

ACTIVITY PLAN

Age Group: U10

Week 6	Organization:	Procedure:	Key Coaching Points:	A A SECTION OF THE SECTION OF THE SECTION OF A
Possession	20 x 20 yard area.	These players tag the other		4
Warm up	Select three	players on their arms and backs.	- Working together	
Objective:	players to be	Once tagged, the players join one	with your teammates	
To improve	taggers.	hand with the tagger, forming a		
general		caterpillar. This caterpillar works		
coordination.		together to try and tag the		
		remaining players. Caterpillars		
		only get as big as three links.		
		Once a fourth player is tagged.		
		The caterpillar breaks into two		
		smaller caterpillars.		<u>\</u>
Week 6	Organization:	Procedure:	Key Coaching Points:	\(\rightarrow\rightar
Possession	Divide the group into two teams of	Play 4 v 2 on each field. 4 – players have one ball on the ground and score by	- Pass and move	
Individual	6.	completing 3 passes in a row.	- Create space	♥\
Activity	Set up two 15 x 20	2 – players have one ball in	- Quality passing	
Objective:	yard area fields.	their hands and score by throwing and hitting their ball	- Good decisions	
To improve		against the group of 4's ball.		
individual		Play for several minutes and then switch player roles.		
shooting.		their switch player roles.		3



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Possession	Set-up a 30 x 40 yard	Score by passing the ball to		1	
Small Group	field, put a small	corner players. Defenders score	- Movement and	• 6	
Activity	square in each corner.	by dribbling out of the area.	support	1	
Objective:	Place one player in each	Players in the corners squares pass the ball back to the same	- Quality passing		
To improve	corner. Then divide	team. Rotate Players.	- Width & depth		
oossession	remaining players into	Mariation Back all and	- End product	1	
under pressure.	2 – group of 3 and 1	Variations: Don't allow the attacking team to pass to the			
	group of 2.	same square twice in a row.			
Week 6	Organization:	Procedure:	Key Coaching Points:		
6 v 6 Small Sided	30 x 50 yard area Play a 6 v 6 match	Free Play!	Summation of all challenges for the players.		
Game	2 Goals		players.		
Objective:			Stay out of their way		
To improve	Size 4 ball		and let them play.		
game					
understanding.				STATE OF THE PARTY OF THE PARTY.	