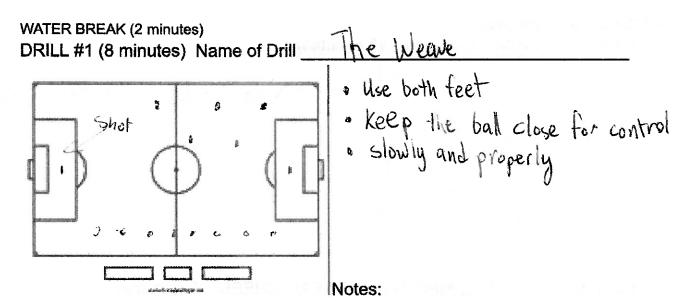
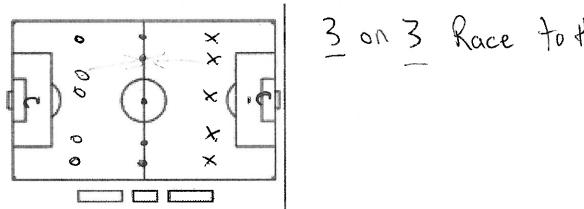
THEME Dribbling & Bull Control WEEK#

### TEAM RULES (Review Each Week)

- 1. Listen to the coach we want you to do the drills slowly and properly fastest isn't best
- 2. When the coach calls you in take a knee and listen
- 3. Cheer each other on all the time! We build up!
- 4. Have fun!

- **Sprints** 
  - high S coach @ end low S d far net" First time make animal noises Second time backwards
  - o Third time alternate side steps
  - Fourth time hop across the field
  - o Final time try and beat the coach wound for net
- Chicken Tails X # of players get a pinny for a tail. Other players chase them. When you get a pinny - you put it on as a tail and get chased. Stay inside the boundary of the field.
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- Star Wars Each player has a ball. You are chasing the coaches while dribbling your ball. You get a point if you kick your ball into the coaches legs beneath the knee (anything above the knee and you lose 1 billion million thousand points!!!!!)





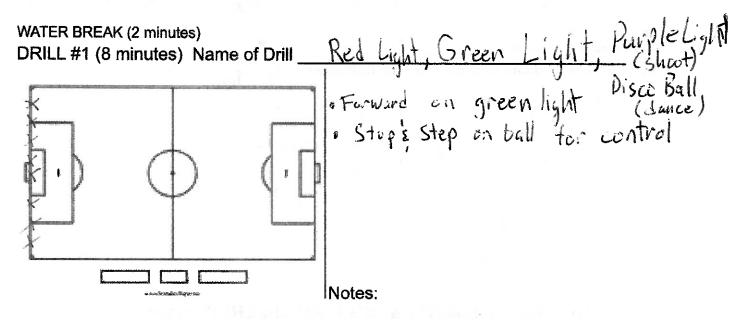
FINISH WITH ANNOUNCEMENTS & BIG TEAM CHEER! (2 minutes)

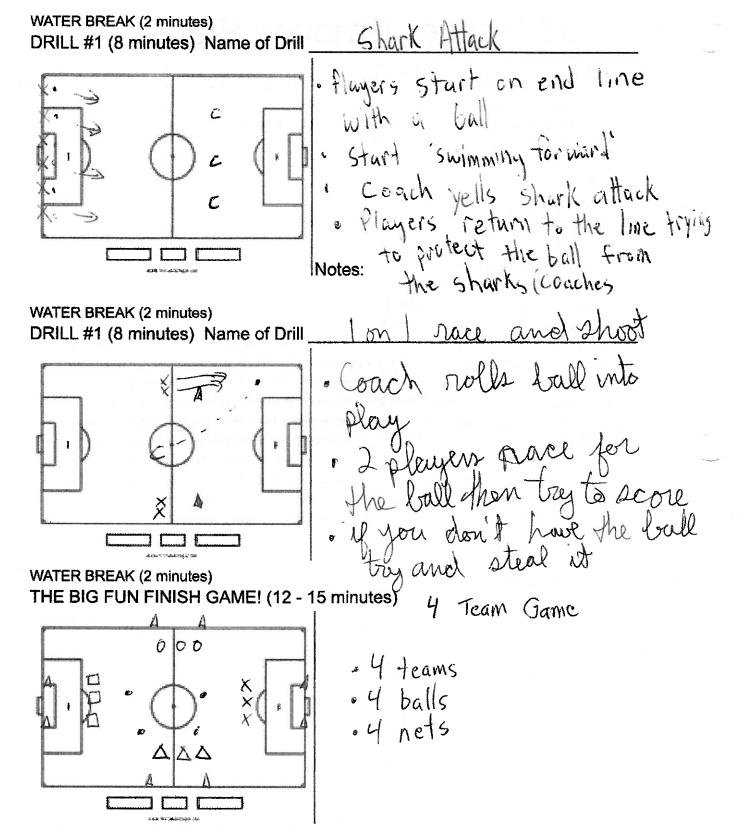
WEEK # 2 THEME Stopping A Rolling Ball - Sole & Inside

