

Manitoba Soccer Association

Active Start Practice Plan
U4-U5

Grassroots Development

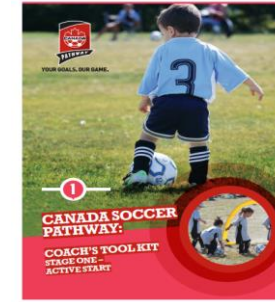




Active Start

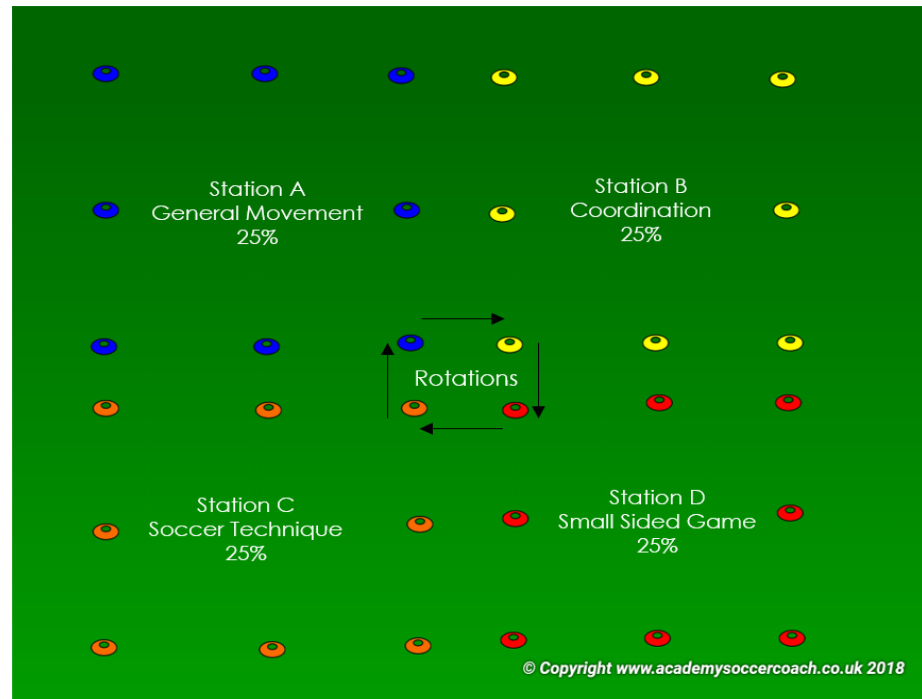
Preferred Training Model

How it works



Organization
Organize players into groups of 6-8. Each station has a coach who leads that specific station for the session.
Procedure
Players rotate every 6-8 minutes with a water break integrated into each station rotation. Keep station rotation as quick as possible so players stay on task.
Progression
Be prepared to progress an activity/game based on the level of the group.
Conditions
Be prepared to add a condition that challenges the group.

Station Time	Area
6-8 Minutes	



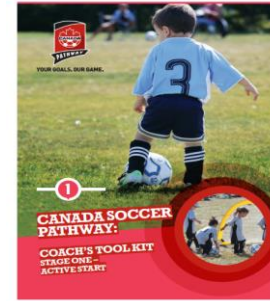
Objective	
Give players opportunity to lead, and make decisions in a fun, safe environment	
Technical	Psychological
Physical	Social
Outcomes	
Individual: Collective:	



