

Improve scoring goals - 1 GOAL: Shoot, Pass or Dribble forward, Create a 2v1 or 1v1 **PLAYER ACTIONS KEY QUALITIES** Make decisions, Take initiative, Optimal technical abilities

DURATION | 60 min

MOMENT 1st PLAY PHASE (Intentional Free Play): 5v5/4v4 Games

PLAYERS DURATION: 20 min --- INTERVALS: 3 -- ACTIVITY: 5 min -- REST: 1.5 min

18

AGE GROUP

13+

11v11

Attacking

OBJECTIVE: To create scoring chances to score goals.

PLAYER ACTIONS: Shoot, Pass or Dribble forward.

ORGANIZATION: In the attacking half of the 11v11 field set up two 30Wx45L fields with a small goal at each end. Play 1v1, 2v1, 2v2 up to 5v5/4v4. Play 3 rounds for a total of 20 minutes. Play with kick-ins and dribbleins when the ball goes out of bounds.

KEY WORDS: Opening, Shoot, Pass, Dribble, and Help.

GUIDED QUESTIONS: 1. What should we do if we have an opening to goal? 2. How can we move the defenders to create an opening to goal? 3. When confronted by one defender what should we do?

ANSWERS: 1. Shoot - 2. Pass the ball - 3. Dribble past the defender.

Note: First break, the coach asks questions to the players, players do not answer them but play to discover the answers. Second break, the coach asks questions and players will answer them.

PRACTICE (Core Activity):6v6 to Goal & an End Zone

DURATION: 20 min --- INTERVALS: 3 -- ACTIVITY: 5.5 min -- REST: 1 min

OBJECTIVE: To create scoring chances to score goals.

PLAYER ACTIONS: Shoot, Pass or Dribble forward, Create a 2v1 or 1v1.

ORGANIZATION: In the attacking half of an 11v11 field, set up a 70Wx36L field with a regular goal and a 2 yard End Zone. The 6 Blue attackers score in the regular goal, Red team scores by dribbling the ball into the end zone or connecting a pass to a teammate in the end zone. Rotate players and GK's every round.

KEY WORDS: Opening, Shoot, Pass, Dribble, and Help.

GUIDED QUESTIONS: 1. When should we shoot at goal? 2. If the defenders block the way to goal, how can you create or find an opening? 3. When is a good time to help and combine?

ANSWERS: 1. When we find or create an opening - 2. By passing the ball to a teammate or dribbling it to create an opening - 3. When we become a passing option creating a 2v1.

Note: Switch to the Less Challenging activity if it is too difficult or to the More Challenging if it is too easy.

PRACTICE (Less Challenging):6v5 to Goal & Small Goals

DURATION: 20 min --- INTERVALS: 4 -- ACTIVITY: 4 min -- REST: 1 min

OBJECTIVE: To create scoring chances to score goals.

PLAYER ACTIONS: Shoot, Pass or Dribble forward, Create a 2v1 or 1v1.

ORGANIZATION: In the attacking half of an 11v11 field, set up a 70Wx36L field with a regular goal and a 2 yard End Zone. The 6 Blue attackers score in the regular goal, Red team scores by dribbling the ball into the end zone or connecting a pass to a teammate in the end zone. Rotate players and GK's every round.

KEY WORDS: Opening, Shoot, Pass, Dribble, and Help.

GUIDED QUESTIONS: 1. What should we do if we create or find an opening to goal? 2. How can we move the defenders to create an opening to goal? 3. When confronted by one defender what should we do? 4. How can we help the player with the ball to create a 2v1?

ANSWERS: 1. Shoot - 2. Pass the ball - 3. Dribble past the defender - 4. Become a passing option.

Note: Switch to this activity if the Core is too difficult for the players.

PRACTICE (More Challenging): 6v7 to Goal & Small Goals DURATION: 20 min --- INTERVALS: 5.5 -- ACTIVITY: 4 min -- REST: 1 min



OBJECTIVE: To create scoring chances to score goals.

PLAYER ACTIONS: Shoot, Pass or Dribble forward, Create a 2v1 or 1v1.

ORGANIZATION: In the attacking half of an 11v11 field, set up a 70Wx36L field with a regular goal and a 2 yard End Zone. The 6 Blue attackers score in the regular goal, Red team scores dribbling the ball into the end zone or connecting a pass to a teammate in the end zone. Rotate players and GK's every round.

KEY WORDS: Opening, Shoot, Pass, Dribble, and Help.

GUIDED QUESTIONS: 1. When should we shoot at goal? 2. If the defenders block the way to goal, how can you create or find an opening? 3. When is a good time to help and combine?

ANSWERS: 1. When we find or create an opening - 2. By passing the ball to a teammate or dribbling it to create an opening - 3. When we become a passing option creating a 2v1.

Note: Switch to this activity if the Core is too easy for the players.