

Activity 1	Activity Description	Coaching Considerations
www.apprits-graphica.com	Ball Tag: All players are dribbling a soccer ball in a 20x25 yard grid. The players try to hit another player's feet or soccer ball with their soccer ball. Players should keep count of how many times they tag another player. Version 2: If the players tag the coach, they are awarded 10 or 20 points. If the players tag other selected players, they are awarded 50 or 100 points.	 Dribbling technique Passing technique Weight of the pass Accuracy of the pass Time: 6 minutes
Activity 2	Activity Description	Coaching Considerations
	Team Tag: Split the players into two teams (Dribblers and Taggers). The taggers are trying to tag the dribblers' feet or soccer ball with their soccer ball. The taggers need to keep track of their tags. The dribblers are trying to keep their ball from being tagged by shielding it. After a determined time, the teams switch roles. Coach: Can help taggers add their points.	 Dribbling technique Passing and receiving technique Weight of the pass Accuracy of the pass Protecting the ball
www.sports-graphics.com	Version 2: Taggers can only tag the dribblers' ball.	Time: 8 minutes
Activity 3	Activity Description	Coaching Considerations
Were apportung and con-	Cops and Robbers: The coach sets up 8-10 stand up (tall) cones in a 20x25 yard grid. Robbers will strike the ball and try to knock the cone (the bank) down. The cops (2 or 3 players) are without soccer balls and are trying to stand all the cones back up before all the banks are robbed. Rotate the cops and the robbers. Variation 2: If you do not have tall cones, divide the group into half cops and half robbers, and place the cops' balls on top of discs.	 Passing and receiving technique Weight of the pass Accuracy of the pass Dribbling Technique Time: 8 minutes
Activity 4	Activity Description	Coaching Considerations
www.aports-graphica.com	Clean Your Backyard: Split the players into two teams to play in a 20x25 yard gird. With cones, divide the field into three portions. The central portion (the buffer zone) is 6yds wide and no one can enter it. Place three goals (3yds each) at the far ends of the grid. Players on each team will try to shoot/pass and score below knee height in any of the other team's goals. Coach: Allow players to enter the buffer zone to retrieve any ball that has stopped in there. Version 2: Allow teams to defend the goals using their hands.	 Basic shooting technique Simple decision making Time: 8 minutes
Scrimmage	Activity Description	Time
4v4 - Dual Field Scrimmage	Set up two fields of 20x25 yards with a 5yd space between them in order to keep the majority of your team playing.	30 minutes