

| Activity 1 | Activity Description | Coaching Considerations |
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| WAY ABOTH OF MAN A SAN | Shadow Dribble: Two players (Leader and Shadow) both with a ball each and will dribble their soccer ball in a 20x25 yard grid. The leader will determine where they are going while the shadow will try to keep up with the leader. Coach: Call the change from leader to shadow | Keep ball close Changing directions Dribbling using different surfaces of the foot |
| | Version 2: Use only favorite foot or other foot. Version 3: Leader must make a move. | Time: 8 minutes |
| Activity 2 | Activity Description | Coaching Considerations |
| | Snake: All players are dribbling a soccer ball in a 20x25 yard grid with the exception of at least 2 players. The 2 players hold hands or lock arms to create a snake. The snake works together to tag the dribbling players who then become a part of the snake. The snake must try to stay connected and not break into little parts. Coach: Encourage the snake players to hiss. | Changing speed and direction Running with the ball Look for open space Keep ball close |
| www.sports-graphics.com | Coach. Encourage the shake players to hiss. | Time: 8 minutes |
| Activity 3 | Activity Description | Coaching Considerations |
| | Gate Dribbling: In a 20x25 yard grid set up as many gates (two cones about 2 yards apart). All players with a ball must dribble through the gate in order to score a point. Coach: Have players keep count of how many points they scored in 30 seconds or a minute. Repeat asking the players to beat the score by one or more points. You can also ask them to dribble with the left or right foot only. | Keep ball close Changing direction Acceleration after going through a gate Decision making Time: 8 minutes |
| Activity 4 | Activity Description | Coaching Considerations |
| www.sports-graphics.com | Dribbling Gates With Bandits: In a 20x25 yard grid, set up many gates (two cones about 2 yards apart). Select 2-3 players to be the "Bandits"; they will try to dispossess the players with trying to score points by dribbling through the gates. When the bandit steals the soccer ball, the player that lost the ball becomes the bandit. Coach: Play multiple 1-2 minute games. Award a point to all players who have a soccer ball at the end of each game. | Keep ball close Changing direction Acceleration after going through a gate Decision making 1v1 defending 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 |