1st PLAY PHASE (Intentional Free Play)

Objective: to pass or dribble past an opponent then score goals

Organization: On your (25Wx35L) game field, set up two 17Wx25L fields with a small goal at each end. When practice is scheduled to start & as soon as 2 players arrive, start playing a game. The game will start as 1v1. As players arrive, the game becomes 2v1 then 2v2 up to 3v3. Once one field is at 3v3, start a second game on the field next to it.

Key Words: go to goal, score goals

Guided Questions: Are the players engaged? Are all the players getting challenged?

Answers: have one field with less players on it to encourage participation. Adjust the games so the stronger players may have less teammates (2v3 game).

Notes:

Organization: Use cones for goals if needed. Adjust the number of defenders to make the game more or less challenging.

Guided Questions: How can the 2 players with a ball beat any 1 defender? What can you do if the defender doesn’t follow you?

Answers: Try to dribble to get the defender to follow you then find your teammate with a pass. Take the ball to goal and score.

Notes: Use cones for goals if needed. Adjust the number of defenders to make the game more or less challenging. Coaches can be defenders if needed.

PRACTICE (Core Activity): Groups of 2 vs The Defenders

Organization: In a 20Wx30L yard grid and 3 goals on each end line, coach will select 2-3 players to defend. All other players have a partner and a soccer ball to share. The teams with a ball can dribble or pass past the defenders and score in any of the 3 goals on one end line. Once they have scored, they get any soccer ball from off the field or out of the goal and try to score on any of the 3 goals on the other side. How many goals can they score in 1 minute? If a defender steals their soccer ball and can play it off the field, the players who lost their ball lose all their points and have to start scoring again. Rules: Players can dribble, pass or shoot past the defenders. Rotate defenders after each round.

Key Words: move with your teammate, help your teammate score

Guided Questions: How can the 2 players with a ball beat any 1 defender? What can you do if the defender doesn’t follow you?

Answers: Try to dribble to get the defender to follow you then find your teammate with a pass. Take the ball to goal and score.

Notes: Use cones for goals if needed. Adjust the number of defenders to make the game more or less challenging. Coaches can be defenders if needed.

PRACTICE (Less Challenging): Groups of 2 vs The Defenders to End Lines

Organization: In a 20Wx30L yard grid play groups of 2 vs the coaches to the end lines; coaches are the defenders. All other players have a partner and a soccer ball to share. The teams with a ball can dribble or pass past the defenders and score by stopping their ball on or slightly across the end line. Once they have scored, they get any soccer ball from off the field and try to on the opposite end line. How many goals can they score in 1 minute? If a defender/coach steals their soccer ball and can play it off the field, the players who lost their ball lose all their points and have to start scoring again. Rules: Players can dribble or pass past the defenders to get to the end line.

Key Words: move with your teammate, help your teammate score

Guided Questions: How can the 2 players with a ball beat any 1 defender? What can you do if the defender doesn’t follow you?

Answers: Try to dribble to get the defender to follow you then find your teammate with a pass. Take the ball to goal and score.

Notes: Use the players as defenders once they have had some success at scoring. Adjust the number of defenders to make the game more or less challenging.

PRACTICE (More Challenging): 3v2 to Three Goals

Organization: In a 20Wx30L yard grid and 3 goals on each end line, play a 3v2 game. The team of 3 starts with the ball has to dribble, pass or shoot past the defenders and into any of their 3 goals. Once they have scored, they get any soccer ball from off the field and try to score on any of the 3 goals at the same end of the field (make it, take it). How many goals can they score in 1 minute? If a defender steals their soccer ball and can play it off the field, the players who lost their ball lose all their points and have to start scoring again. Rules: Players can dribble, pass or shoot past the defenders. Rotate defenders after each round.

Key Words: move with your teammate, help your teammate score

Guided Questions: How can the 2 players with a ball beat any 1 defender? What can you do if the defender doesn’t follow you?

Answers: Try to dribble to get the defender to follow you then find your teammate with a pass. Take the ball to goal and score.

Notes: Use cones for goals if needed. Adjust the number of defenders to make the game more or less challenging.
**2nd PLAY PHASE: The Game – 4v4 (no Goal Keepers):**

<table>
<thead>
<tr>
<th>24 Minutes-2 intervals-10 min. play-2 min. rest</th>
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<tbody>
<tr>
<td><strong>Objective:</strong> to pass or dribble past an opponent then score goals</td>
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<tr>
<td><strong>Organization:</strong> In a 25Wx35L field and a small goal on each end line, play a 4v4. Play for 24 minutes – 2 intervals of 10 minutes with a 2 minute rest between intervals. Local rules apply. If the ball leaves the field, the coach should roll another ball onto the field and play continues. No goal keepers allowed.</td>
</tr>
<tr>
<td><strong>Key Words:</strong> turn, get the ball, score goals</td>
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<tr>
<td><strong>Guided Questions:</strong> Who should determine whether to dribble pass or shoot? What are successful practice indicators?</td>
</tr>
<tr>
<td><strong>Answers:</strong> The players must be allowed to make their own decisions. Coaches can provide guided assistance only as needed. Players are engaged, enjoy practice and positive reinforcement was provided.</td>
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**Five Elements of a Training Activity**

1. **Organized:** Is the activity organized in the right way?

2. **Game-like:** Is the activity game-like?

3. **Repetition:** Is there repetition, when looking at the overall goal of the training session?

4. **Challenging:** Are the players being challenged? (is the right balance between being successful and unsuccessful?)

5. **Coaching:** Is there coaching based on the age and level of the players?

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**Training Session Self-Reflection Questions**

1. How did you do in achieving the goal of the training session?

2. What did you do well?

3. What could you do better?