### TEAM RULES (Review Each Week)

- 1. Listen to the coach we want you to do the drills slowly and properly fastest isn't best
- 2. When the coach calls you in take a knee and listen
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- Sprints
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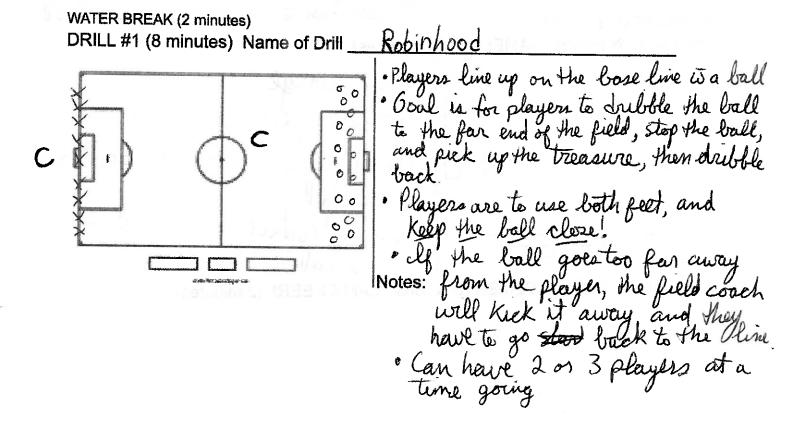
FINISH WITH ANNOUNCEMENTS & BIG TEAM CHEER! (2 minutes)

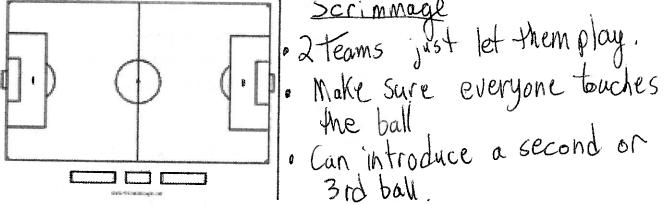
WEEK # 3 THEME Trapping - Sole & Inside

### TEAM RULES (Review Each Week)

- 1. Listen to the coach we want you to do the drills slowly and properly fastest isn't best
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- 3. Cheer each other on all the time! We build up!
- 4. Have fun!

- Sprints
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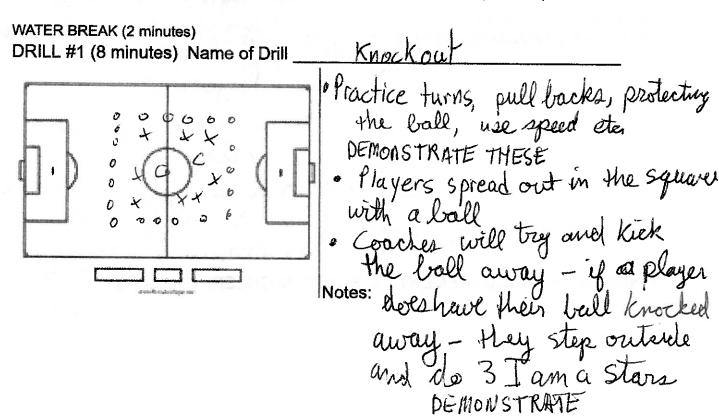
FINISH WITH ANNOUNCEMENTS & BIG TEAM CHEER! (2 minutes)

