

STMA U5/U6 PRACTICE PLANNER

TOPIC - Dribbling

Technical Warm-up	Organization Players dribble around an area (20x30) and listen for the coach's commands. Go/freeze Different speeds (ant, wolf, etc)	Key Coaching Points Use a theme (football forest) to keep kids interested Keep the ball close to the players feet
	 Toe-taps (climb a tree house) Tick tacks (snake) Cover your ball (eagle in the sky) 	● Use different surface areas of the foot
Fun Game coach (wolf)	What's the time Mr. Wolf? Players progress depending what the "time is". When it is dinner time the players have to get back home without their ball being kicked away. To progress add extra "Wolf's" or put cones down as trees	Head upUse both feetDribble away from pressure
3v3/4v4 Small Sided Game	 No goalkeepers Kick-ins 3v3 = play in a triangle 4v4 = play in a diamond No scores kept 	Encourage the players to dribble the soccer ball when they have time and space