

Description

U6 VHSC Practice Session Technical Focus: Dribbling, Ball Control Tactical Focus: Cooperation Game

Catch the Robber (7 mins)

Catch the Robber

Field size should be appropriate for the bank robber's (coach's) fitness level

Each police officer has a ball

To arrest the robber, the police have to "shoot" him with their balls 10-15 times

Players begin round with ball in hand and throw at robber (cannot throw at head or private areas)

Next round, players have to dribble and shoot at robber The **robber** yells "ouch" each time he's hit

Play 2-3 rounds of 2-3 minutes



Knights & the Evil Wizard (8 mins)

Knights & the Evil Wizard

All the knights (children) stand stand about 15 yards in front of goal with 1 ball each

The knights are returning to their castle (goal) with gold (balls) However, **an evil wizard (coach)** stands at the **drawbridge** (5 yards in front of the goal

The **evil wizard** steals their goal turning them into frogs, who then have to hop back for more gold

The **knights** try to get their godl past the wizard into the castle by dribbling or shooting

Progression: knights (players) can fly back to dry land to get their gold (ball) or another piece of gold (ball)

Variation: use multiple goals and entries into the castel Variation: add another wizard



Goal Stations (15 mins)

Goal Stations

Using cones, **mark out a shooting line 5-7 yards** in front of 3 yard wide goal; Set up another **3 yard wide goal** on each side of the shooting line; Mark out a **starting goal 5 yards** in front of the shooting line

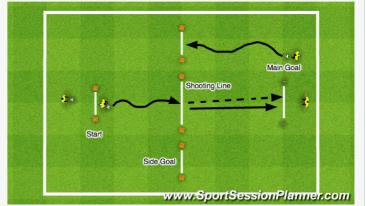
<u>Together, these make up the goal station (Set Up 2 Stations)</u> **1** - First player runs from starting goal to the shooting line and shoots at main goal

2a - The player beside the goal, then attacks one of the side goals

2b - The player behind the goal collects the shot and gets ready for next shot

2c - This player dribbling through the side goal calls out the next player's move! Only then is the next player allowed to move up and shoot!

PRACTICE FIRST: then move to team competition if you have 8 players



*Team competition: who can score 5 points first!

4v4 (20 mins) or Game Time!

<u>4v4 Game</u>

4v4 game if #'s permit Variation: 4v3, 3v2 Variation: Coach can play to help play and even teams

