Key: **TOPIC:** How and when to shoot/finish with accuracy Running without the ball Running with the ball MYSA 'D' License Course Pass **Key Coaching Points Organization Technical Warm-Up** ✓ Plant foot to the side of ball Free space Ankle locked, toe down if driven Multiple balls, strike and move Proper contact point on ball GK's catch and distribute X Knee/chest/eyes over ball Both feet, vary surfaces incl. instep Follow through at target Vary driven/bending balls Follow strike towards target (rebounds) Increase distance and power **Small Sided Activity** 36x20 Speed of play (dribble at speed to 2v1 counterattack game commit defender; be decisive) 000. Shooting technique 2 attack with a ball from endline Choice of finishing surface and When ball goes over endline or GK O holds it 1 stays to defend v 2 new power XXX Follow through for rebounds attackers; players decide which one stays (for add'l problem solving) Cues to shoot, pass, or dribble **Expanded Small Sided Activity** 36x44 ✓ First look to shoot/penetrate 4v4 w/ halfline, 1v3 in each half Quality of preparation touch Option 1: Players stay in own half ✓ Shooting technique, esp. from Χ. 0 Option 2: One player can cross distance (laces, low follow through) GK X GK 0 halfline on pass to striker ✓ Mentality for finishing/rebounds X 0 Option 3: Remove halfline restrictions 0 Angles of support X Maintain depth and width Game to Big Goals 50x44 Shooting technique under time/space 6v6 incl GKs limitations (strike ball in stride) X Restraining (offsides) lines at 18's First look to penetrate Maintain depth and width $\mathbf{G}\mathbf{K}$ O X GK 0 Finishing mentality – risk in final 1/3 \mathbf{X}