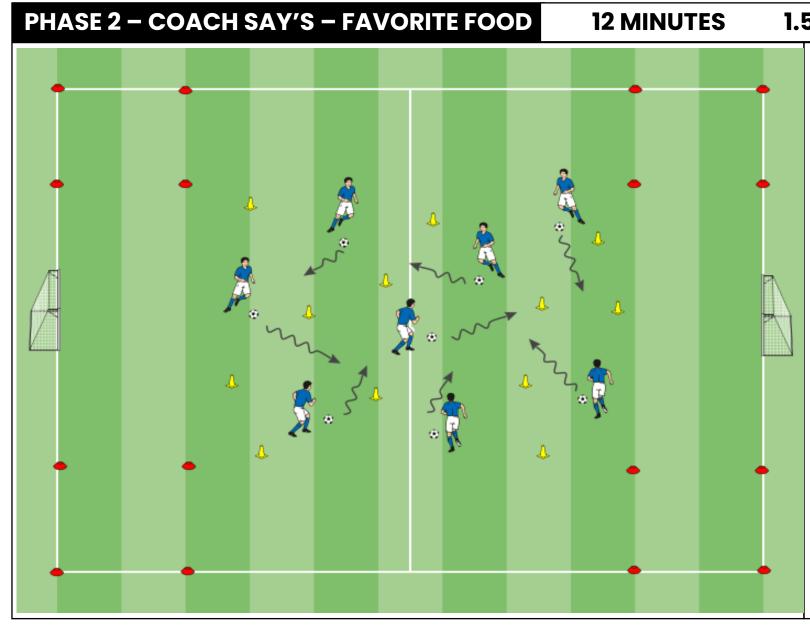
Use 2nd field to make sure no larger than 2v2.

Play lvl or 2v2 on 2nd field.

Rotate players on each field.

Start with large supply of balls in between fields.

Encourage players to not chase balls when they go out of play! Get another ball in quickly.



1.5 MINUTE PLAY | 1 MINUTE REST

20 x 30 yard area with cones 4 corner squares marked with cones and yellow cones placed randomly inside grid. Each player with own ball

DESCRIPTION

SET UP

Simon "Coach" says. Give instructions to players that include fun creative ideas, Coach says put knee on ball, Coach says do 10 soles taps, Coach says dribble to a pointy cone and stop ball....try to trick players by missing out coach says. Ask players favorite restaurants, name each red corner square after each one....Simon says go to Subway! Players dribble to Subway square.

PROGRESSIONS

Coach says shoot on goal Add a defender to try and steal balls

COACHING POINTS

- 1. Small touches to keep ball close
- 2. Head up to see opponents, space & teammates
- 3. Small touches then larger touches to change speed
- 4. Use different surfaces of foot to dribble and stop ball

GUIDED QUESTIONS

- How can you be ready to stop ball quickly?
- 2. How can you get to your restaurant quickly?

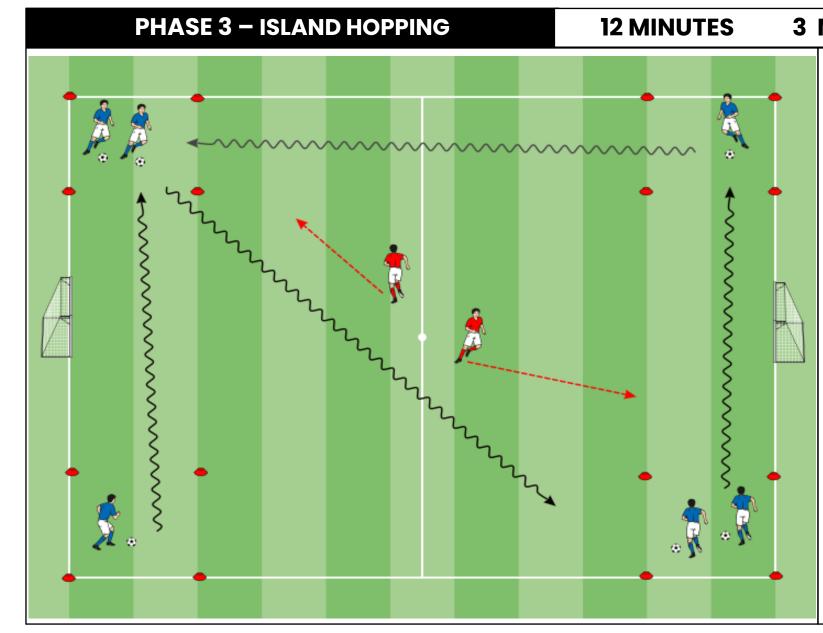


Age: U6 4v4 | Moment: Attacking | Area of the field: All field

Week: 6 Tech Toolkit: Dribbling/Shooting

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3 MINUTE PLAY | 1.5 MINUTE REST

20 wide x 15 area with 4 squares (Island) marked in the corners. Blue players with a ball starting in an Island. Red "Pirates" without a ball.

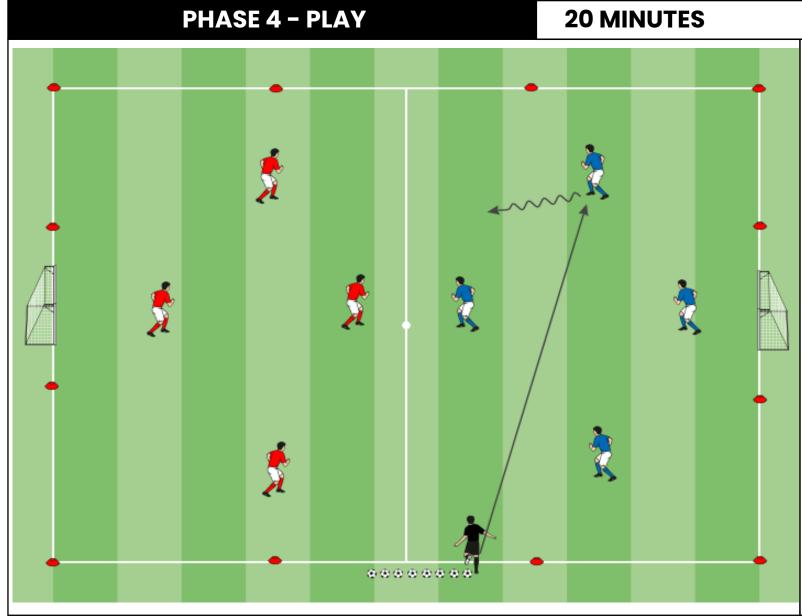
DESCRPTION

Players with ball attempt to hop from Island to Island avoiding the pirates who can start with or without a ball of their own based on the group to increase/lower difficulty. If a player loses their ball to a Pirate they must perform a ball mastery move to get back into the game. I point for every island visited.

PROGRESSIONS

After being captured, become a pirate until there is one player left trying to island hop.

After 2 x Islands, go to opposite goal for 3 points! Pirates can defend



10 MINUTE PLAY | 3 MINUTE REST

SET UP

20 wide x 30 long field with two goals

DESCRIPTION

Play 3v3 to 4v4 full field game Play 2x10 minute halves with half time

Supply of balls at halfway line Start with pass to different player each time

Encourage players to SPREAD OUT by giving player with ball room to dribble/pass/shoot.

COACHING POINTS

- 1. Head up to see opponents, space & teammates |
- 2. Larger touches to accelerate into space
- 3. Use body to shield ball from opponent
- 4. Slow down, tight turn, accelerate away from opponent

GUIDED QUESTIONS

- . How can you get to open Island quickly?
- 2. What do you do if someone is blocking one Island?