| Fall 2020 | GOAL: | Improve Scoring Goals - 2 |  |  |  |  | $\begin{gathered} \text { U9-U } 10 \\ \text { 7V7 } \end{gathered}$ |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | PLAYER ACTIONS | Shoot, Pass or Dribble forward, Create passing option, Create a 2v1 or 1v |  |  |  |  |  |
|  | KEY QUALITIES | Read the game, Be proactive, Optimal technical abilities |  |  |  |  |  |
|  | MOMENT | Attacking | DURATION | 60 minutes | PLAYERS | 12 |  |

SKILL ACQUISITION: Dribbling: Surface of the foot and ball, quality of the touch - Passing: Surface of the foot and ball, Pace and accuracy - Receiving: Body, position, surface of the foot and ball, first touch - Shooting: Surface of the foot and ball, standing foot and accuracy over power.


CORE ACTIVITY: 4v5 to goal \& 2 small goals


LESS CHALLENGING: 3v3 to goal- small goal


DURATION: 20 min -- INTERVALS: 3 --ACTIVITY: 5 min --REST: 1.5 min
OBJECTIVE: To score goals.
PLAYER ACTIONS: Shoot, Pass or Dribble forward.
ORGANIZATION: In a $7 v 7$ field set up two 19Wx25L fields with a small goal at each end. Play 1v1, 2 v 1 , up to 3 v 3 . Play 3 rounds for a total of 20 minutes. Play with kick-ins and dribble-ins when the ball goes out of bounds.
SKILL ACQUISITION: Shooting, Receiving, Passing and Dribbling.
KEY WORDS: Strike at goal, Pass, and Dribble.
GUIDED QUESTIONS: 1. When should we strike at goal? 2. What should we do if we have the ball and one defender in front? 3. How can we find or create an opening?
ANSWERS: 1. As soon as you have an opening to goal - 2. Dribble around the defender and shoot 3. Pass the ball to move the defenders.

Note - First break, the coach asks questions to the players, players do not answer them but play to discover the answers. Second break, the coach asks questions and players will answer them.

## DURATION: 20 min -- INTERVALS: 3 --ACTIVITY: 5 min --REST: 1.5 min

 OBJECTIVE: To score goals.PLAYER ACTIONS: Shoot, Pass or Dribble forward.
ORGANIZATION: In a 7 v 7 field, set up a 40Wx30L playing area with a regular goal and 2 counter goals. The 4 Blue players: 1 midfielder 2 wingers and 1 striker against 5 Red players: 1 GK, 3 defenders and 1 midfielder. Blue team scores in the regular goal. Red scores in any of the two counter goals. Play with a build out line. All Laws of the game in effect. If the Blue team scores, the Red team gets a goal-kick to restart the game. Rotate players every interval.
SKILL ACQUISITION: Shooting, Receiving, Passing and Dribbling.
KEY WORDS: Strike at goal, Pass, and Dribble.
GUIDED QUESTIONS: 1. Where should we strike the ball to score a goal? 2. When is a good time to pass to a teammate? 3. What do we need to do to create a wall pass combination?
ANSWERS: 1. Low and to the corners away from the keeper - 2. When we have an opening and he/she is in a scoring position -3 . We need to create a passing option in a 2 v 1 .

Note: Switch to the Less Challenging activity if it is too difficult or to the More Challenging if it is too easy.

## DURATION: 20 min -- INTERVALS: 4 --ACTIVITY: 4 min --REST: 1 min

OBJECTIVE: To score goals.
PLAYER ACTIONS: Shoot, Pass or Dribble forward.
ORGANIZATION: In the opponent's half set up two 19Wx25L fields with a goal and a small goal. Play 3v3. The Blue team: 3 attackers against the Red Team: GK and two defenders. Blue team scores in the regular goal. Red scores in the small goal. Play with kick-ins or dribble-ins when the ball goes out of bounds.
SKILL ACQUISITION: Shooting, Receiving, Passing and Dribbling.
KEY WORDS: Strike at goal, Pass, and Dribble.
GUIDED QUESTIONS: 1. When should we strike at goal? 2. What should we do if we have the ball and one defender in front? $\mathbf{3}$. How can we find or create an opening?
ANSWERS: 1. As soon as you have an opening to goal - 2. Dribble around the defender and shoot 3. Pass the ball to move the defenders.

Note: Switch to this activity if the Core is too difficult for the players.