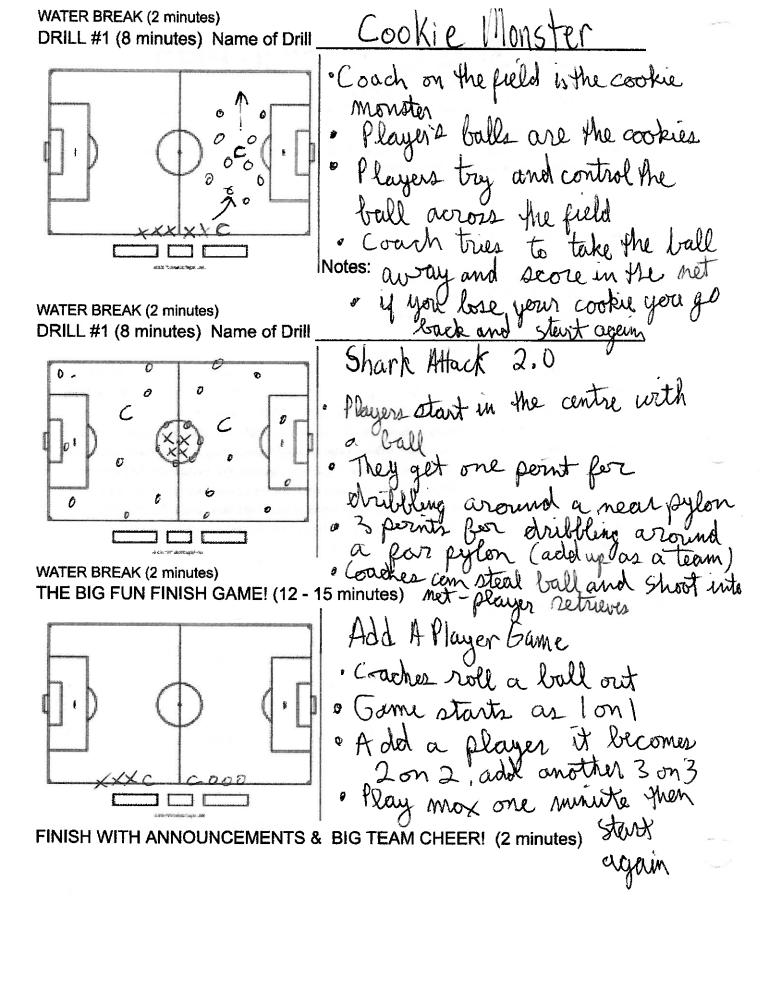
WEEK # HAMMETHEME Ball Control

#### TEAM RULES (Review Each Week)

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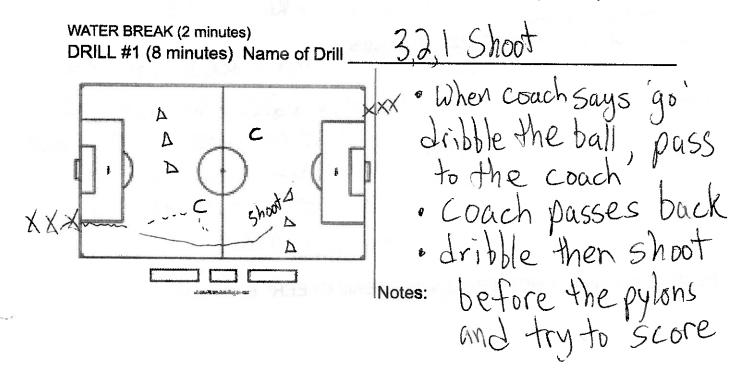


