

## Woods Soccer Club :: <u>U6</u> Practice Plan :: WEEK 7

Stage	Activity De	escription	Diagram	Coach	Effectiveness
Activity 1	Paint the Field Dribbling: All players will dribble their socce pretending that is a paintbrush and field. The players will try to paint a the time allotted.  Coach: Have the players write th (Ball) can they "paint" different sh shapes?  Variation 2: Ask the players to dr with the right foot.	wherever it rolls it is painting the as much of the area as possible in heir names with the "Paintbrush" hapes? How big can they paint the	www.SportSessionPlanner.com	Are the players moving around the entire area?     Are they making different shapes with the ball?     What shapes can players suggest to create with the ball?     Are the players engaged in the activity?	
Activity 2	Marble Kings: In a 20Wx30L yard grid, select 3 I ball in their hand. The Marble Kin their ball hit the dribblers' ball. O then he/she takes the place of the M Variation: Start with one Marble King. Ever becomes a Marble King.	ngs have to run around and with nce the dribbler's ball is tagged, farble King.	www.SportSessionPlanner.com	Are the play away from the How are the the Marble I towards or F away in fear	ble Kings being safe? ers moving the ball he Marble Kings? dribblers reacting to King? – Brave: going linching: turning ers still moving?
Activity 3	Angry Birds: Select two players to be the A around and try to tag any player tagged a runner, he or she become get a ball and join the hunt. Round 1: Tag with your hand Round 2: Tag with the soccer ball	er without the ball. Once they sees an Angry Bird and will go to	q.www.SportSessionPlanner.com	other player Is anyone no Do the angr	ry Birds tagging the s? of participating? y birds need help? u prolong the game?
Activity 4	2v2 Combat 2: The coach makes two teams of 3-5 players each. The players are lined up next to the coach. When the coach serves the ball on to the field, two players next to the coach on each team will go after the soccer ball and retrieve it and dribble or pass it into their team's goal for a point.  Variation: Players must connect one pass before going to goal. Increase numbers to 3v2 and 3v3's.		* Sovww.SportSejssionPlanner.com	Are the players getting enough chances to play?     Are the players on the outside engaged in the activity?     Are they working together?	
Match	3v3 - Dual Field Scrimmage	Set up two fields of 20x25 yards with a 5 yd. space between them in order to keep the majority of your team playing.			25 minutes