
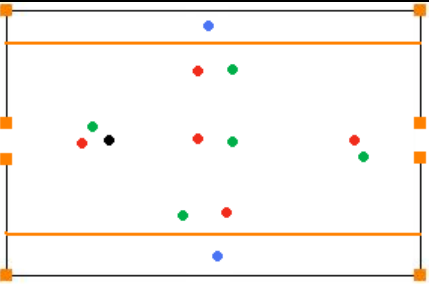


COACHING SESSION PLAN

Session Type	U12 week 10, practice 1
Theme of Session	WIDE GAME PLAY

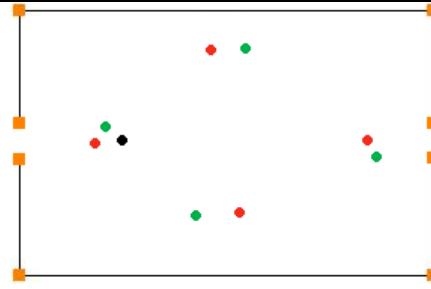
Focus <i>Key points and things to watch out for.</i>	Diagram <i>Equipment and example</i>	Timing <i>Minimum time to be spent on exercise</i>
<p>Basic fast feet; single work</p> <p>The area set up is very easy, simply line up 10 cones and then have a target cone/goal at the end, for the players to race down to. Ideally, set up as many as these as you can next to each other, so that players are not waiting long to go through the cones.</p> <p>The exercises through the cones should be as follows;</p> <ul style="list-style-type: none"> • <i>one step between-</i> getting the knees up over the cones, players put one foot in each gap as they go through • <i>two steps between-</i> as above, but this time players making two steps in each gap • <i>facing right-</i> players place left foot into the gap and then the right foot meets it, will mean that legs don't cross over • <i>facing left-</i> as above but right foot first, left foot meeting • <i>big zigzag-</i> players do big zigzags in and out of the cones • <i>small zigzag-</i> players use little steps to move in and out of the cones • <i>zigzag backwards-</i> as above but players face the 'wrong' way through the cones, moving in and out backwards <p>Coaches should make sure that players keep their bodies upright, that they're on the balls of the feet, and players should be told to try not to knock any cones. (Start with 100 points, lose 10 points for every cone knocked- if they get to 0 then they do a funky forfeit!)</p>		<p>10mins</p>
<p>Small sided games; 'wicked cool' wingers</p> <p>Set up a 35x45 yard area, inclusive of two 5x45 yard channels on either side (as in the diagram). The main playing area will be the central 25x45 yard area where it should be a maximum of 5v5.</p> <p>In addition to the 5v5 game, two 'wingers' should be in the channels on the sides (the blue dots), these players play for either side and are free of being challenged, they should move up and down the field, with the play, to support both teams.</p> <p>The aim for the players is to score in their target goal, however goals that are assisted by the 'wingers' count as double. This should influence wide play.</p>		<p>25mins (rotate wingers)</p>

Small sided games; regular mini game

Maximum of 6v6 players for U12s. Regular games should be played after other controlled small-sided games.

The aim for the players is to score in their target goal.

The set up should be a 30x40 yard area, with two 3 yard goals (no keepers), placed at either end.



Until practice ends