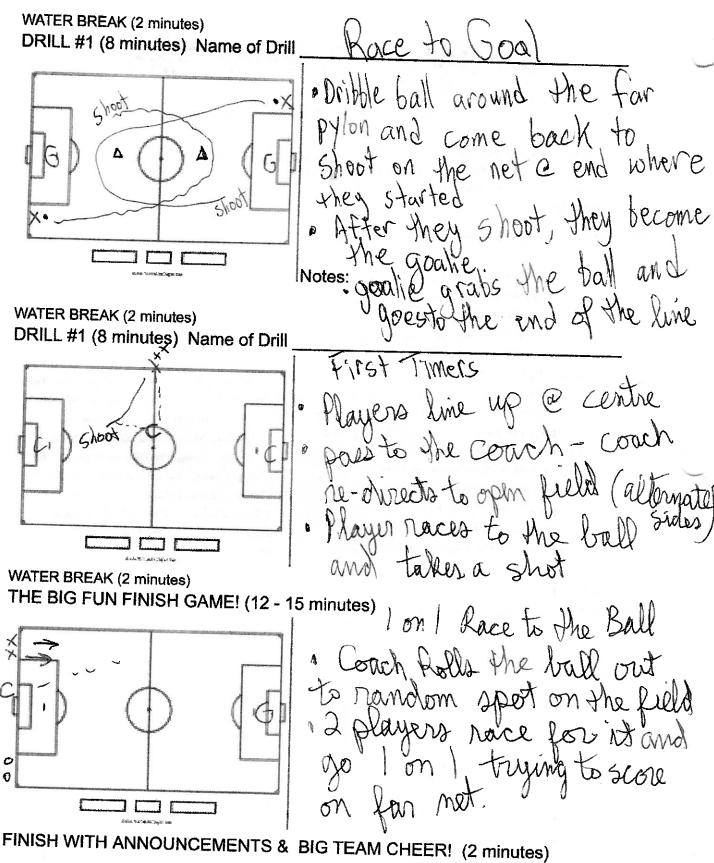
WEEK # 5 THEME Shooting

#### TEAM RULES (Review Each Week)

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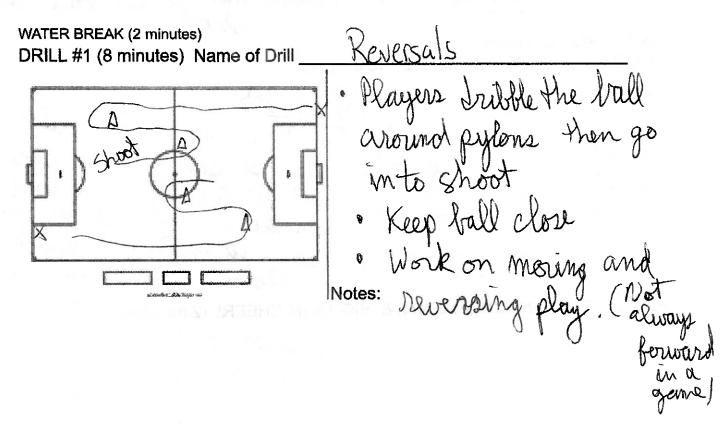


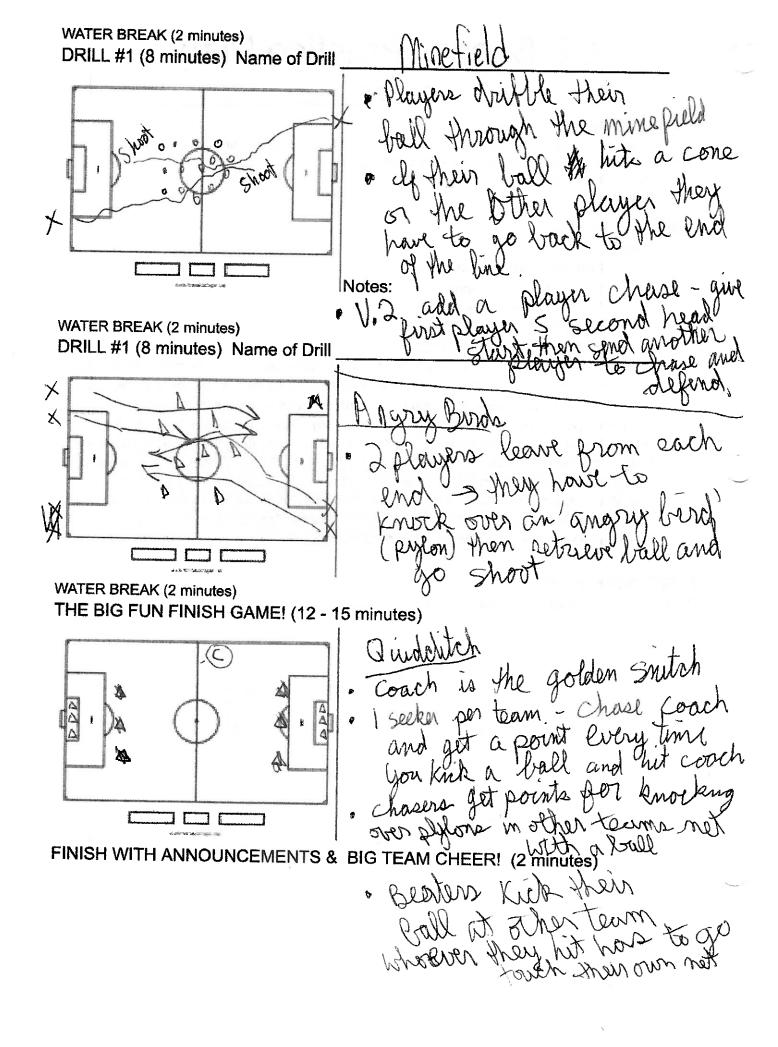
WEEK# 6 THEME First Touch Direction Review

