Name: LeeJay Templeton Date: 18 Apr 24 Week:	Team: U10 B/G Day: 1
TRAINING OBJECTIVE(S):	
 Basic ball handling and movements. Taking directions and establishing what's going to happen at each training session. Fun! 	
1. Toe Taps	I. WARM-UP Intensity: Low Activity Time: 10
2 Shuffles	Duration: 10 Intervals: 1 Recovery Time: 1
3. Step overs	ORGANIZATION (Physical Environment / Equipment / Players)
4. Dribbling (HalftoGal a. Pinky tor Line) b. Fost as possible	
b. Fast as 12055; 61 c	Use all surfaces of the foot to do the warmups.
5. Game of soccer Knockout	1. Ose all surfaces of the loot to do the warmups.
	II. SMALL-SIDED ACTIVITY Intensity: Med Activity Time: 10
	Duration: 10 Intervals: 1 Recovery Time: 0 ORGANIZATION (Physical Environment / Equipment / Players) Each player has a ball and 12 cones.
/ %	COACHING POINTS / KEY CONCEPTS
4000	1. Run slalom through the cones. 2. Dribble with any part of the foot through the cones. 3. Use only the inside part of the foot. 4. Use only the outside part of the foot.
SP4 SA	III. EXPANDED ACTIVITY Intensity: Med Activity Time: 5
	Duration: 10 Intervals: 3 Recovery Time: 0
~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~	ORGANIZATION (Physical Environment / Equipment / Players)
	Each player has a ball and 9 cones.
	COACHING POINTS / KEY CONCEPTS
000	Have the players run through the course to learn it first. First time through with the ball have them use the outside part of the foot. Second time try and have the player fake before changing direction.
Have Fun! Scr. mnase!	IV. GAME Intensity: High Activity Time: 20 Duration: 40 Intervals: 2 Recovery Time: 5 ORGANIZATION (Physical Environment / Equipment / Players)
Scr. mmase!	U10 sized field and one ball. COACHING POINTS / KEY CONCEPTS
	Emphasize modified rules of the game.