U6 – Individual Play		Phil Johnson - MYSA
ACTIVITY	DIAGRAM	COACHING POINTS
1. Bring the Ball Back  * Circle the coach.  * Each player with ball in hands.  * Give name, toss ball, bring it back.  * Fast, touching 3 body parts, hidden, feet.	E 0. 0.	* Follow Directions.  * Listen carefully.  * Try to be creative.
2. Copy Cat Dribble  * Hop, skip, run and jump.  * Dribble around.  * Show stops and turns.  * Name the moves.  * Copy – Dribble Magic.	Sy C V. ST	Maze, Body Awareness, Balance  * Watch and copy.  * Keep ball close when dribbling.
3. Everybody's It  * Talk tag safety.  * Count.  * Vary options.  * Try not to get tagged	AC A RA	Maze, Body Awareness  * Vision Up.  * Keep your balance.
<ul> <li>4. Body Part Dribble</li> <li>* Players dribble around coach.</li> <li>* Avoid collisions.</li> <li>* Coach calls "toe", they stop ball with toe.</li> <li>* Players continue to stop the ball with any body part that coach calls out.</li> </ul>	Ains C 2. 23	Body Awareness, Agility  * Listen carefully.  * Dribble close with small steps.

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U 6 - Individual Play		Side 2
ACTIVITY	DIAGRAM	COACHING POINTS
<ul> <li>5. Minnows and Groupers</li> <li>* Run / dribble between islands for safety.</li> <li>* Avoid being tagged.</li> <li>* Change from minnow to grouper if tagged.</li> <li>* Add rafts "vests" on the ground for options.</li> </ul>	m G m	* Be safe.  * Make a plan.  * Run / Dribble quickly.
6. Gates: Stop and Go  * Set up cones.  * Run to stop on the cones.  * Carry ball, dribble ball, kick the ball to the cones.  * Vary: Stop and Go. Detour. Gas Station	0 Fry 0 - A	* Head up as you run.  * Dribble at your own speed for control and change of directions.
7. Moving Targets  * Each player with a ball in hands.  * Two adults hold vest, arms out.  * Score goals through moving targets.  * Run, roll ball, dribble and pass through and under the "goal posts".	A. A.	* Get close before shooting.  * Be safe.  * Inside of foot — best surface for accuracy.
8. Line Soccer - 4 V 4  * Get ball to Teddy.  * Scatter balls.  * Throw one out at a time.  * Kick ball across end line for score.	of	<ul> <li>Maze, Targets, Decision-Making</li> <li>* Be a good listener.</li> <li>* Follow directions carefully.</li> <li>* Be safe.</li> </ul>