### TEAM RULES (Review Each Week)

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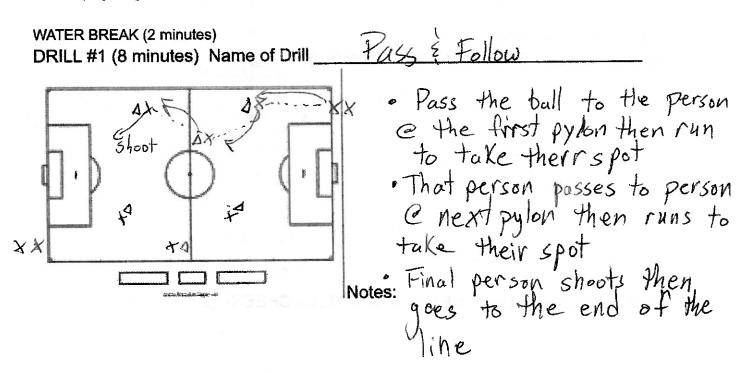


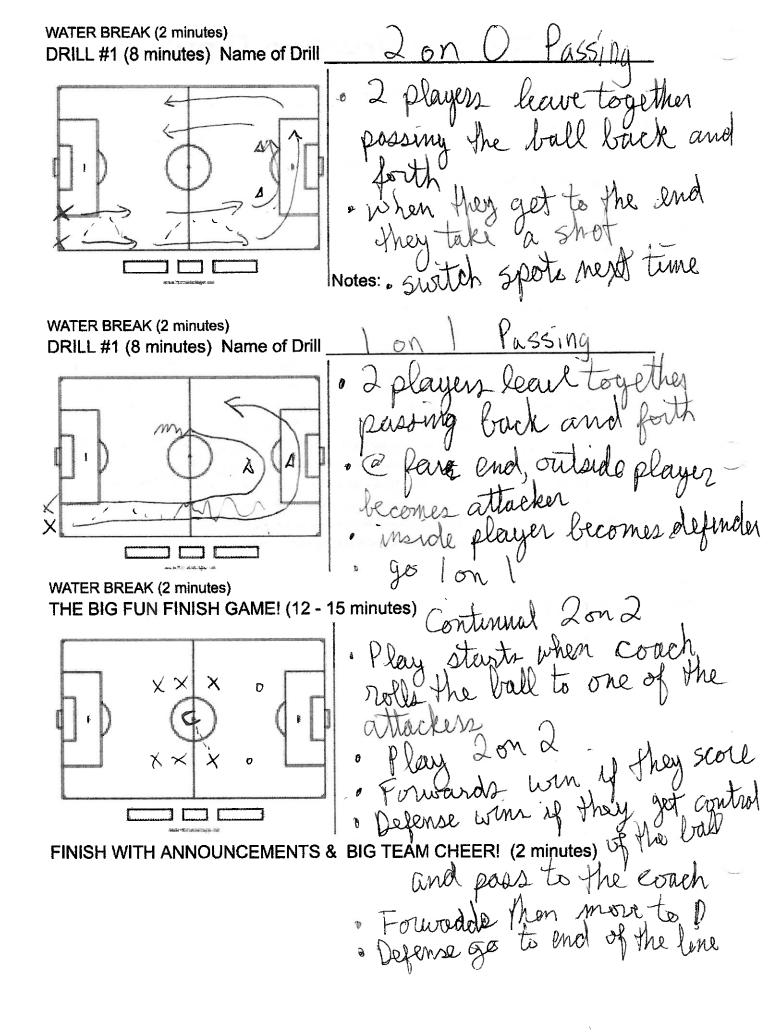
WEEK# 7 THEME Passing

**TEAM RULES (Review Each Week)** 

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Sample 8 Weel	Sample 8 Week Season - Weekly Themes	
constitution of characteristic particles of the constitution of th	Ages 3-5	Drills - Try adding the "Theme Skill" to activate certain drills
Week 1	Running with the ball	Cookie Monster, Hit the Coach, Angry Birds
Week 2	Stopping a Rolling Ball	The River, Red Light Green Light, Volcanoes vs Craters, Robin Hood
Week 3	Shooting	Hit the Coach, Hit the Golden Egg, Storm the Castle
Week 4	Trapping a Bouncing Ball	Pirates of the Caribbean, Water Slides, Trapping Competition
Week 5	Review (Stop, Trap, Shoot)	Shark Attack 2.0, Knockout, Tree Farm, Avoid the Trees
Week 6	Passing	Hit the Coach, Hit the Golden Egg, Angry Birds
Week 7	Compete vs Teammate	The River Game, 1v1's, 2v2's
Week 8	Review	Choose Favourite Games
	+ 40	Drills
Week 1	Dribbling - Ball Manipulation	Cookie Monster, Hit the Coach, Angry Birds, Knockout
Week 2	Stopping a Rolling Ball Sole + Inside	The River, Red Light Green Light, Knockout, Treasure Hunt, Volcanoes vs Craters
