U6 - Lesson Plan #5

Activity Diagram	Activity Description	Time
Activity 1	Free Dribble:	
www.sports-graphics.com	All players are dribbling a soccer ball in a 15x20 yard grid using their inside, outside, and the sole of their foot. Coach: Have players change direction and accelerate away. Have players demonstrate a move and accelerate away. Version 2: Coach can put pressure on players dribbling. Version 3: Players can dribble at each other and perform a move and accelerate away.	5 minutes
Activity 2	British Bulldog:	
www.sports-graphics.com	All players are dribbling a soccer ball from one end to the other end of a 15x20 yard grid. The coach begins as the "bulldog" and tries to kick the dribbling players' soccer balls out of the grid. Once a player's soccer ball is kicked out of the grid, they become a "bulldog". Coach: Have players change direction and accelerate away. Have players demonstrate a move and accelerate away. Version 2: Players who dribble the soccer ball close to their feet cannot be attacked by the "bulldog."	5 minutes
Activity 3	Ball Tag:	
www.sports-graphics.com	All players are dribbling a soccer ball in a 15x20 yard grid. The players try to hit another player's feet or soccer ball with their soccer ball. Players should keep count of how many times they tag another player. Version 2: If the players tag the coach, they are awarded 10 or 20 points. If the players tag other selected players, they are awarded 50 or 100 points.	5 minutes
Activity 4	Get "Outta" There:	
A www.sports-graphics.com	The players are divided into two teams, and positioned at either side of the coach with multiple soccer balls outside a 10x15 yard grid with two small goals on each end line. The coach serves a ball into the grid and the players try to gain possession and score on their opponent. If a goal is scored or the soccer ball goes out of bounds, the coach yells "Get outta here". Coach: Can make the games 1v1, 2v2, or 3v3. They should vary the service.	5 minutes
		20
Field Scrimmage	Scrimmage against team identified on the schedule.	minutes