	,				. é			
Name:	LeeJay Templeton	Team:	U8 B/G					
Date:	8 Apr 2 Week:	1] Day:	1	GAPITALARIA CENESSISSICATO			
TRAINING	GOBJECTIVE(S):							
 Basic ball handling and movements. Taking directions and establishing what's going to happen at each training session. Fun! 								
	×	21		¥				

1. Toe taps	I. WARM-UP	Intensity: Low	Activity Time: 10		
1. Toe taps 2. Shuftles	Duration: 10	Intervals: 1	Recovery Time: 1		
3. Step overs	ORGANIZATION (Physical Environment / Equipment / Players)				
4. Dribble (HalftoGal Line)	Each player has a ball and does a number of individual warm ups and dribbling				
a. Pinky toe Line)	movements.				
b. Fast as possible	COACHING POINTS / KEY CONCEPTS				
5. Game of soccer	1. Use all surfaces of the foot to do the warmups.				
knock ont					
C	II. SMALL-SIDED ACTIVITY	Intensity: Med	Activity Time: 10		
۹ /	Duration: 10	Intervals: 1	Recovery Time: 0		
S)	ORGANIZATION (Physical Environment / Equipment / Players)				
Č I .	Each player has a ball and 12 cones.				
لاقع					
S)	COACHING POINTS / KEY CONCEPTS				
	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.		·		
660	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				
	1. Have the players run through the course to learn it first.				
(00	 2. First time through with the ball have them use the outside part of the foot. 3. Second time try and have the player fake before changing direction. 				
			Activity Time: 20		
	Duration: 40	Intensity: High Intervals: 2	Recovery Time: 5		
Have tun!					
	ORGANIZATION (Physical Environment / Equipment / Players) U10 sized field and one ball.				
Have for! Scrammase!	o to sized held and one ball.				
Scrammage.	COACHING POINTS / KEY CONCEPTS				
	1. Emphasize modified rules of the game.				
<i>x</i>	r. ⊑mpnasize moulleu rules c	n the game.			