



# Curriculum - Tier 1 - Mini Kick - Field Trip

Category: Technical: Attacking skills  
Skill: U6

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## Description

### Seeing the Sites

#### Organization:

Every player with a ball  
Four corners representing different places  
Traffic cones represent houses

#### Instructions:

Everyone's favorite day at school is field trip day!  
Each corner represents a different place to visit: the animal farm, the amusement park, the beach, and the candy store. The tour guide (coach) lets players know what places are open so they can go visit.

Players look to arrive as quickly as possible to each location.  
Watch out for houses. If a player crashes his car (hits traffic cones), he needs to repair it before proceeding (x number of toe taps or other ball mastery technique).

#### Coaching Points:

1. Awareness
2. Messi/Ronaldo techniques
3. Ball mastery techniques
4. Ball control

#### Progressions:

1. Call out various places at once so players are forced to turn.



### Funky Chicken

#### Organization:

#### Instructions:

While at the animal farm, the players notice a funky chicken (coach) with multi-colored feathers (pinnies).  
After hearing the funky chicken's voice, the players realize it's actually the tour guide who's somehow transformed. They decide to help the tour guide become a person.

Players have to hit the chicken with magic darts (soccer balls).  
Every time the chicken gets hit below the knee, it loses a feather.  
Game ends with the tour guide looks completely like a human again!

#### Coaching Points:

1. Awareness to see where the funky chicken moves
2. Striking technique - teach either inside of foot or instep
3. Look to dribble close to the target before striking

#### Progressions:

1. The chicken gains strength and can avoid getting hit by jumping/flying.



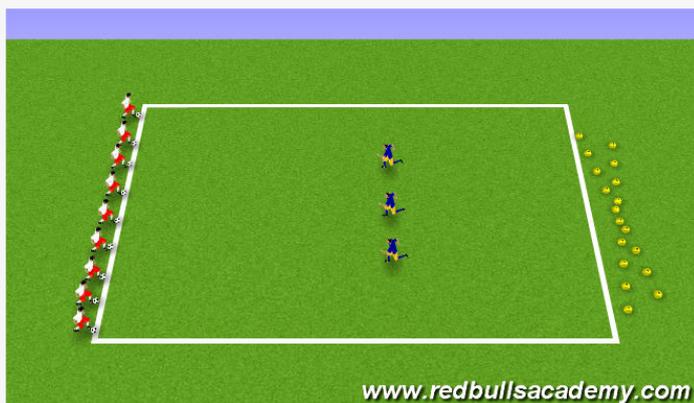
### Foxes and Farmers

#### Organization:

Team 1 (white) are foxes  
Team 2 (blue) are farmers  
Foxes are wearing a pinnie tucked into their shorts as fox tails  
Foxes with balls, farmers without

#### Instructions:

Farmer Joe (coach) is upset because the foxes (players) keep eating his chickens.  
Farmer Joe tries to hunt down the foxes as they travel from one side of the farm to the chicken den.  
If foxes arrive at the chicken den, they collect one chicken (yellow pinnie or cone).  
If Farmer Joe pulls a foxes tail, that fox becomes a farmer.  
Foxes try to take chickens to the fox den. If a farmer pulls the tail of a fox that has a chicken, the fox drops the chicken and it flies away.  
The last fox left gets to eat all the chickens!



**Coaching Points:**

1. Big touches into space to get across quickly.
2. Keep ball close when approaching a farmer.
3. Head up to observe space and location of farmers.

**Progressions:**

1. Play 1-2 rounds without a ball if necessary to introduce game.
2. Increase/decrease distance depending on needs.
3. Introduce time limit.

**SSG****Organization:**

Two puggs per field

One ball per field

Pinnies

**Instructions:**

3v3 (min) or 4v4 (max)

No corners

Restart with dribble in or kick-in

**Coaching Points:**

1. Awareness
2. Application of techniques

**Progressions:**