## Activity 110 Touches - Explore the Planets

 Duration In a $15 \mathrm{~W} \times 20 \mathrm{~L}$ yard grid with several 3 yard triangular shaped gates (Planets), have all the players dribble their soccer balls toward any planet. The dribbling pattern is: Right foot - Outside of the foot (pinky toe)-Inside of the foot (big toe)-repeat with Left foot. Inside Right (big toe) to inside Left (big toe) then roll with the bottom of Right to the Left-repeat starting with the inside Left.| Variations | Activity Time 1.5 Min. | Rest 30 Sec. | Intervals 4 |
| :--- | :--- | :--- | :--- |

- Round 1: Players race to get 10 touches with just the outside of each foot then the inside. Try to combine 1 foot (pinky toe to big toe) then combine both feet.
-Round 2: Players try to complete inside right-inside left-roll right to left then repeat. - Round 3+: try to combine the 2 patterns on their way to a planet.

Week 6



Activity 2 Dribbling Galaxy Hoppers
Duration
8 Min. In a 15Wx20L yard grid with several 3 yard triangular shaped Galaxies, have all the soccer players dribble their soccer ball. In 90 seconds, challenge the players to get into and out of as many Galaxies as possible. Each new round, have them try to beat their previous score.

| Variations | Activity Time 90 Sec. | Rest 30 Sec. | Intervals 4 |
| :--- | :--- | :--- | :--- |

- Round 1: Get to as many Galaxies as possible.
- Round 2: Whichever side they enter the Galaxy, they must exit the same side.
- Round 3 \& 4: Challenge the players to use the surfaces from Activity 1 on their way to each new Galaxy.


## Activity 3 Space Invaders <br> Duration <br> 8 Min.

In a $15 \mathrm{~W} \times 20 \mathrm{~L}$ yard grid with several 3 yard Space Ships (bases). Select 2 players to be it. They have the ball in their hands and guarding the ships. The rest of the players dribble their ball around and they are space fighters that need to land on the ships to be safe. The space fighters are trying to avoid the guards so they can land on a ship. Have the space fighters count the number of ships they can get to.

| Variations | Activity Time | 90 Sec . | Rest | 30 Sec . | Intervals | 4 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |

- Round 1: Coaches can start guarding the ships.
- Round 2: Select 2 players to start as guards of the ships.
- Round 3-4: Only 1 player on a ship at any time.



Game-4v4


