

Preferred Training Model

Station Time Area

12-15 Minutes

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.



Objective

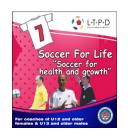
To provide a safe, challenging environment where players develop good training habits and a desire to want to train.

Technical	Psychological
Refine Techniques	FUN
Physical	Social
Physical Literacy	Decision Making

Outcome

Individual: Players develop good training habits. **Collective:** Players are challenged in a fun, engaging environment.





Warm-up-1v1 Ball Tag

10-12 Minutes 20m v 20m	Station Time	Area	
10-12 Willioles 2011 X 2011	10-12 Minutes	20m x 20m	

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



Objective

Players can perform skills/moves while taking players on.

Technical/Tactical	Psychological
Creativity 1v1 Attacking Protecting the ball Pressing	Confidence Motivation Competitiveness
Physical	Social

ABC,s Change of Direction Fltness

Decision Making

Outcome

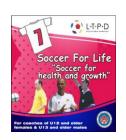
Individual:

Players can use their body effectively to shield the ball

Collective:

Turning defense into offense





Soccer Game #1 –4v4

Station Time	Area
12-15 Minutes	20m x 25m

Organization

3 teams of 4 players. Third team is on the side of the field and are neutral players.

Procedure

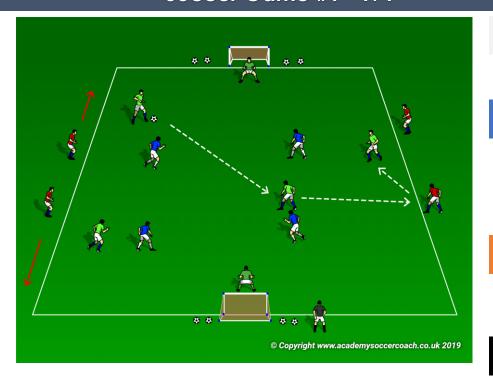
All balls start from the goalies (depending who the ball went out on). Outside players are neutrals and play with the team in possession. Play 3-5 minute games.

Progression

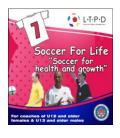
N/A

Focus

Players are confident on the ball to take on opponents.



MANITOBA



Objective

Players can perform skills/moves while taking players on.

Technical/Tactical	Psychological
Creativity 1v1 Attacking Running with the Ball Dribbling Pressing	Confidence Motivation Competitiveness
Physical	Social
ABC,s Change of Direction Acceleration	Teamwork Communication Decision Makina

Individual:

Outcome

Ball carrier uses body feints/quick change of direction to beat opponent.

Collective:

Players are unpredictable in attack.

Skill Activity – 8v4 - Possession

Station Time	Area
12-15 Minutes	30m x 30m

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

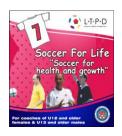
1. Defending team must secure the ball with 2 passes to gain possession.

Focus

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



MANITOBA



Objective

Players can change speeds in attack.

Technical/Tactical	Psychological
Pass in tight spaces Dribbling Transition	Confidence Standards Motivation Concentration
Physical	Social
Change of Direction General fitness	Problem Solving Decision Making Patience
Outc	ome

Individual:

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

Collective:

Players are unpredicatble.

Small Sided Game – Match Play

Station Time	Area
12-15 Minutes	45m x 35m
Organization	

Procedure

2 teams of 6.

Normal soccer game

Progression

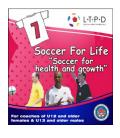
N/A

Focus

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







Objective

Fun and creativity.

Technical	Psychological
1v1 Attacking Passing Receiving Finishing Combination Play	Concentration Competitiveness Motivation Commitment Teamwork
Physical	Social
Stamina Speed Awareness	Teamwork Communication Decision Making Discipline

Outcome

Patience

Acceleration

Individual:

Players receive open and facing forward.

Collective:

Players look to create numbers up situations all over the field.