Active Start

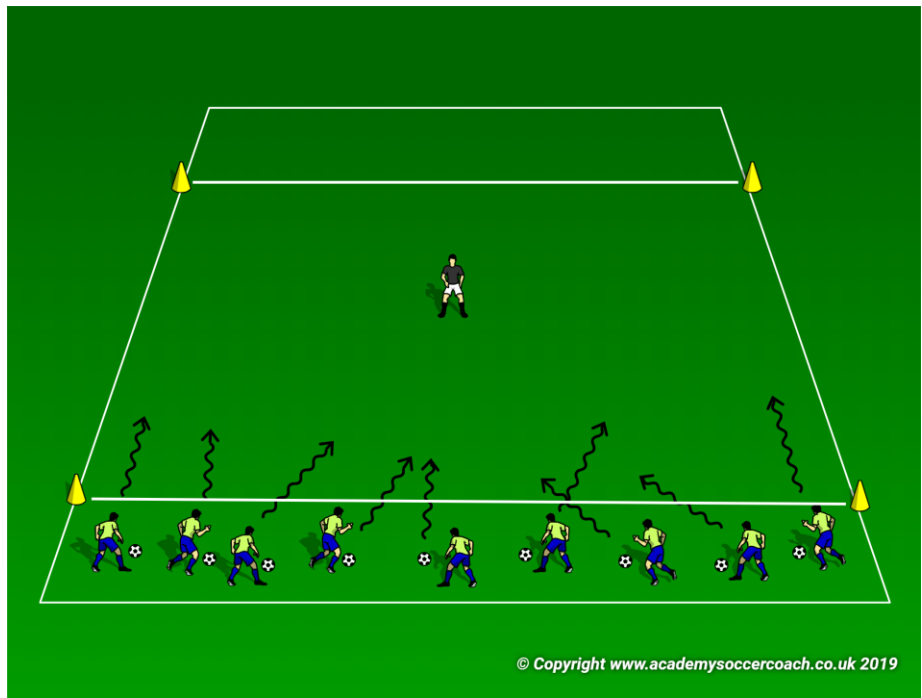
General Movement

Olly Olly Octopus



Organization
Select 1 tagger (Olly) to start in the middle. All other players start on the end line.
Procedure
Players on end line start by singing "Olly Olly Octopus in the great blue seas, Olly Olly Octopus you can't catch me". After the players run to the other side without getting tagged. If tagged, then they sit down and become "seaweed" who can also tag.
Progression
Players have a ball in their hands/feet.
Conditions
N/A

Station Time	Area
6-8 Minutes	20m x 20m



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Objective	
Give players opportunity to lead, and make decisions in a fun, safe environment	
Technical	Psychological
Awareness Body movements Dribbling	Confidence Problem Solving
Physical	Social
Movement Skills Physical Fitness	Peer Interaction
Outcome	
Individual: Players try a variety of movements. Collective: All players are given leadership role.	



Active Start

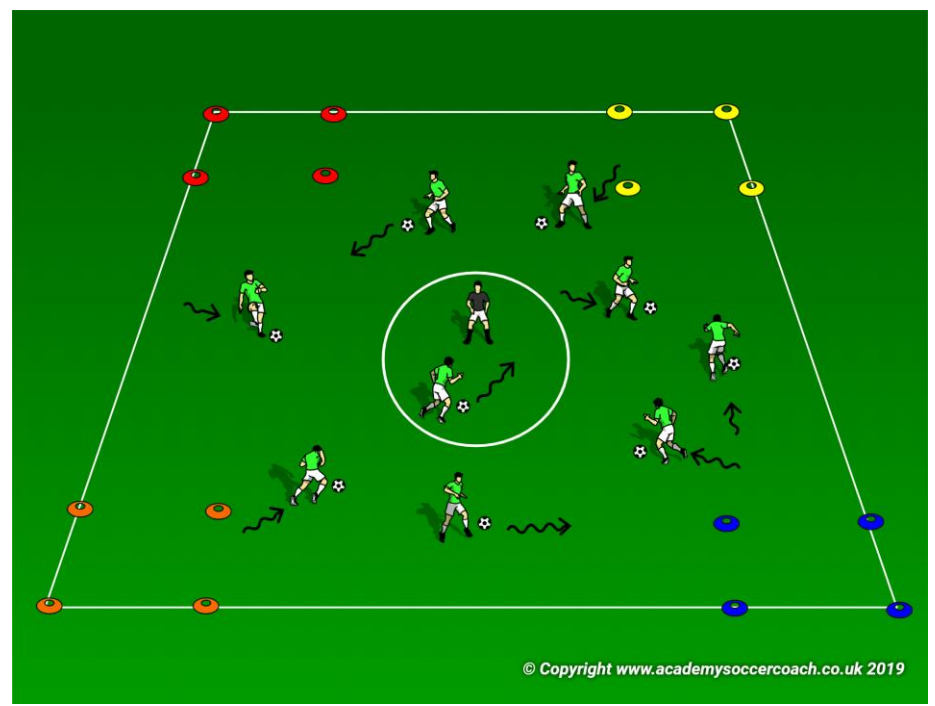
Coordination Game

Ball Familiarity



Organization
4 boxes of different colours in each corner. All players have a ball.
Procedure
Players use various dribbling techniques to move around the area. The coach gives specific tasks on how to dribble and with what part of the foot. When a colour is called, the players race to get into that square. Let the players choose the names of the squares
Progression
Let the players choose the names of the squares (ex. Names of Paw Patrol dogs)
Conditions
N/A

Station Time	Area
8-10 Minutes	25m x 25m



Objective	
Awareness of other players Dribbling under pressure	
Technical	Psychological
Awareness Dribbling Running with the Ball	Confidence
Physical	Social
Change of Direction General Fitness	Peer Interaction Parent Interaction
Outcome	
Individual: Players challenge each other with various forms of dribbling techniques and moves.	
Collective: All players are given leadership role.	



