



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.

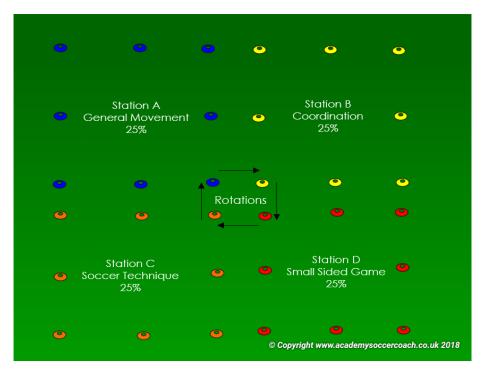
Progression

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	



Obje	ctive
Give players opportun decisions in a fun,	ity to lead, and make safe environment
Technical	Psychological
Physical	Social
Outc	omes
Individual: Collective:	



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.

Conditions

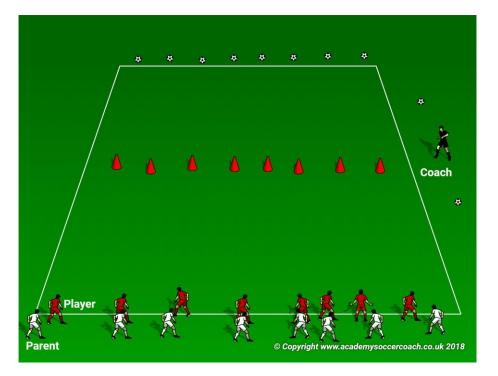
- 1. Relate movement to an animal of choice and include animal sounds.
- 2. Players set conditions.

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General Movement

Relay Races

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





Objective

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

Technical	Psychological
Dribbling Running with Ball	Confidence Competitiveness
Physical	Social

Outcome

Individual: Players try a variety of movements

and ball manipulation tasks. **Collective:** Players feel valued.



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

N/A

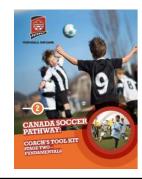
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Coordination Game Rob the Candy Store

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



Manitoba Soccer Association – Grassroots Development



Objective

Awareness of other players
Dribbling under pressure

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

Outcome

Individual: Players challenge each other with various forms of dribbling techniques and moves.

Collective: All players are given leadership role.



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Skill Activity

Free for All

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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.

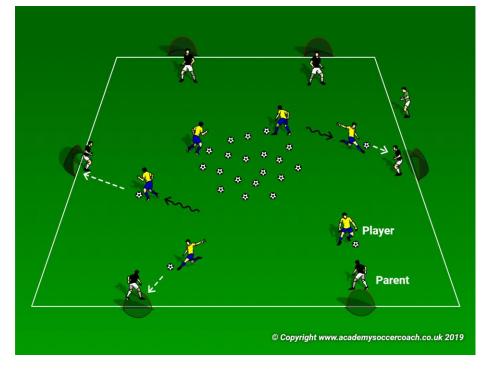
Progression

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

Set up 2-3 goals for each team and play 5v5. Parents start as goalies and then players can decide to play goalie later on.

Procedure

Teams play 5v5 with 5 balls for maximum goals!

Progression

N/A

Conditions

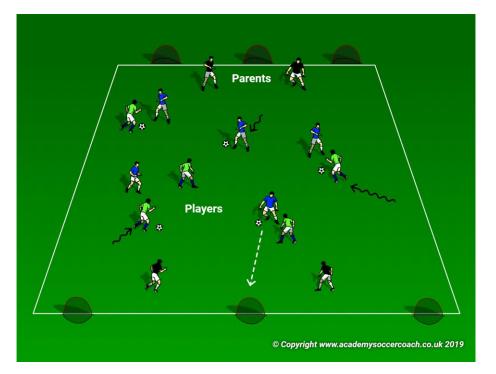
N/A

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Coordination Game

5v5 - 6 Goals

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