

Activity 1	Activity Description	Coaching Considerations
www.sports-graphics.com	Paint the Field- Passing: In pairs, players will pass the soccer ball back and forth in a 20x25 yard grid. Explain to the players that their soccer ball is a paint brush and wherever it rolls it will paint the area. Their task to pass (kick) the soccer to paint as much of the grid as possible in the allotted time. Version 2: Tell the players to use their other foot	 Passing and receiving technique Weight of the pass Ability to pass through traffic Communication and mobility of the players Time: 6 minutes
Activity 2	Activity Description	Coaching Considerations
	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
www.aports-graphica.com		Time: 8 minutes
Activity 3	Activity Description	Coaching Considerations
Dector, Dector Www.sports-graphics.com	Doctor, Doctor: Divide the group into two teams. Send them to their hospital (corner boxes). Each team selects a doctor. He/she will cure (unfreeze) his/her team's players. Teams try to freeze each other by hitting the players with their soccer balls below knees or striking their balls. When frozen, players must put ball above head, remain in place, and yell "Doctor, Doctor". The Doctor is without a ball, and is safe in the hospital, but when he comes out, he can be frozen. When the doctor is frozen the game is over.	 Dribbling technique Protect the ball Passing technique Weight and accuracy of the pass Time: 8 minutes
Activity 4	Activity Description	Coaching Considerations
www.sports-graphics.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	How to get the balls from the center or other home bases How to defend their home base Decision making: pass or dribble 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