



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	



Obje	ctive
	ity to lead, and make safe environment
Technical	Psychological
Physical	Social
Outc	omes
Individual: Collective:	



Organization

Players are partnered with each other and have 1 ball.

Procedure

Players face each other with a ball between them. When the coach says a body part (head), then the players have to touch that body part. Repeat with different body parts or actions (jump) and on the command "SNATCH" the players have to try and grab the ball.

Progression

After a few rounds, partner the players with their parent.

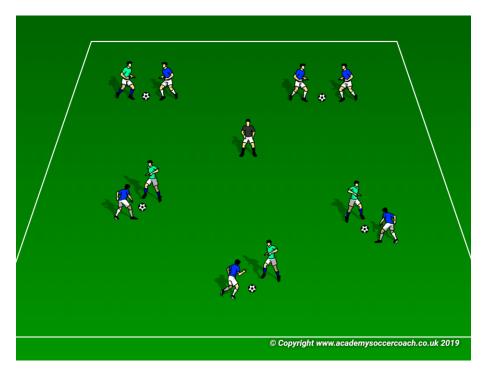
Conditions

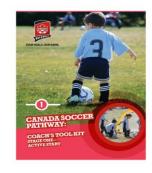
N/A

Active Start

General Movement Snatch

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





Objective

Give players opportunity to lead, and make decisions in a fun, safe environment

Technical	Psychological
Reaction Body Awareness	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

Loot the Treasure Chest

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

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Manitoba Soccer Association – Grassroots Development

Organization

Pair 2 players (Pirates) with one parent beside a goal (Pirate Ship). Balls (Treasure) are placed in the middle. Add pinnies or cones in the middle if not enough balls.

Procedure

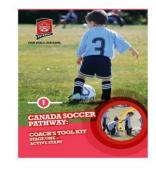
Players (Pirates) run one at a time to the middle towards the balls (Treasure) and bring it back to their ship. They can start by picking the ball up or by dribbling it back. Give the players different ways to move (skip, jump, hop on one foot, run backwards, bear crawl, etc.)

Progression

After all the balls are taken from the middle, then they can steal balls from other players. See if every player can bring back 5 balls.

Conditions

N/A



Objective

Awareness of other players
Dribbling under pressure

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Technical	Psychological
Awareness Dribbling Running with the Ball	Confidence
Physical	Social
ABC's Change of Direction General Fitness	Peer Interaction

Outcome

Individual: Players challenge each other with various of dribbling techniques and moves.Collective: All players are given leadership role.



Active Start

Skill Activity

Free for All

YOUR BOALS, DUR GAME.	13	
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Organization

Players and balls start in the middle. Parents will be defenders/goalies.

Procedure

Players try to score into any net, but not in the same net twice. The game goes until all the balls are scored.

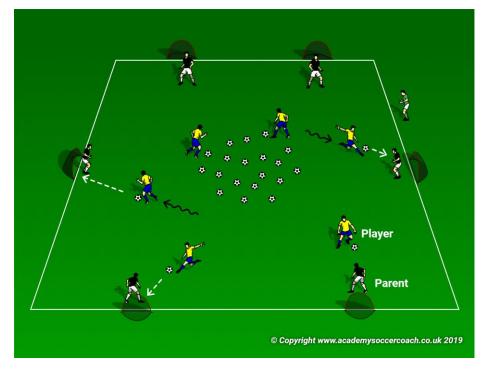
Progression

Let the players be defenders/goalies.

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
Awareness Decision Making Dribbling Shooting	Confidence
Physical	Social
Change of Direction General Fitness	Peer Interaction

Outcome

Individual: Players try various dribbling

techniques.

Collective: Players are aware of other players.



Organization

Parents protect 2 sets of goals and players protect the opposite 2 goals.

Procedure

Parent plays against player 1v1.

Progression

All parents vs all players!

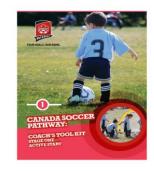
Conditions

N/A

Active Start Small Sided Game Playground Soccer

Station Time	Area
6-8 Minutes	20m x 25m





Objective

Players become more comfortable with the ball.

Technical	Psychological
Awareness Decision Making	Confidence
Physical	Social

Outcome

Individual: Players become more comfortable with the ball.

Collective: Players recognize support players.