



# **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.

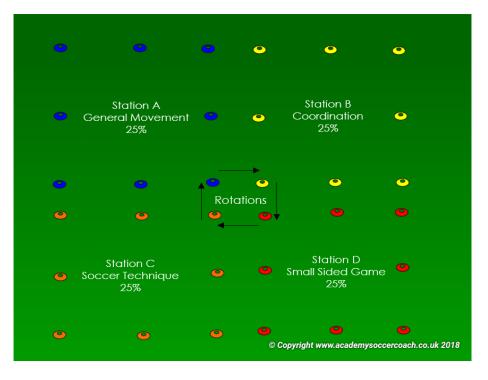
## Progression

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

Players stand in a row and on either side are cones of different colours.

#### **Procedure**

Players start by moving on the spot (high knees, jumping, etc.) and on the coaches call players run to the desired colour (ex. "RED").

## **Progression**

- 1. Change the names of the sides (Red=Barcelona, Yellow=Arsenal)
- 2. Players will go in the opposite direction called

#### **Conditions**

Listening and reaction time.

# **FUNdamentals**

# **General Movement**

**Agility - Reaction** 

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	<b>Psychological</b>
N/A	Reaction Competitiveness
Physical	Social
Tilysical	Social

#### Outcome

Individual: Reactions and accelerating Collective: Players make a competitive

environment



# Organization

Teams of 2 players each. 2 teams play North-South. Other 2 teams play East-West. Extra teams play N-S or E-W.

#### Procedure

Players play 1-2 minute games. Win = 3 points Tie = 1 point Lose = 0 points

# Progression

Change the directions that teams will go. Ex - One team plays North and the other team plays East.

## Conditions

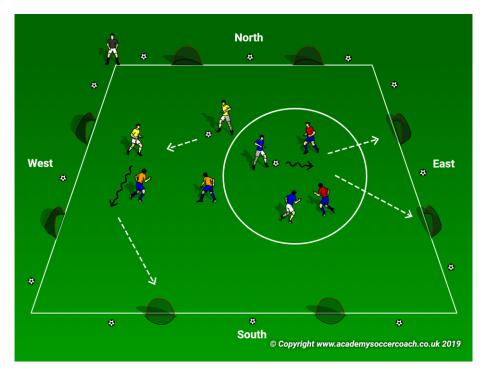
N/A

# **FUNdamentals**

# Skill Activity

2v2 - World Cup

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	Confidence
Physical	Social
Change of Direction General Fitness Acceleration	Peer Interaction Communication

#### Outcome

**Individual:** Players try various dribbling techniques and runs to beat players.

Collective: Players are aware of other players.



# **FUNdamentals**

# Skill Activity

# Free for All

YOUR GOALS, OUR GAME.		
	0	J
-2	11.	0
CANADA SOC PATHWAY: COACH'S TOOL STACE TWO- FUNDAMENTALS	KIT	

# Organization

Players and balls start in the middle. One team 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.

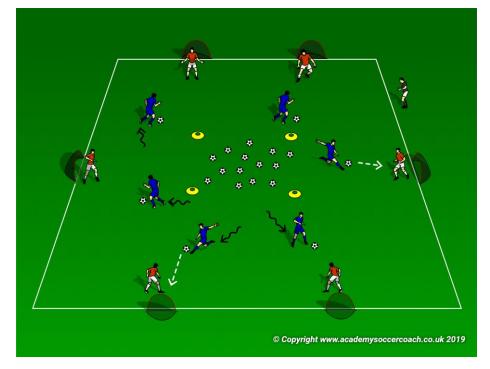
## Progression

Fewer nets and defenders

## 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

3 teams of 4 players. One team are the goalies.

#### **Procedure**

Teams play 4v4 games

## **Progression**

N/A

#### **Conditions**

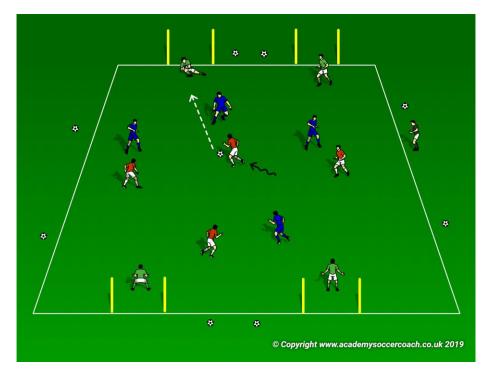
N/A

# **FUNdamentals**

# **Coordination Game**

4v4 - 4 Goals

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





# Objective

Players become more comfortable with the ball.

Technical	<b>Psychological</b>
Awareness Decision Making	Confidence
Physical	Social

#### Outcome

**Individual:** Players become more comfortable with the ball.

**Collective:** Players recognize support players.