
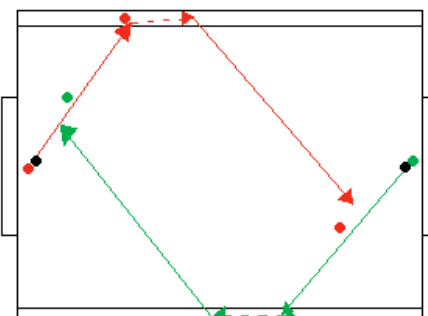


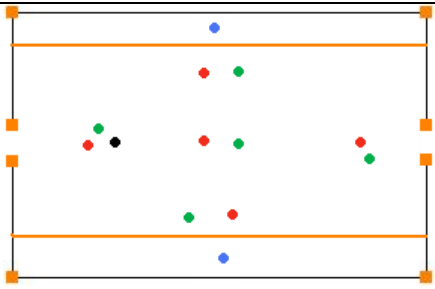
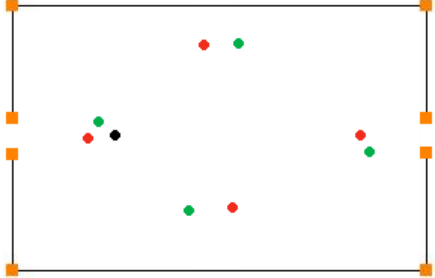
COACHING SESSION PLAN

Session Type	U14 week 8, practice 1
Theme of Session	WIDE GAME PLAY

Key phrases for today's theme;

- *Get the ball wide and to spread the play and cross it into the middle- ensure runs in the box are late so they are attacking incoming balls- players should not be stood waiting for a crossed ball*

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>		10mins
<p>Wide play with finishing; attacking crosses</p> <p>Set up a 30x50 yard area inclusive of two 'wings' that are two 3 yards wide on either side of the field. The players should be split so that there is a goalkeeper, winger and striker completing the exercise.</p> <p>The goalkeeper should throw/roll the ball out to the winger, who should take no more than two touches before crossing the ball in towards the striker, who should try and score with a first time finish.</p>		15mins

<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>10mins</p>
<p>Small sided games; regular mini game</p> <p>Maximum of 4v4 players for U14s. Regular games should be played after other controlled small-sided games.</p> <p>The aim for the players is to score in their target goal.</p> <p>The set up should be a 30x40 yard area, with two 3 yard goals (no keepers), placed at either end.</p>		<p>Until practice ends</p>