

Ballymoney United Youth Academy Coerver Themed Sessions 2012/13



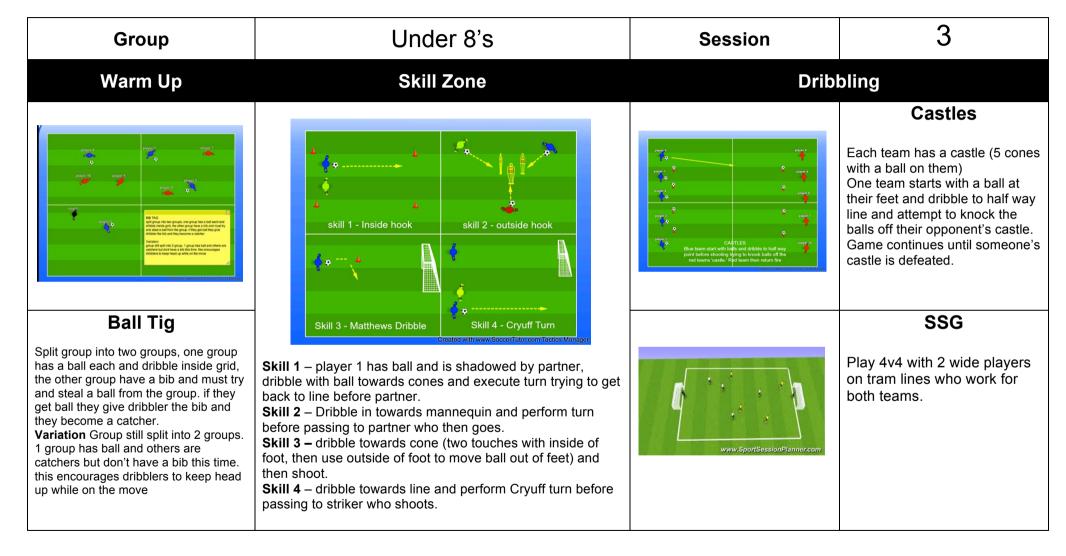


Group	Under 8's		Session	1	
Warm Up	Ball Familiarisation		Drib	bling	
rege and an end of the barry of	Crasti with we dependence in the defense	Head or catch Group make circle around coach, coach throws ball to player and calls catch or head, player must return with that action. If performed wrong run around group. Play opposites.	A A A A A A A A A A A A A A A A A A A	Pass and Turn Work in group of 3, pass to player in middle who turns with ball and passes to player at end. Weight of pass, player in middle takes ball on back foot. Change roles regularly	
 One ball per child. Players dribble inside grid using both feet, doing range of skills such as toe taps, turns etc Work on both feet On call of jump players stop ball and jump in air shouting waah! Then add stopping ball then going low making low noise Alternate between both Call opposites, on call of jump players go low making low noise and vice versa. 	And a set of the set o	Passing Work with partner on inside of foot pass, work on small distance on focus on accuracy and weight of pass. Add 2 cones once you pass move to side to touch cone before returning to middle.	www.SportSessionPlanner.com	SSG Focus on passing, use of width and consistent use of weaker foot	



Group	Lind	or 8's	Session	2
Gloup	Under 8's		06351011	Z
Warm Up	Pas	ssing	Shooting	
renter win www. Goose filter own. The test Manager	mana na et anara Porto Doce de la constante d	 Toe tap Sequence Set up per grid in regimented order Players perform toe taps, on clap turn 90 degrees Keep shape Add pendulums 		Pass then turn and shoot Pass and then change places with person in middle, keep playing until coaches blows whistle, then player with ball tries to score a goal before other team.
 Thigh catch Ball each dribbling inside and performing variety of ball Familiarisation techniques. Add in Stop turn and drag back turn. Advance to: Ball in hands release to thigh and knock up in air before catching. 2 thigh touches before catch Alternate thighs then catch Freestyle 	Press 4 angle 4 press 4 Press 4 P	Twin Toe Tap With partner ball between 2 both do toe taps at same time. Add rotations on clap Build speed and tempo		Numbers Game Two teams of 5 numbered 1 to 5, both teams in opposite corners. Coach calls out number i.e 1 and the number 1's from each corner compete to score first. Coach can call out more than 1 number at a time.







Group	Under 8's		Session	4
Warm Up	Passing		Shooting	
		 Passing Sequence Each group has a football in their area, and each group numbers each other 1-5. Number 1, passes to 2, to 3, to 4, to, 5, to 1 in their area. On coaches call move to new grid leaving ball behind 		Square Shooting Two small lines, first player dribbles to cone diagonally then back heels ball from player at start of other line to shoot. P. Try both feet
Musical Cones Range of coloured cones spread out in area. Coach calls out colour players must dribble to that colour. Call out few colours players must dribble in sequence. P. Enough cones for one each, on go players dribble and coach removes cones. On call you must get to a free cone if none left go to skills square.	Image: state	Pass v Dribble Competition between both teams to see who can score the most goals in 1 minute. Red team dribble to line and shoot. Blue team must pass from player 1 round square to player 4 who then shoots.		1v1 Two teams of 4, each team lines up opposite small goal. First player from the line dribbles and scores and then becomes the defender against the first player from the other team. Drill continues that after you shoot you defend. P play 2v2 as per illustration



