**GOAL:** Improve the techniques of dribbling

**Key Qualities:** Take initiative, be pro-active

**Age Group:** 6-U

**Team Tactical Principles:**

### Shoot & Pass or Dribble Forward

**PLAY SMALL SIDED GAMES**

**Up to 3v3 Games:** Team with the ball attempts to dribble past opponents and score.

**Objective:** Play a game where you can score in 2 goals.

**Organization:** Set up two 15Wx20L fields with 2 cone goals on each end line. When 2 players arrive, start playing a game. Add players to the games as they arrive. Once 1 field is at 3v3, start the second game. (Play one 8 min game or multiple 2-3 minute games)

**Game Starts:** The ball is given to the first player with their pinny on to start the game.

**Rules:**
- Score in either of the opponent’s goals.
- Local rules apply.

**Organization:** In a 15Wx20L grid, 2 cone goals on each end line, the players (Crash & Eddy the possums) try to dribble their soccer ball anywhere in the grid & avoid Sid the Sloth. (coaches are Sid the Sloths & can only walk): Crash & Eddy try to dribble their soccer ball into as many goals as they can without getting tagged by Sid. (Play for 8 min-4 intervals of 90 sec with 30 sec rest between intervals)

**Rules:**
- play begins when Crash & Eddy are on the field. Crash & Eddy try to dribble their soccer ball anywhere in the grid & avoid Sid the Sloth. (coaches are Sid the Sloths & can only walk): Crash & Eddy try to dribble their soccer ball into as many goals as they can without getting tagged by Sid. (Play for 8 min-4 intervals of 90 sec with 30 sec rest between intervals)

**Key Words:**
- Move towards the open goal. Try to change direction.
- Keep the ball close, find space
- Try to change direction

**Guided Questions:**
- What can you do to avoid the Scrats?
- Why is it important to dribble with your head up?

**Answers:**
- Keep your acorn away from Scrats.
- Turn away from them and accelerate.

**Sabertooth Squirrels (Scrat) Acorn Hunt**

**Organization:** In a 15Wx20L grid, 2 cone goals on each end line, select 2 players to be Scrats, all other players have a soccer ball: the players try to dribble their soccer ball (acorn) anywhere in the grid & avoid the Scrats. The Scrats try to steal the acorns and hide them in any of the 4 goals (trees). Dribblers can steal their ball back from the Scrats or from the goal. (8 min - 4 intervals of 1.5 min with 30 sec rest between intervals)

**Rules:**
- Play begins as soon as the Scrats enter the field. Scrats get 1 pt for every ball they take to a goal. Any dribbler with a ball on the field after 1.5 minutes gets 1000 pts (even if they have to steal it back from a goal).

**Key Words:**
- Head up, keep your acorn away from Scrats.

**Guided Questions:**
- what can you do to avoid the Scrats?
- Why should they kick it further in front of them?

**Answers:**
- Move slow in a crowd and fast when there is space in front.

**PLAY - LET THEM PLAY**

**Up to 4v4 Games:** Team with the ball attempts to dribble past opponents and score.

**Organization:** In a 20Wx30L field and a small goal on each end line, play a 4v4 game. (Play for 24 min - 2 intervals of 10 min with 2 min rest between intervals)

**Rules:** Game starts with the coach rolling a ball onto the field. If the ball leaves the field, the coach will roll another ball into play. No goal keepers allowed. Local game laws apply.