# U8 Week 2 Practice #1

ACTIVITY NAME	DESCRIPTION	DIAGRAM	COACHING POINTS
Varm Up (5 minutes)		1	
Red Light, Green Light	<ol> <li>All the players start on a designated line with the coach about 15 yards away. With his back to the players the coach yells green light and the players try to dribble to the coach.</li> <li>When the coach yells red light he waits a moment and then turns to face the players. Anyone who has not stopped moving has to go back to where the person farthest away from the coach is.</li> <li>Progressions: Add a ball. The coach can move around to make the game more challenging</li> </ol>	Green Light	This is a fun warm up game

Gate Dribbling	<ol> <li>Set up small goals (gates) using cones (1-2 steps wide) all around the area at different angles. Each player has a ball.</li> <li>Players must count the number of gates that they dribble through in 30 seconds. (Coach is the timer and must make it excitingmake sure you count down the last 10 seconds) Players attempt to increase that number on future attempts.</li> </ol>		Players must keep the ball close to them by using the inside, outside and soles of their feet. This environment fosters controlled dribbling, looking around (vision), change of pace (exploding through a gate), change of direction, direction making (if one player is occupying a gate, the other players must look for another open gate).
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Gate Passing 1. 2.	Use the same space and set up as the activity above (Gate Dribbling). Divide the players into pairs with one ball per pair. Two players per ball. Pairs move and pass the ball to their partner through the gates. Make gates different sizes throughout the field. You can also time this activity after the first two rounds. Then challenge the pairs to see who can get the most passes through the gates.		Players must keep the ball close to them by using the inside, outside and soles of their feet. This environment fosters controlled passing, looking around (vision), change of pace, change of direction, decision making (if one pair is occupying a gate, the other pairs must look for another open gate).
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Combat1. Open area (no boundaries). Players divided into two teams. Each team lines up single file on opposite sides of the coach facing the open area.2. The coach kicks the ball out into the open area. The first player from each line chases after the ball. The first player to the ball attempts to possess it while the other player tries to steal it from him/her. They play 1v1. Whoever passes the ball back to the coach's feet gets a point. Coach must move locations so the players have to lift up their head to look for the coach to deliver an accurate pass.3. When the ball is returned to the coach's feet, he/she immediately kicks the ball out again for the next 2 players.		This game will teach: Quickness, speed, dribbling for possession (shielding), vision (finding target = coach) and passing.
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Activity Name (10 minutes)			
Cool Down Juggling	<ol> <li>Make sure each player has a ball.</li> <li>Coach demonstrates a juggle with one thigh then catches the ball (thigh, catch). Then he/she asks if the players can juggle the ball twice, once with each thigh, before catching it (thigh, thigh, catch).</li> <li>After they have tried with their thighs then have them try with their foot.</li> </ol>	No image.	This will help introduce the kids to juggling.

# U8 Week 2 Practice #2

ACTIVITY NAME	DESCRIPTION	DIAGRAM	COACHING POINTS
Warm Up (10 minutes) Stop and Go	<ol> <li>Players dribble freely in various directions. On the coach's command (whistle, "NOW", etc.), the players "stop and go" quickly, continuing to dribble the ball. When the coach says "change", the players</li> </ol>		Fitness: Keeping the players healthy and warming up their muscles should be the goal to help avoid injury.
	change direction while dribbling.		

Gate Dribbling	<ol> <li>Set up small goals (gates) using cones (1-2 steps wide) all around the area at different angles. Each player has a ball.</li> <li>Players must count the number of gates that they dribble through in 30 seconds. (Coach is the timer and must make it excitingmake sure you count down the last 10 seconds) Players attempt to increase that number on future attempts.</li> </ol>		Players must keep the ball close to them by using the inside, outside and soles of their feet. This environment fosters controlled dribbling, looking around (vision), change of pace (exploding through a gate), change of direction, direction making (if one player is occupying a gate, the other players must look for another open gate).
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Soccer Pong	1. Two players p against each c share a ball. T place two cond	other and here	This activity will help players with learning how to move quick and to pass the ball with intention and accuracy.
	anywhere fron yards apart. S enough gates everyone to pl Whoever wins up to the winn "court". 2. Players pass b	et up for ay. moves ing	
	2. Players pass to forth to each of rules are that to must never sto always stay or ground and m through the tw Whenever this violated the ot person moves Because of the that the ball m stop, players h play 1-2 touch closer the two	other. The the ball op, must in the ust go to cones. is her up. e rule ust never nave to . The	
	are the closer are probably g be. The farthe they are, the n will have to mo laterally and lo like the old arc "pong" game.	the pairs joing to r apart nore they ove pok more	

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