

## Soccer for Life

Preferred Training Model
 based on the level of the group.

## Conditions

Be prepared to add a condition that challenges the group.


## Soccer for Life

## Warm-up-1v1 Ball Tag

| Station Time | Area |
| :--- | :--- |
| 10-12 Minutes | $20 \mathrm{~m} \times 20 \mathrm{n}$ |

## Organization

Players have a partner and ball each.

## Procedure

Players attempt to touch the other players ball with their foot. Each touch is a point. Encourage shielding and looking for opportunities to attack the opponent's ball. Winners after 30 seconds find a new partner that won.

## Progression

N/A

## Focus

Players are confident on the ball


## Soccer for Life

Soccer Game \#1-4v4


## Focus

Players are confident on the ball to take on opponents.


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## Soccer for Life

Skill Activity - 8v4 - Possession

| Station Time | Area |
| :--- | :--- |
| 12-15 Minutes | $30 \mathrm{~m} \times 30 \mathrm{n}$ |

## Organization

3 teams of 4 players each. 1 team starts as the defending team.

## Procedure

2 teams play a possession game against 1 team. If the defending team wins the ball, then that team that lost it becomes the defenders.

## Progression

1. Defending team must secure the ball with 2 passes to gain possession.

## Focus

Switching points of attack. Need to win the ball back after losing the ball.


## Objective

Players can change speeds in attack.

## Technical/Tactical <br> Psychological

Pass in tight spaces Dribbling Transition Standards Motivation Concentration

Physical
Social
Change of Direction General fitness

## Outcome

Individual:
Players can dribble/attack defenders at speed, using
both feet.

## Collective:

Players are unpredicatble.

## Soccer for Life

Small Sided Game - Match Play

| Station Time | Area |
| :--- | :--- |
| 12-15 Minutes | $45 \mathrm{~m} \times 35 \mathrm{n}$ |

## Organization

## 2 teams of 6 .

## Procedure

Normal soccer game

## Progression

## N/A

## Focus

Switching points of attack by moving the ball side-to side, forward and backward.


| Objective |  |
| :---: | :---: |
| Fun and creativity. |  |
| Technical | Psychological |
| 1v1 Attacking <br> Passing Receiving Finishing Combination Play | Concentration Competitiveness Motivation Commitment Teamwork |
| Physical | Social |
| Stamina Speed Awareness Acceleration | Teamwork Communication Decision Making Discipline Patience |
| Outcome |  |

Individual:
Players receive open and facing forward.
Collective:
Players look to create numbers up situations all over the field.


[^0]:    Manitoba Soccer Association - Grassroots Development

