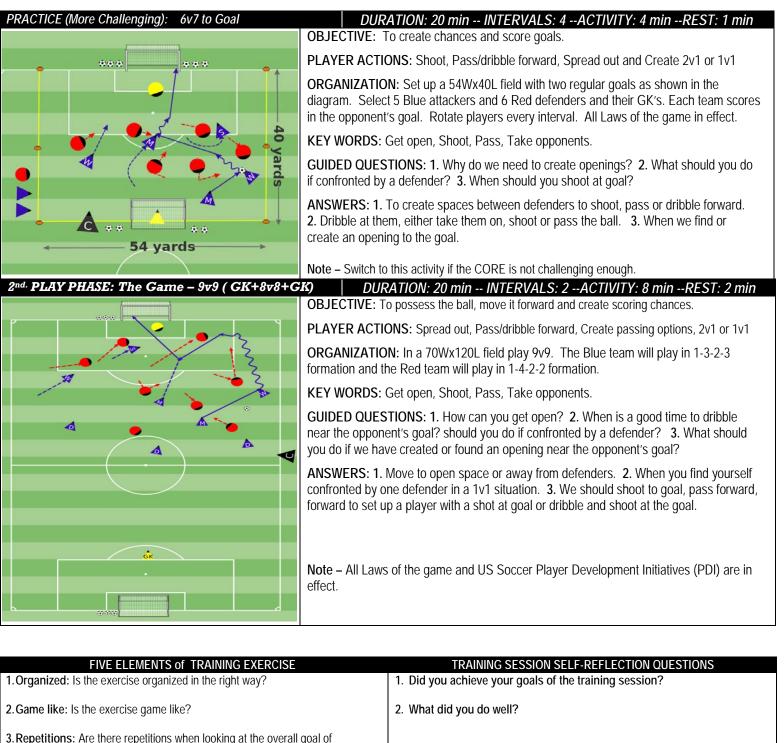
AGE GROUP	GOAL:	Improve Scoring Goals							
12	PLAYER A	ACTIONS	Sho	Shoot, Pass/dribble forward, Spread out, Create 2v1 or 1v1				USP	
13+	KEY QUALITIES Mak			e Decisions, Be proactive, Optimal technical abilities			ilities		
11v11	MOMEN		acking	DURATION	60 minutes	PLAYERS	18 Players		
								, Pace and accuracy –	
Receiving: Body, position, surface of the foot and ball, first touch – Shooting: Surface of the foot and ball, standing foot and accuracy over power.									
1st PLAY PHASE (intentional Free Play): 4v5 DURATION: 20 min INTERVALS: 3 ACTIVITY: 5 min REST: 1.5 min									
				OBJECTIVE	OBJECTIVE : To create chances and score goals				
l l				PLAYER AC	PLAYER ACTIONS: Shoot, Pass/dribble forward, Spread out and Create 2v1 or 1v1				
		**		ORGANIZA	ORGANIZATION: Set up two or more 30Wx45L fields with a goal at one end with				
			Î Î		Goalkeepers and a small goal at the other end. Play 1v2, 2v2 up to 4v5. Play for 20				
	1	Z , ``			minutes with 2 minute breaks. Play with kick-ins or dribble-ins when the ball goes out of bounds.				
* • • • • • • • • •					KEY WORDS: Get open, Shoot, Pass, Take opponents.				
`		- Cont			GUIDED QUESTIONS: 1. How can you get open? 2. What should you do if confronted				
			🔰 🕨 ards		by a defender? 3. What should you do if you find an opening?				
٠	۰		*	ANSWERS:	ANSWERS: 1. Spread out by getting away from the defender. 2. Dribble at him, either take				
					him on or pass the ball. 3. We should shoot the ball, pass forward or dribble forward.				
	**	**			Note - First break: Coach asks questions; players do not answer but play to discover them.				
		₹ 30	yard s >		Second break: Coach asks questions and players share the answers.				
PRACTICE (Core Activity): 6v6 to Goal					DURATION: 20 min INTERVALS: 4ACTIVITY: 4 minREST: 1 min				
0.5	***			OBJECTIVE: To create chances and score goals.					
~ <mark>1</mark>	1		1 1 t		PLAYER ACTIONS: Shoot, Pass/dribble forward, Spread out and Create 2v1 or 1v1				
					ORGANIZATION: Set up a 54Wx40L field with two regular goals as shown in the diagram. Select 5 Blue attackers and 5 Red defenders and their GK's. Each team scores in the opponent's goal. Rotate players every interval. All Laws of the game in effect.				
40 yards			0						
			KEY WORDS: Get open, Shoot, Pass, Take opponents.						
			GUIDED QUESTIONS: 1. How can you create space in between defenders? 2. What						
			aro	should you do if confronted by a defender? 3 . When should shoot at goal?					
			ANSWERS: 1. Spread out and moving away from defenders. 2. Dribble at them, either						
			take them or	take them on, shoot or pass the ball. 3 . When we find or create an opening to the goal.					
• C ** • **					Note – Switch to Less Challenging if this activity is too difficult or to More Challenging if it is too				
				easy.	easy.				
			• •						
PRACTICE (Less	PRACTICE (Less Challenging): 6v5 to Goal					n INTERVALS ces and score goa		minREST: 1 min	
12	***					0		Croate Jul or 111	
	u u	1	1	PLAYER ACTIONS: Shoot, Pass/dribble forward, Spread out and Create 2v1 or 1v1					
					ORGANIZATION: Set up a 54Wx40L field with two regular goals as shown in the diagram. Select 5 Blue attackers and 5 Red defenders and their GK's. Each team scores				
	1				in the opponent's goal. Rotate players every interval. All Laws of the game in effect.				
	-	•	40	KEY WORD	KEY WORDS: Get open, Shoot, Pass, Take opponents.				
		\leq	yards	GUIDED QUESTIONS: 1. How can you create space in between defenders? 2. What					
•	-	~	rds	should you do if confronted by a defender? 3 . When should you shoot at goal?					
	Á				ANSWERS: 1. Spread out and moving away from defenders. 2. Dribble at them, either				
				take them or	take them on, shoot or pass the ball. 3 . When we find or create an opening to the goal.				
	54	yards_		Note – Swite	Note – Switch to this activity if the CORE is too difficult for the players				
	1								



3. What could you do better?

- 3. Repetitions: Are there repetitions when looking at the overall goal of the session?
- **4. Challenging:** Are the players being challenged? (Is there the right balance between being successful and unsuccessful?)
- 5. Coaching: Is there the proper coaching based on the age/level of the players?