

4v4 game (15 mins)

Objective: Ignition game to keep players active when arriving at

training

Duration: 15 minutes

Description (rules, number of players, grid size, etc.):

Skill: U8

- *two small sided fields to play 2v2, or one field to play 3v3 or 4v4
- *add players to game as they arrive
- * play with regular restarts (kick-ins, goal kicks, corner kicks).

Key Points:

few if any - get them playing!



Players choice

Objective: Engage players by asking them about their favorite activity was.

Duration: 20 minutes

Description (rules, number of players, grid size, etc.):

*make suggestions to ensure you are comfortable with the activity

Key Points:

*as before



4v4 game (15 mins)

Objective: apply concepts and themes from previous activities into game.

Duration: 15 mins

Description (rules, number of players, grid size, etc.):

two teams

full rules of the game (kick-in restarts, no offside, etc).

Key Points:

Team Shape - reform at each restart find windows to play through Use your skills.

