

ACCOUNTING FOR WATER BREAKS AND ORGANIZING INTO TEAMS, THE TOTAL SESSION TIMES SHOULD BE 1 HOUR 15 MINUTES.

10 MINUTES	WARM UP GAME -BODY PART DRIBBLE	Players dribble around and coach shouts different body parts to stop the ball with. Knee, elbow, butt, head, etc. Challenge players to keep ball close. Play 3 - 4 rounds and add in occasional stretches between rounds.
10 MINUTES	FETCH	Coach stands in the middle of the field. Players get into pairs with one ball between two, and circle around the coach.  One at a time, each pair gives their ball to the coach who kicks the ball into a space on the field. The coach gives a general instruction on how all the pairs must bring the ball back. Examples: "Bring it back by making as many short passes to each other as possible." "Bring the ball back with as few long passes to each other as possible." "Bring the ball back without using your hands or your feet." "Bring the ball back by passing it through each other's legs."
40 MINUTES	SCRIMMAGE 6 V 6 or 7 v 7 2 x 15 min halves 5 minute half time	Using jersey color (yellow-black or light-dark) to divide the players into two teams. Keep instructions very basic and simple. Formation: Goalkeeper X 3 Defenders X X X 3 Attackers X X X (or 2 Attackers) Coaches self-referee and can manage their team from the field if necessary. Most importantly, cooperate with each other, keep it fun and let the kids play!



10 MINUTES	WARM UP GAME -GATE GOALS	Set up 4 or 5 goals with cones around the field. Players are challenged to dribble and score as many goals as possible in 30 seconds. Be sure to ask the players how many goals they scored and challenge them to beat their total each round. For the last two rounds, give the players a 5 second countdown to finish off by scoring in a 'real' goal at either end of the field.
10 MINUTES	GATE GOALS (in pairs)	Set up 4 or 5 gate goals with cones around the field. Players get into pairs and are challenged to dribble and pass through as many goals as possible in 30 seconds. Be sure to ask the players how many goals they scored and challenge them to beat their total each round. For the last two rounds, the coach becomes a defender who can try to block or steal the ball.
40 MINUTES	SCRIMMAGE 6 V 6 or 7 v 7 2 x 15 min halves 5 minute half time	Using jersey color (yellow-black or light-dark) to divide the players into two teams. Keep instructions very basic and simple. Formation:  Goalkeeper X 3 Defenders X X X 3 Attackers X X X (or 2 Attackers)  Coaches self-referee and can manage their team from the field if necessary.  Most importantly, cooperate with each other, keep it fun and let the kids play!



10 MINUTES	WARM UP GAME -BUMPER BALL	The coach is the bumper and tries to capture players by 'bumping' (kicking) his/her ball against theirs. When a player is captured, they join the coach and try to 'bump' their ball against other players.  Designate two new 'bumper' players each round.
10 MINUTES	FREEZE TAG	The coach is Mr/Ms Freeze. Players dribble around the field trying to avoid being tagged and frozen by Mr/Ms Freeze. When a player is frozen, they hold their ball above their head, and stand with their legs wide apart. The other players can 'defrost' a frozen player by kicking their ball between their legs. Repeat several times and allow two players to be Mr/Ms Freeze.
40 MINUTES	SCRIMMAGE 6 V 6 or 7 v 7 • 2 x 15 min halves 5 minute half time	Using jersey color (yellow-black or light-dark) to divide the players into two teams. Keep instructions very basic and simple. Formation: Goalkeeper X 3 Defenders X X X 3 Attackers X X X (or 2 Attackers) Coaches self-referee and can manage their team from the field if necessary. Most importantly, cooperate with each other, keep it fun and let the kids play!



10 MINUTES	WARM UP GAME -SURFACE DRIBBLING	Players dribble around and the coach yells different feet and surfaces with which to move the ball inside of the foot, outside of the foot, laces, sole of the foot going forwards, sole of the foot going backwards, sole of the foot sideways, left foot only, right foot only.  Play 3 - 4 rounds and add in occasional stretches between rounds.
55 MINUTES	SCRIMMAGE 6 V 6 or 7 v 7 • 2 × 25 min halves 5 minute half time	Using jersey color (yellow-black or light-dark) to divide the players into two teams. Keep instructions very basic and simple. Formation: Goalkeeper X 3 Defenders X X X 3 Attackers X X X (or 2 Attackers) Coaches self-referee and can manage their team from the field if necessary. Most importantly, cooperate with each other, keep it fun and let the kids play!