| 10min Warm-Up: <br> Planets and Aliens <br> Parent Involvement | Objective: <br> Set up cones into multiple squares and/or triangles several yards away from each other that serve as planets. Coach also places cones and/or pinnies that act as asteroids in between the planets. All aliens (players) must follow coach's order and invade (dribble) a planet he/she calls out. However, they cannot get hit by an asteroid. If they are hit, they must perform a skills task before returning to play. <br> Variation: Coach can act as an alien-catcher and tag players then have them perform a skills task such as 5 toe-taps to return to play. | Key Coaching Points: <br> - Players should be in control of ball and very close to their feet at all times. <br> - Players should be dribbling with their head up and as fast as they can. <br> - Encourage/Challenge players to not be the last one into a planet. |
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| 10-15min IndividualBased Activity: <br> Capture the Ball | Objective: <br> Set up three or four "home bases"(squares) with cones roughly 2-3 yards wide. Break up the players into teams and have each team get together in their home base. Place all the balls (the more, the better) in the center of the space between the home bases. On the coach's command, 1 player from each team leaves home base, gets a ball and returns it back to their home base. Players must completely stop the ball within their home base before another teammate can leave. Once a player touches a ball in the middle, it is theirs. Teams CANNOT steal balls from each other's home bases. Once all balls are gone, teams count how many they got. | Key Coaching Points: <br> - Players should be in control of ball and very close to their feet at all times. <br> - Players should be dribbling with their head up and as fast as they can. <br> - Encourage/Challenge players to use their opposite foot while retrieving a ball from the middle; and/or use both feet while dribbling. |
| 25-30min SmallSided Game: <br> $3 v 3$ or $4 v 4$ with no goal keepers | Objective: <br> Set up 2 teams to scrimmage. Coach should be in control of the ball. When out of play, coach serves ball on the ground to the player in the most open space within the field. <br> Encourage dribbling - not passing! <br> Very important - coaches must remain off the field and limit instruction at this time. Let the players play! | Key Coaching Points: <br> - Don't make kids sit out. If an odd number, play 3 v 4 or 4 v 5 and adjust teams for equality. <br> - Keep play continuous. Do not allow players to get distracted with "who kicked it out?" or "who scored?" <br> - Encourage/Challenge players to dribble and not pass or simply kick the ball away. |