Active Start

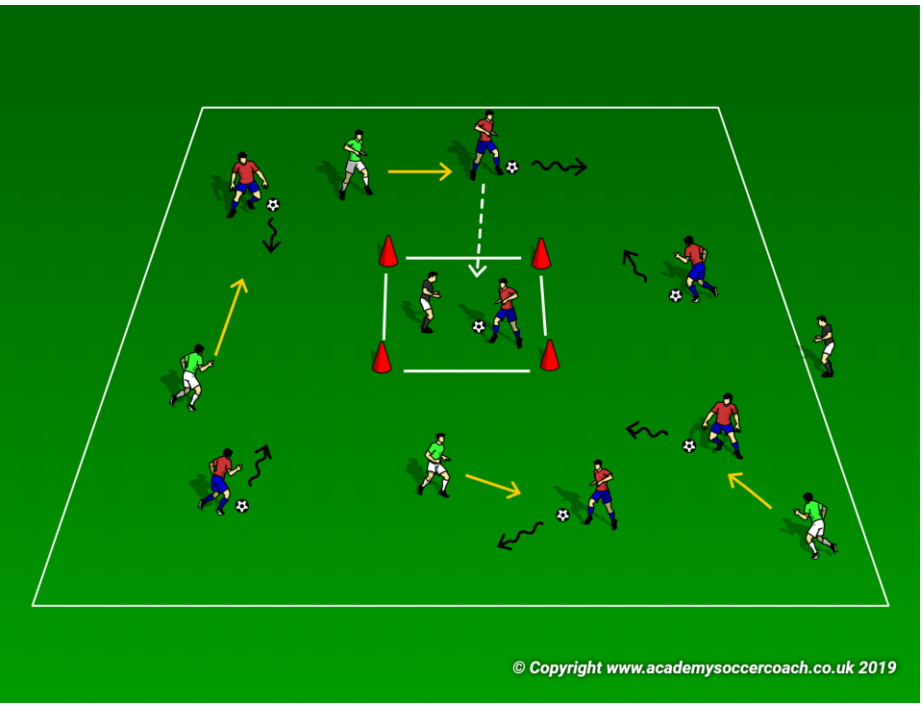
Skill Activity

Doctor! Doctor!



Organization	Half the players are taggers (Germs) and the other half are patients. Coach is the doctor and stands in the middle area.
Procedure	Taggers try to steal the ball and kick it out of the area. The patient needs to get healthy, so they must visit the doctor who will tell the patient how to get healthy (ex. 5 jumping jacks, 5 toe taps, etc.).
Progression	Parents are taggers and all the players are the patients.
Conditions	N/A

Station Time	Area
6-8 Minutes	25m x 25m



Objective		Opportunity to use all parts of both their feet. Confidence to use skill moves.	
Technical	Psychological	Confidence	
Awareness Decision Making Dribbling Protecting the ball		Peer Interaction Teamwork	
Physical	Social	Peer Interaction Teamwork	
Change of Direction General Fitness		Peer Interaction Teamwork	
Outcome			
Individual: Players try various dribbling techniques.			
Collective: Players are aware of other players.			



Active Start

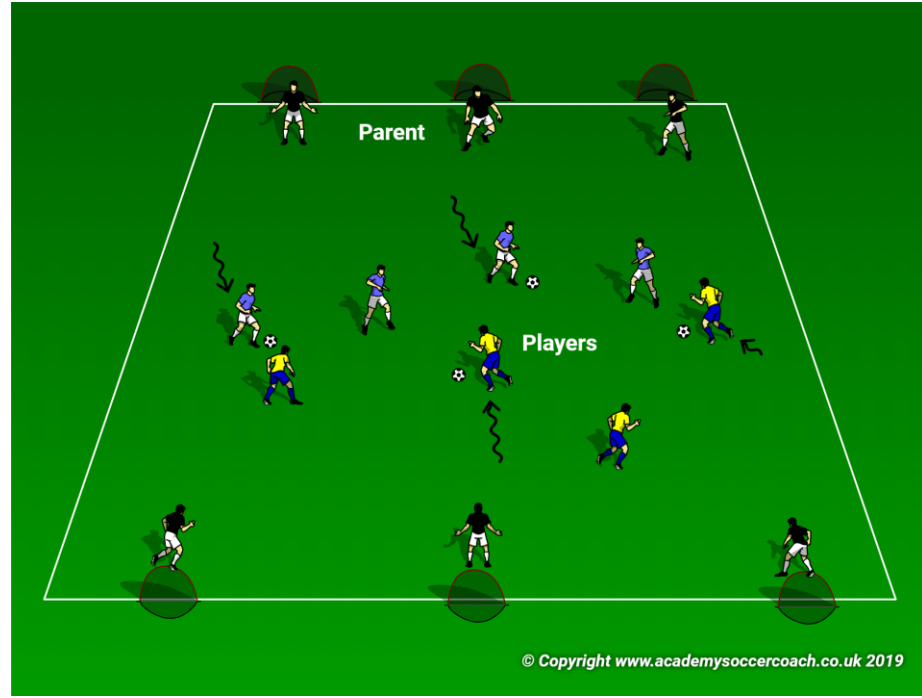
Coordination Game

Playground Soccer



Organization
2 teams of 4 players. Parents are the goalies.
Procedure
Use 3-4 balls for more scoring and more time on the ball for the players.
Progression
Parents come out of the nets and play with their child.
Conditions
N/A

Station Time	Area
6-8 Minutes	3 x 15m x 25m



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Manitoba Soccer Association - Grassroots

Objective	
Players become more comfortable with the ball.	
Technical	Psychological
Awareness Decision Making	Confidence
Physical	Social
ABC,s Change of Direction General Fitness	Peer Interaction
Outcome	
Individual: Players become more comfortable with the ball.	
Collective: Players recognize support players.	