| | | | | | | Age Grou | p U9-U10 | |
|--|--------------------------|---|--------|------------|--|--|---------------------------------------|--|
| TRAINING SESSION PLAN | | | | | | Coach | Emina | |
| | | | | | | | | |
| Redirecting serves to go forward | | | | | | Date | | |
| | | | | | | | | |
| ACTIVITY & ORGANIZATION: DESCRIPTION | | | DIAGRA | М | | CC | DACHING POINTS | |
| Warm-up / Activity 1 | $ \Delta$ | | | | \vdash \triangle \vdash | | | |
| Grps of 3; 1 ball/grp; 30Wx40L grid | | | | | | | | |
| | | 0 |) | | | - pace & accuracy of pass | | |
| Each group passes and moves, and when passer says | | | | 0 | | - check to and ask for ball | | |
| turn", the receiver executes a turn, and then continues | i . | X | Α | | | - techniqu | | |
| pass and move with their group. | $ \triangle$ $-$ | | | Х | | - change of pace | | |
| T | | 0 | | | | - cneck st | noulder before receiving the ball | |
| Turns: | | | | \ <u>\</u> | | | | |
| - outside of foot turn - Cruyff | | | | X | | | | |
| - inside of foot turn | $ \perp$ \triangle $-$ | A | | А | | | | |
| SSA / Activity 2 | | | | | ^ | | | |
| 2v1+GK to big goal & counter-goals; 15Wx20L yd grid | jΔ | | | | Δ | | | |
| | i | | | | | - create s | pace for self | |
| X-1 attacking line on one goalpost, O defending line or | 1 00 | | | | | - communication ("man-on" or "turn") | | |
| the other goalpost, and the X-2 attacking line on a con | | | | | XX-2 | - body behind/in line with the ball | | |
| as passers. X-2 passes to X-1 and they play 2v1 to go | |) | | | | , | | |
| O's score on counter goals. | XX-1 | | | | | | | |
| O defender must stay goal side until X-1 checking to ta | | | | | | | | |
| their first touch. | | | | | <u> </u> | | | |
| | Δ | | | | Δ | | | |
| ESSA / Activity 3 | | | | | ^ | | | |
| 3v2+GK to big goal & counter-goals; 25Wx30L yd grid | $ \vdash$ \triangle | | | | Δ | | | |
| pre critically godinar obtained goding, common young | | 0 | X | | | - vision (s | ee turning opportunities) | |
| X's score on big goal and O's score on counter-goals | 1 - | | | | | - depth | g opportunities) | |
| godinario de contrario de contr | 0 | | | X | | - creativity | V | |
| | | | | , | | | cision-making | |
| | | 0 | Х | | | carry do | ololori marang | |
| | | | | | | | | |
| | $-+\Delta$ | | | | | | | |
| Final Game / Activity 4 | | | | | | | | |
| 6v6 game to two goals; 40Wx45L yd grid | | 0 | | | | - emphas | ize group attacking shape (triangle o | |
| 2.10 game, 10 th 10 game | | X | | ОХ | | diamond) | | |
| Both teams play 1-2-1-2 | | | X | | | | y, pace, and quality of passing | |
| Sour Course play 1 2 1 2 | 10 | | 0 | | x | technique | | |
| No restrictions | | X | | 0 | | | nape to reflect attacking principles | |
| NO TOSTITUTION | | 0 | | X | + | group snape to reflect attacking principles (width, depth, support and mobility of players) | | |
| | | | | ^ | | (widti), de | pui, suppoit and mobility of players) | |