

## 10U Week #4 -

## PLAY - PRACTICE - PLAY

## "Shooting"

Dribbling move Cruyff

PLAY 10 mins.	<b>Play-</b> as players arrive have them join in a small sided game.	Set Up- 3V3 or 4V4 small games. -20yrds X 20yrds fields -Set up multiple fields if needed	Let them play
	Activity Description	Set Up Diagram	<b>Coaching Points</b>
#1 <sup>15</sup> mins	Shooting Though the Cones: Arrange players in 4 lines with a ball be- tween them about 20-30 yards apart from each other. Place two cones representing a goal between each group about 6 yards apart. Players shoot the ball and follow their shot to the opposite side.		<ul> <li>Body position and balance</li> <li>Eye on the ball at moment of contact</li> <li>Strike ball with ankle locked and hard bone on top of foot</li> <li>Non-kicking foot directed at target</li> </ul>
#2	<b>Chase &amp; Shoot:</b> Divide your players into two groups each player with a ball. The first player in line from one group dribbles down to the oppo- site goal and shoots. They immediately chase the first player in the opposing line who starts dribbling towards the opposite goal once the shot is taken. Players will end up back in their original line (after chasing)		<ul> <li>Proper technique and body control</li> <li>Quality preparation touch</li> <li>Dribble with speed</li> <li>Quickly transition to defense</li> <li>First group to score 5 goals wins. Add a GK</li> </ul>
#3 15 mins	<b>4v3 Around the goal:</b> Set up 3 cones around the penalty area. Split the group into the 3 teams. Number the Blue team 1-3. Red is on defense, white are the attacking. Coach calls out a number, The number on the blue team to play the ball into the attacking team, then joins the attack to make it 4v3 against red small goals on end lines.		<ul> <li>Movement</li> <li>Communication</li> <li>Shooting technique</li> <li>Decision making</li> <li>Make sure you rotate the teams every couple of minutes</li> </ul>
PLAY 25 mins	<u>Small Sided Games</u> 7V7 scrimmage	Call suit name of player who scores a goal	Let them play



**Game like**-activity must be game like **Repetitions**-repetition on what you are trying to achieve **Challenging**-players need to be challenged **Coaching**-the right coaching based on the age/level of the players