Group	Under 8's	Session	5		
Warm Up	Skill Zone	Drit	Dribbling		
Page 4 Page 4 Pa	A A A A A A A A A A A A A A A A A A A	rent in the set of the	Dribble Chase Player 1 (blue) has to dribble through the cones and try and catch the red player around the triangle. Set up a few triangles to avoid long waiting time		
Body parts One ball each. Try the following skills – "1 knee and 1 hand" = kids must put one knee and one hand on their ball. "1 foot and 1 hand" = kids must put one foot and one hand on their ball. "2 knees" = kids must put two knees on their ball	 Skill 1 – dribble to cone and perform step over/ work on both feet Skill 2 – dribble to mannequin and perform scissors before passing to player at start of other line Skill 3 – Start at corner and dribble to middle cone before performing turn and dribbling to other corner. Work around grid. Skill 4 – dribble to meet defender in middle before performing 'L' turn before shooting 	www.SportSessionPlanner.com	SSG Play 5v5 all players allocated an opponent who they are responsible for marking. Rotate positions		



Group	Under 8's		Session	6
Warm Up	Skill Development		SSG	
		3v1 Working in small grid,		Holding Hands Coerver 1v1: players hold hands
END ZONE TAG Players jog inside gridliving to avoid the two laggers, if you are being character and the set of		encourage movement around grid and try to keep possession of ball. 5 passes = goal, KQ – does the player in possession always have 2 options? Rotate roles	Center Inves. Sociel future in Tacket Manager	on coaches call of go they release and run around cones in corner to enter middle to play 1v1 to score in either of opponents goal. Progress to 2v2 where player 2 starts at cone in corner.
End Zone Tag		Heading Rotation		3v3 Multi Goal
Players jog inside grid trying to avoid the two taggers, if you are being chased you can enter safe zone on either side (only stay for 3 seconds before reentering) if caught balance on one leg until freed. Progression taggers have ball, all players dribble inside grid.		Split group in half, half on outside of grid with ball in hands, others in middle. On call players in middle run to face player on outside and head ball back before going to another server. KQ - How many headers can you complete in 30 seconds? Quality of serve/ attacking/ defensive headers.		Coerver 3v3. coach passes ball to any team and they combine to try and score in any of their opponents three goals. other members of team stand behind goal and when goal is scored or coach calls game dead they switch. Focus on overlaps and width. Use passing arcs for goals



Group	Under 8's		Session	7
Warm Up	Skill Development		Shootir	ng/ SSG
CORRER BALL ball debits with ball on codenies call Pays debits ball and ball ball ball ball from addisent course Parlom drag ball ball ball from addisent course Parlom drag ball ball ball from addisent course Parlom ball ball ball ball ball from addisent course Parlom ball ball ball ball ball from addisent course Parlom ball ball ball ball ball from addisent course Parlom ball ball ball ball ball ball ball ball		Special Moves Dribble to cone in middle and then pass to player at start of your line. Dribble into middle perform drag back before rejoining group perform U turn before rejoining group. Now go to middle then pass to group on your left and join the back of that group		2v1 player in middle passes to any of one of the player at start of other line. they then join with this player to play as a 2 against the player from the start of the other line. P. rotate roles
Corner Ball Players dribble with ball, on coaches call they dribble ball and leave it in a corner then go and get a ball from a different corner. Perform drag back when collecting ball. While in middle perform a variety of skills such as foot heel, foot toe, v shape	All mail All mail All mail All mail	321 shoot player at front of group one dribbles to line then shoots, he then turns to face group 2, player at start of group 2 plays a 1-2 then shoots. Group 2 player then becomes defender in 1v1 situation against player from group 3	www.SportSessionPlanner.com	SSG Play 4v4 with 2 wide players on tram lines who work for both teams.



Group	Under 8's		Session	8
Warm Up	Technical		Dribbling	
report a rep	Drabbler, Turm and Shoot	Dribble, turn and shoot First player dribbles to line and performs a turn then comes back to original line before turning and shooting. Change lines so as shooting from different angle. (Technique)		3v3 Middle Goal 3v3. blue team start with ball and pass long to red team, when red team control ball they can attack either of the 2 goals. game continues until goal is scored on either goal or coach calls game to end.
Happy Feet "1" = Toe Taps – One foot on top of ball then the other, then the other, then the other etc "2" = Side to Side – move the ball from foot to foot using the inside of the feet. "3" = Push & Pull – Move ball back and forth using the sole of the foot on top of the ball. Try some of the COERVER skills	3 v 3 + 2 Possession game	3v3 plus 2 Play 3v3 possession game in middle. Use of players on outside to retain possession. Add when passed to player on outside then change places.	www.SportSessionPlanner.com	SSG Play 5v5 all players allocated an opponent who they are responsible for marking. Rotate positions



Group	Under 8's		Session	9
Warm Up	Technical		Attacking	
		Dribble and Pass		Use of Width
Obstacle Course	Crated with www.flocent filter can filter the Markey	Split group into four corners: 1; Dribble into face mannequin perform drag back and dribble back 2. Dribble around mannequin pass to player at start of line 3. Dribble around mannequin and pass to player at start of group on your left.	Attacking 2 v 1 with width	Striker starts on edge of box and when they dribble defender comes in. the striker can play to either wide man to create a 2 v 1 situation. Striker then becomes wide man. Change angle of defenders approach.
Obstacle Course Split group in half, half group have ball each and dribble in the middle of grid performing turns and flicks through the cones and mannequin, change regularly with players on outside by passing through gates. Focus and recap on turns and skills covered in previous weeks.	Shooling - put me in Shooling - put me in Shooling - put me in Creased with www.docentflate.com/factor Menu-	 Shooting – put me in Player has ball and dribbles to cone then passes to striker who has pealed off mannequin. play firm pass into feet for striker to flick ball to side before going through to score. play 1-2 with striker who goes through to score 	www.SportSessionPlanner.com	SSG Play 4v4 with 2 wide players on tramlines who work for both teams.



