

K - 2nd Focus: Dribbling

Warm Up / Ball Master	Organization	Coaching Points
	Have players start by slowing jogging around the grid. Briefly go through: high knees, butt kicks, skipping. Ball Master: Players each have a soccer ball and dribble around the grid dribbling the ball using different surfaces of the foot: Left, right Outside, inside Sole roles	 Emphasizing on small touches Keeping the ball close
		Time: 7 minutes
Gate Dribbling	Organization	Coaching Points
	Set up multiple gates with cones. 1st time through have players without a soccer ball run through as many gates as they can for 30 seconds. Next round each player should have a soccer ball to dribble through the gates to see how many gates they can get through before time is up.	1 0
Red Light, Green Light	Organization	Coaching Points
	All players dribble soccer balls in a grid. When the coach says "red light" the players must stop and put their foot on the ball. When the coach says "yellow light" the players must dribble slowly, and when the coach says "green light" the players must dribble fast. Variations: add more colors slowly: blue – toe taps, orange - tik tocs, pink - hop over ball	 be from the dribbler When and how to change direction When and how to stop
		Time: 7 minutes



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Create 6 groups of 4. First player in each line dribbles out to cone and makes turn around come dribbling back to start. Next person can go once teammate is back and give them the ball. Work on right foot only, left foot only. Outside of foot turn. Time: 7 minutes Castles & Treasures Organization Divide players up into 3-4 groups assigning each a castle. Make it 4 corners if doing 4 groups. Place all the soccer balls in the center. All players start in their own eastle. When coach says "go" all players run to middle to take a ball with their foot and dribble back to their castle. Player continue to bring balls back to their castle. Team with most at the end wins. ** Work on pull back to retrieve ball. Only one ball at a time. Next round allow players to steal balls from other eastles. Sharks & Minnows Organization The minnows, the players with a ball, line up on one side of the grid spaced out in a line. Two players are designated as sharks and are positioned inside of the grid without a soccer ball. On the coach's command, the minnows dribble their ball through the grid and try to get to the other side without their ball getting stolen or kicked away by the sharks. If a player loses their ball while crossing the grid, he/she becomes a shark. Time: 7 minutes ** Coaching Points** Coaching Points ** Time: 7 minutes Coaching Points ** Focus on fun while dribbling the players with a ball, line up on one side of the grid without their ball getting stolen or kicked away by the sharks. If a player loses their ball while crossing the grid, he/she becomes a shark. Time: 7 minutes	Dribble Relays	Organization	Coaching Points
Divide players up into 3-4 groups assigning each a castle. Make it 4 corners if doing 4 groups. Place all the soccer balls in the center. All players start in their own castle. When coach says "go" all players run to middle to take a ball with their foot and dribble back to their castle. Player continue to bring balls back to their castle. Team with most at the end wins. ** Work on pull back to retrieve ball. Only one ball at a time. Next round allow players to steal balls from other castles. Sharks & Minnows Organization The minnows, the players with a ball, line up on one side of the grid spaced out in a line. Two players are designated as sharks and are positioned inside of the grid without a soccer ball. On the coach's command, the minnows dribble their ball through the grid and try to get to the other side without their ball getting stolen or kicked away by the sharks. If a player loses their ball while crossing the grid, he/she becomes a shark. Run with the ball keeping it close Make players use opposite foot Time: 7 minutes Focus on fun while dribbling under pressure and making decisions Change of direction Defending		line dribbles out to cone and makes turn around cone dribbling back to start. Next person can go once teammate is back and give them the ball. Work on right foot only, left foot only.	 Head up while dribbling Stay in control
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K - 2nd Focus: Passing

Warm Up / Ball Master	Organization	Coaching Points
	Warm up: Cone flip - scatter disc cones in the area some placed right side up and other flipped upside down. Assign players to 2 teams. When coach says "go" one team will flip all the cones they can upside down. Other team will turn cones right side up. Most cones facing their team designation wins. Ball Master: Players each have a soccer ball and dribble around the grid dribbling the ball using different surfaces of the foot:	 Emphasizing on small touches Keeping the ball close
*	 Left, right Outside, inside Sole roles 	Time: 7 minutes
Partner Passing	Organization	Coaching Points
	Start with partners close together and have them try lifting the soccer ball together using the inside of their foot. One partner's foot on each side of the ball. Passing: have a set of cones a few feet apart for each set of partners to pass the ball thru. 2 coaches. Receive and send. Use the inside of the foot to pass. Pass to partner	
Dribble & Pass	Organization	Coaching Points
	Split up into small groups. All players in each group start at one 1 with one ball per group. First player in line dribbles out and around cone. On their way back to starting cone player passes the ball to next in line who receives it and dribbles out and around cone out front. Repeat.	 Dribbling in control Inside of foot pass First touch receiving Ball should stay on the ground
		Time: 7 minutes



K - 2nd Focus: Passing

Turn, Receive, Pass	Organization	Coaching Points
Turn & receive from opposite side	Groups of 3 with players on the outside having a ball. 1 player in the middle. Outside player passes the ball to middle person who receives pass and sends it back to passer. Middle player then quickly turns and receives pass from opposite side and return ball back to passer. Middle person continue to receive ball, pass and turn and repeat. Give each player a turn in the middle	Receiving touch
Split into 2	2 groups. Use the smaller cage to do 1v1	
Wreck It Ralph	Organization	Coaching Points
	Set up 4 goals with cones & every player has a soccer ball. All players but two are trying to score as many goals as possible. 2 players or coach are trying to steal the ball from the other players before they make a goal. Once player scores goal they keep dribbling to other goals to see how many they can get. Variations: Younger age groups have coach be defender.	Protect your ball
1v1	Organization	Coaching Points
	Set up 2 goals with cones. Split the team into 2 and each player receives a number matching someone on the other team. The coach rolls the ball out onto the field and calls out a number. Players assigned to that number run onto the field and play 1v1. Ends when someone scores or goes out of bounds.	• Shoot when there is a chance of a goal



