

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.

## Active Start <br> Preferred Training Model How it works

| Station Time | Area |
| :---: | :---: |
| $6-8$ Minutes |  |



| Objective |  |
| :---: | :---: |
| Give players Opportuntive to lead, and make <br> decisions in a fun, safe environment |  |
| Technical | Psychological |
|  |  |
|  |  |
| Physical | Social |
|  |  |
| Outcomes |  |
| Individual: <br> Collective: |  |

Active Start
General Movement Snatch

| Station Time | Area |
| :---: | :---: |
| $6-8$ Minutes | $25 \mathrm{~m} \times 25 \mathrm{~m}$ |


| Objective |  |
| :---: | :---: |
| Give players opportunity to lead, and make <br> decisions in a fun, safe environment |  |
| Technical | Psychological |
| Reaction <br> Body Awareness | Confidence <br> Problem Solving |
| Physical | Social |
| Movement skills <br> 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

## 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

| Station Time | Area |
| :---: | :---: |
| $8-10$ minutes | $25 \mathrm{~m} \times 25 \mathrm{~m}$ |



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| Objective |  |
| :---: | :---: |
| Awareness of other players Dribbling under pressure |  |
| Technical | Psychological |
| Awareness Dribbling Running with the Ball | Confidence |
| Physical | Social |
| ABC's Change of Direction General Fitness | Peer Interaction |
| Outcome |  |
| Individual: Players cha various of dribbling te Collective: All players | nge each other with niques and moves. given leadership role |

## Active Start

## Skill Activity Free for All

## Organization

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

| Station Time | Area |
| :---: | :---: |
| $6-8$ Minutes | $25 \mathrm{~m} \times 25 \mathrm{~m}$ |


| Objective |  |
| :---: | :---: |
| Opportunity to use all parts of both their feet. <br> Confidence to use skill moves. |  |
| Technical | Psychological |
| Awareness <br> Decision Makking <br> Dribbling <br> Shooting | Confidence |
| Physical | Social |
| Change of Direction <br> General Fitness | Peer Interaction |
| Outcome |  |
| Individual: Players try various dribbling <br> techniques. <br> Collective: Players are aware of other players. |  |



## Active Start Small Sided Game Playground Soccer

## Organization

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

| Station Time | Area |
| :---: | :---: |
| $6-8$ Minutes | $20 \mathrm{~m} \times 25 \mathrm{~m}$ |

## Procedure

Parent plays against player 1 v 1 .

## Progression

All parents vs all players!

## Condifions

N/A


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

