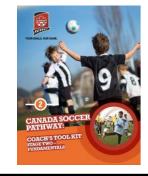




## **FUNdamentals**

## 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.

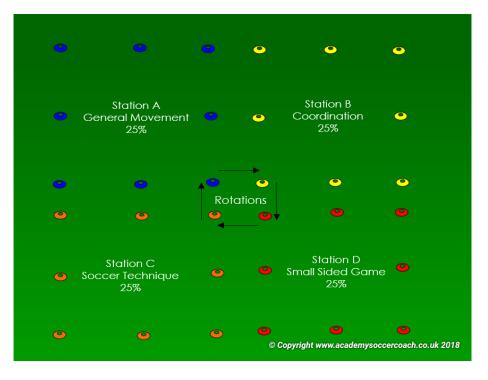
### Progression

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 decisions in a fun, safe environment	
Technical	Psychological
Physical	Social
Outcomes	
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 before their partner does.

### Progression

N/A

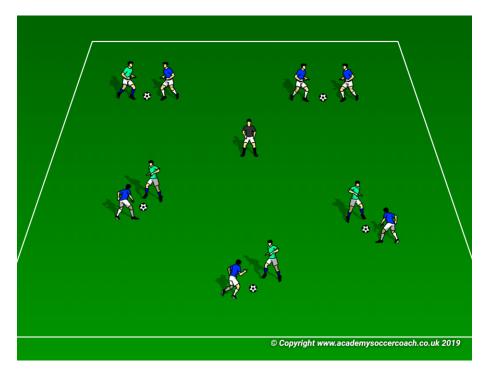
### Conditions

N/A

## **FUNdamentals**

## 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.



## **FUNdamentals**

Skill Activity

1v1, 2v2 Games

Organization	

4 nets are placed back-to-back. Players are lined up beside the coach.

### Procedure

Coach plays a ball into the area and the first 2 players play until a goal is scored or goes out of play. Make the game fast-paced and play another ball in for the next 2 players so that multiple gams are going on at once.

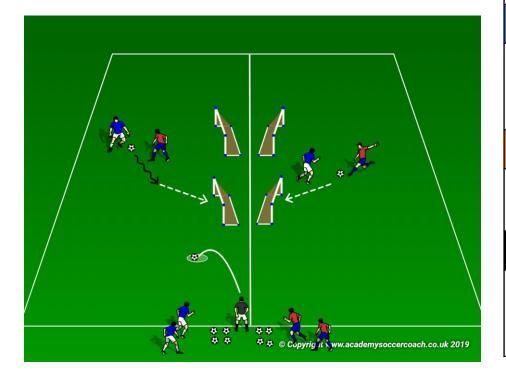
### Progression

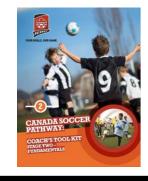
Play 2v2s or 3v3s.

### Conditions

N/A

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





### Objective

Players can move the ball quickly and efficiently from one side to the other.

Technical	Psychological
Awareness	Confidence
Decision Making	Motivation
ABC's	Competitiveness
Physical	Social
ABC,s	Teamwork
Change of Direction	Communication
Acceleration	Decision Making

#### Outcome

**Individual:** Players can make decisions to score on different goals.

**Collective:** Players can confidently attack in a 1v1 situation.



## **FUNdamentals**

## Skill Activity

### Free for All

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### 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

Players must dribble through the middle box before scoring .

### 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

4 goals – 2 teams, each team defends 2 nets.

### **Procedure**

Play 4v4 without goalies.

### **Progression**

Add a goalie on each team to defend the goals,

### **Conditions**

N/A

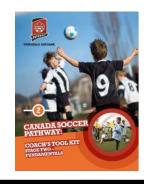
## **FUNdamentals**

### Small Sided Game

## **4 Goal Game**

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
ABC,s Change of Direction General Fitness	Peer/Parent Interaction

### Outcome

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

Collective: Players recognize support players.