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| **Play 1**  
10 min | Play 1: 1v1, 2v2 or 3v3:  
Set up two or three small fields with a goal at each end. Play 1v1, 2v1, 2v2 up to 3v3. Play for the first 10 minutes. Play with kick-ins or dribble-ins when the ball goes out of bounds. | ![Diagram](image1.png) | • **Technique of Dribbling:**  
Head Up and Eyes on the ball, Surface of the Foot to use, Distance of touch, Change of Direction, Balance and Acceleration (Change of Pace).  
• **Technique of Receiving:**  
Get in line with the flight of the ball, Eyes on the Ball, Head Still, Surface selection of the body, Surface selection of the ball to impact, Relax body on impact, first touch in the intended direction and away from pressure.  
• **Technique of Passing:**  
Accuracy, Pace, Weight, Position of the non-kicking foot, Surface of the foot to strike with, Surface of the ball to strike, Eyes on the ball, Head Still and Follow through. |
| **Activity 1**  
10 min | Ball Mastery 6  
In a 7Wx7L square, place two players at each corner with the ball. Players will dribble to the cone, perform a turn and pass the ball back:  
1. Dribble to the cone and cut with the inside of the foot.  
2. Dribble to the cone and cut with the outside of the foot.  
3. Dribble to the cone and drag the ball back.  
4. Dribble to the cone and do a Cruyff turn. | ![Diagram](image2.png) | |
| **Activity 2**  
14 min | 1v1 to 4 goals:  
20Wx15LW yard grid with four 4 yard lateral goals as shown in the diagram.  
• The defender will serve to the attacker.  
• The attacker will try to score by dribbling through one of the yellow goals.  
• If the defender gets the ball, they can score in one of the red goals.  
• After a while, make the game a 2v2. | ![Diagram](image3.png) | • **Technique of Dribbling and Receiving**  
• **Team Tactical Principles**  
  ○ Shoot  
  ○ Pass or Dribble forward or hold the ball  
  ○ Create passing options  
  ○ Support the attack  
  ○ Create 2v1 or 1v1 |
| **Play 2**  
20 min | Play 2: 3v3, 4v4 or 5v5:  
In a 20WX25L yard field (coach may need to adjust field sizes based on gym size and number of participants) play the game. Coach will determine if goalkeepers will be used. | ![Diagram](image4.png) | |