K - 2nd Focus: Defense

Warm Up Freeze Tag	Organization	Coaching Points
	All players should have a ball except for one person who will be "it". Players will continue to dribbling around in open space. If they are tagged they will pick their ball up and hold it up over their head and stand with legs wide apart. Players can unfreeze others by kicking the soccer ball through the frozen players legs.	 Always moving, no standing around Dribbling in control Time: 7 minutes
Shark Attack	Organization	Coaching Points
	Set up multiple square with cones in the field. Players should all have a ball and choose a square to start in. When coach says "go" all players need to dribble to a new square "island" before coach steals there ball. Have 1-2 players be a shark who is trying to steal a ball. If a players steals a ball they are now the dribbler and the other player becomes a shark.	 Dribbling in control & avoiding others Stopping the ball Time: 7 minutes
Square Passing	Organization	Coaching Points
	Create a 5x5 grid. 1 player on 3 of the 4 cones. The rest of the players in a line at one cone. (This will be the starting cone). The player with the ball uses the inside of the foot to pass to the player on the next cone, they then follow their pass to that cone. The receiving player controls the ball and then passes to the next cone, and follows their pass. Try to create 2-3 squares inside big netted area and use smaller netted area for 1-2 squares.	Pass with inside of foot
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K - 2nd Focus: Defense

1v1	Organization	Coaching Points
	Set up 2 small fields across the big netted area. If you can get a 3rd one in the smaller area. Create field with cones. 1 player stands in front of each goal. The defender passes the ball across the field to the offensive player who receives the ball and then tries to score on opponent. If defender steals the ball they then try to score. Use a lot of cones to separate the fields.	 Defender closing out on the ball
2v1	Organization	Coaching Points
	Set up 2 small fields across the big netted area. If you can get a 3rd one in the smaller area. Create field with cones. 2 players stands in front of one goal & 1 at the other goal. The defender passes the ball across the field to the offensive player who receives the ball and then tries to score on opponent. If defender steals the ball they then try to score. Use a lot of cones to separate the fields.	 When to pass when to shoot Defensive position Time: 15 Minutes



K - 2nd Focus: Shooting

Warm Up / Footwork	Organization	Coaching Points
	Each player should have a ball and spread out on the field. Work on different types of footwork. Free dribble in space working with different surfaces of the foot. • toe taps • Foundations • Crossover	 Go at pace that is in control Head up Time: 7 minutes
1 Touch Shot	Organization	Coaching Points
	Set 2 – 3 stations up. Coaches have all the soccer balls while players are lined up behind cone. Coach will send the ball out in front of the goal. 1st player in line will run on and shoot using the inside of their foot. Close controlled shot. Players stay in the same line. Switch to other side to work on left foot. Go over foot placement before starting. Don't have players get their ball after each shot just keep going until you are out of soccer balls.	1 touch shotInside of foot
Zig Zag Dribble & Shot	Organization	Coaching Points
	Create a line of cones on each side of the netted area with goals set up at each end. Have 2 lines starting at opposite corners from one another. Player zig zag dribbles through cones on one end and passes to coach, player then receives a pass back from coach and takes a shot on goal. Player then gets in back of other line. Players will also zig zag dribble through this side as well but will dribble and shoot at the end. Have a 3rd group go into other netted area and work on just setting ball up and striking into net using laces.	Part of foot shooting or striking the ball with



K - 2nd Focus: Shooting

Split into 2 groups for the following 2 drills		
50/50 to Goal	Organization	Coaching Points
	Split players into two teams and align them off to the side of the goal post. I player should be at each starting cone. Place another set of cones a few yards out away from the goal in front of each line. When coach says "go" the two players up will sprint out to the cone in front of them and around it back towards the goal. Coach sends ball out into middle and the players battle for the ball to score.	Sprint as fast as you can
		Time: 15 minutes
2v1	Organization	Coaching Points
*	Set up 1 small fields across the big netted area. Create field with cones. 2 players stands in front of one goal & 1 at the other goal. The defender passes the ball across the field to the offensive player who receives the ball and then tries to score on opponent. If defender steals the ball they	 When to pass when to shoot Defensive position
	then try to score. Use a lot of cones to separate the fields.	



K - 2nd Focus: Small Sided Games

Red Light, Green light	Organization	Coaching Points
	All players dribble soccer balls in a grid. When the coach says "red light" the players must stop and put their foot on the ball. When the coach says "yellow light" the players must dribble slowly, and when the coach says "green light" the players must dribble fast. Variations: add more colors slowly: blue – toe taps, orange - tik tocs, pink - hop over ball	 be from the dribbler When and how to change direction When and how to stop the ball Send players back to start if they are dribbling out of control Time: 5 minutes
Games of 3v3 & 4v4 in the big area.	Fake 2 groups at a time into smaller ar Organization	Coaching Points
	Games will be 3v3 or 4v4 with no goalies. Kick ins will be used when the ball goes out of bounds on the sideline/touchline. Corner and goal kicks will be used when needed.	 NO GOALIES Quick play 3 minute games & rotate Time: 40 minutes
1 Touch Shot	Organization	Coaching Points
	Coaches have all the soccer balls while players are lined up behind cone. Coach will send the ball out in front of the goal. 1st player in line will run on and shoot using the inside of their foot. Close controlled shot. Players stay in the same line. Switch to other side to work on left foot. Go over foot placement before starting. Don't have players get their ball after each shot just keep going until you are out of soccer balls.	Inside of foot