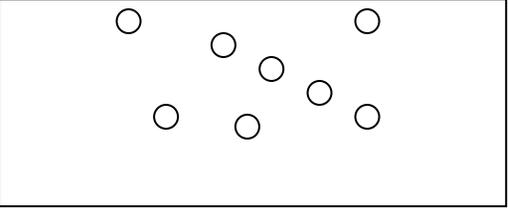
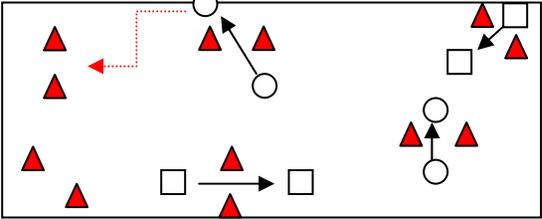
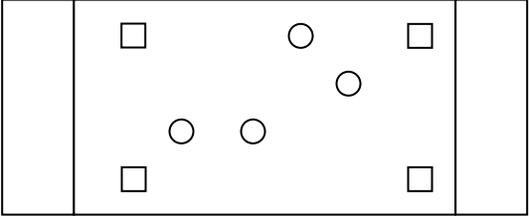


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| <p>FUNDAMENTAL – WARM UP</p>  | <p>ORGANIZATION</p> <ul style="list-style-type: none"> ▪ START WITH JUGGLING (50 Touches) ▪ Set up a 25-x-35 yard grid ▪ Teams divided into 2 Colors <ol style="list-style-type: none"> 1. Pass and move 2. Pass to different color and move ▪ Stretch | <p>KEY COACHING POINTS</p> <ul style="list-style-type: none"> ▪ Prepare your eyes and body to play quickly. ▪ Keeping the ball moving until able to make a pass. |
| <p>FUNDAMENTAL ACTIVITY</p>  | <ul style="list-style-type: none"> ▪ Set up a 25-x-35 yard grid – Make small “Gates” inside grid to act as goals ▪ Two teams of 3-5 players each ▪ Points are scored when ball is dribbled or passed to teammate through gate <ol style="list-style-type: none"> 1. Score 2 points if dribble through gate and make connecting pass. 2. Score 1 point if pass through gate to teammate who keeps control of the ball | <ul style="list-style-type: none"> ▪ Dribbling Technique <ol style="list-style-type: none"> 1. Turning 2. Beating an opponent 3. Shielding ▪ Passing Technique <ol style="list-style-type: none"> 1. Accuracy and weight of pass 2. Disguise pass • Thoughts to Teach <ol style="list-style-type: none"> 1. Cues of when to dribble? 2. Cues of when to turn? 3. Cues of when to pass? |
| <p>MATCH RELATED ACTIVITY</p>  | <ul style="list-style-type: none"> ▪ Set up a 25-x-35 yard grid ▪ There is endzone on each end of grid ▪ Points are scored when ball is dribbled or passed to teammate in the endzone <ol style="list-style-type: none"> 1. Score 2 points if pass to teammate who controls the ball 2. Score 1 point dribble into endzone ▪ Keep play continuous – team scores other team immediately takes possession to score in opposite direction | <ul style="list-style-type: none"> ▪ Dribbling Technique <ol style="list-style-type: none"> 1. Turning 2. Beating an opponent 3. Shielding ▪ Passing Technique <ol style="list-style-type: none"> 3. Accuracy and weight of pass 4. Disguise pass • Thoughts to Teach <ol style="list-style-type: none"> 1. Cues of when to dribble? 2. Cues of when to turn? 3. Cues of when to pass? |
| <p>MATCH CONDITION GAME</p>  | <ul style="list-style-type: none"> ▪ Play even teams – no keepers ▪ No restrictions on players | <ul style="list-style-type: none"> ▪ Continue to work on “thoughts to teach” |