## Manitoba Soccer Association

## FUNdamentals Practice Plan

 U6-U8Grassroots Development

## FUNdamentals

## 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 <br> decisions in a fun, safe environment |  |
| :--- | :---: |
| Technical |  |
|  |  |
| Physical |  |
|  |  |
| Outcomes |  |
| Individual: <br> Collective: |  |



## FUNdamentals <br> General Movement Relay Races

## Organization

Partner player with a parent.(Optional) obstacles, and soccer balls in-between or at either start/end point. (Be creative)

## Procedure

Coach sets tasks that incorporate as many of the following movements as possible; walking, running, hopping, skipping, backwards, crab/bear walking, slithering, crawling. Ask the players to give suggestions.

Progression

1. Add a ball.

## Condifions

1. Relate movement to an animal of choice and include animal sounds.
2. Players set conditions.

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



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## Objective

Players perform a variety of movement exercises and tasks, whilst having fun and being creative in suggestions for group.

| Technical | Psychological |
| :---: | :---: |
| Dribbling <br> Running with Ball | Confidence <br> Competitiveness |
| Physical | Social |
| ABC,s |  |
| Change of Direction | Listening <br> Communication |
| Individual: Players try a variety of movements <br> and ball manipulation tasks. <br> Collective: Players feel valued. |  |

## FUNdamentals

 Coordination Game Rob the Candy Store

## Organization

Players partner up with their parent and each pair chooses a net. Ball, cones, and pinnies are places centrally.

## Procedure

Players and parents run to the middle and take 1 candy (ball, cone, or pinnie) and have to bring it back to their shopping cart (net). The player has to bring a different item each time. Once all the candy is gone, the players count how many they have and return it back to the middle.

## Progression

Ask players if they can carry the candy with different body parts or move in a different way ex. Can't run or use only one foot

## Conditions

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



| Technical | Psychological |
| :---: | :---: |
| Awareness <br> Dribbling <br> Running with the Ball | Confidence |
| Physical | Social |
| Change of Direction <br> General Fitness <br> ABC's | Peer Interaction <br> Competitive |
| Outcome |  |
| Individual: Players challenge each other with <br> various forms of dribbling techniques and <br> moves. <br> Collective: All players are given leadership role. |  |

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## FUNdamentals

## Skill Activity Free for All

## Organization

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

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

## 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


## Objective

Opportunity to use all parts of both their feet. Confidence to use skill moves.

| Technical | Psychological |
| :---: | :---: |
| Awareness <br> Decision Making <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. |  |



## FUNdamentals

Coordination Game 5v5-6 Goals

## Organization

Set up 2-3 goals for each team and play $5 \vee 5$. Parents start as goalies and then players can decide to play goalie later on.

## Procedure

Teams play 5 v 5 with 5 balls for maximum goals!
Progression
N/A

## Conditions

N/A

| Station Time | Area |
| :---: | :---: |
| $6-8$ Minutes | $3 \times 15 \mathrm{~m} \times 25 \mathrm{~m}$ |



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## Objective

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


[^0]:    Manitoba Soccer Association - Grassroots Development

