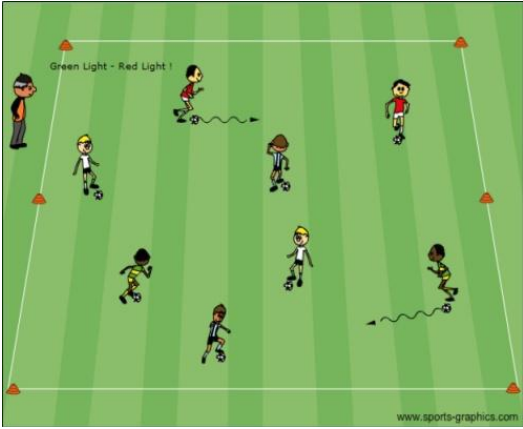

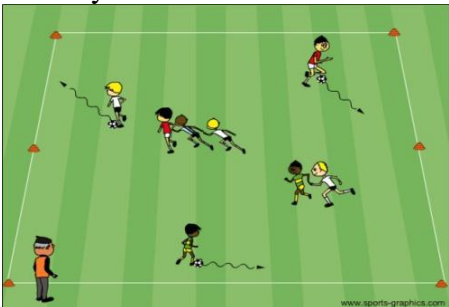



## U6 - Lesson Plan #7

Activity Diagram	Activity Description	Time
<p>Activity 1</p> 	<p><b>Red Light/Green Light:</b> All players are dribbling freely in a 15x20 yard 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</p> <p><b>Coach:</b> Control the frequency of light changes.</p> <p><b>Variation 2:</b> Add other light colors and actions  “purple light” = hop back and forth over the ball,  “orange light” = run around the ball,  “black light” = dance  “blue light” = hide behind the ball.</p>	<p>5 minutes</p>
<p>Activity 2</p> 	<p><b>Sharks and Minnows:</b> In a 15x20 yard grid have 3-4 players acting as the sharks. The minnows are in one end of the grid with their soccer balls. When the coach say “GO” the minnows try to dribble to the other end of the grid and the sharks are trying to kick the ball out. When the dribbler’s ball goes out, he/she becomes a shark. If the minnows reach the other end, they will wait for the coach’s command to play again. The game continues until all players turn into sharks.</p>	<p>5 minutes</p>
<p>Activity 3</p> 	<p><b>Snake:</b> All players are dribbling a soccer ball in a 15x20 yard grid with the exception of at least 2 players. The 2 players hold hands or lock arms to create a snake. The snake works together to tag the dribbling players who then become a part of the snake. The snake must try to stay connected and not break into little parts.</p> <p><b>Coach:</b> Encourage the snake players to hiss.</p>	<p>5 minutes</p>
<p>Activity 4</p> 	<p><b>Get “Outta” There:</b> 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”.</p> <p><b>Coach:</b> Can make the games 1v1, 2v2, or 3v3. They should vary the service.</p>	<p>5 minutes</p>
<p><b>Field Scrimmage</b></p>	<p>Scrimmage against team identified on the schedule.</p>	<p>20 minutes</p>