Week 3	Trapping - Sole + Inside	Robin Hood, Treasure Hunt, Trapping + Dribbling Competition
Week 4	Shooting	Shark Attack 2.0, Race to Goal, First Timers, Shooting 3,2,1 touch
Week 5	First Touch - Direction Review	Scoring Competition, Trapping Competition, Shooting 3 2 1
Week 6	Passing - Give and Go	1v1 Battleship, Dribble Pass Score Races, Crossing Finishing
Week 7	Compete	Dribbler vs Runner, Dribbling Race U9 & U11, 1v1's,
Week 8	Review	Choose Favourite Games
Session Outline	. Warm Up	TO THE RESIDENCE OF THE PROPERTY OF THE PROPER
	Orll 1	
	Orli 2	
	Drill 3	
The state of the s	Skill and Score	
	Scrimmage	
	Score a Goal	

WEEK#	THEME	

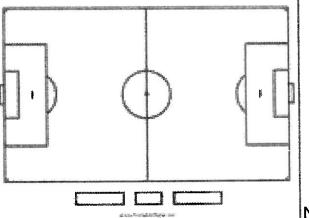
#### **TEAM RULES (Review Each Week)**

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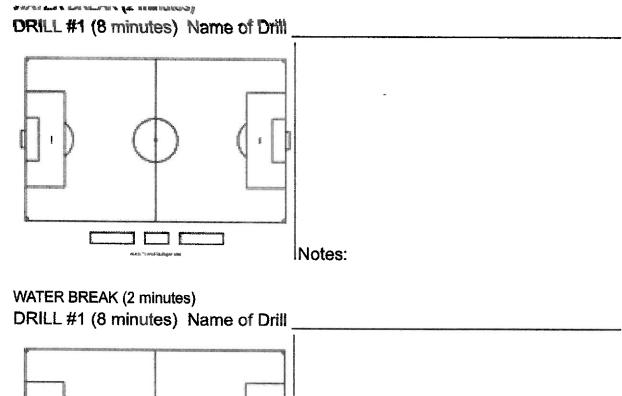
#### WARM UP (10 to 12 minutes)

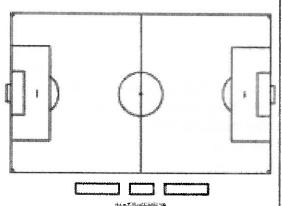
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DRILL #1 (8 minutes) Name of Drill



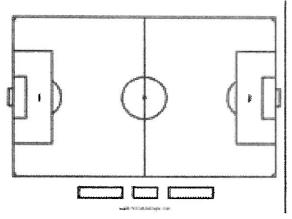
Notes:





WATER BREAK (2 minutes)

THE BIG FUN FINISH GAME! (12 - 15 minutes)



FINISH WITH ANNOUNCEMENTS & BIG TEAM CHEER! (2 minutes)

120

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