

Date: 30/May/2016 Time: 18h 00m

**Duration:** Age/Level: U8 - U10 Session Dribbling

**Objective:** 

# U9/10 Week 2



#### **Description:**

00:30 min

In a 20X20 grid, set up a number of triangles. Players dribble into a triangle and preform 3 toe taps before exiting through a different side of the triangle. Give the players 60 seconds to see how many triangles they can through. Run it again to see if they can get through more. Add a few extra seconds each time.

Ryan Gardner

Kingston United

USSF 'E' (Canada)

Development Coach

Coach: Club:

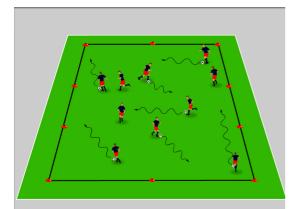
Role:

Qualf:

# **Coaching Points:**

- 1. Hide your laces
- 2. Keep the ball close
- 3. Head up
- 4. Don't kick and chase
- 5. Change direction

# Take a Ball



#### **Description:**

Set up a 20X20 grid. 8 players with a ball and 4 without. The idea is very simple. Players with a ball dribble and the players without a try to get one. If a player steals a ball, he will dribble and the player that lost the ball must take one from someone else.

# **Coaching Points:**

- 1. Hide your laces
- 2. Keep the ball close
- 3. Head up
- 4. Shield the ball
- 5. Change direction

# **Cops and Robbers**

#### **Description:**

Set up a 40X20 grid. All except 2 players line up at one end of the grid. The other 2 (cops) stand in the middle. On the coach's signal, the robbers try to dribble their ball to the other end of the grid. If one of the cops takes a ball from a robber, then the robber becomes a cop too.

#### **Coaching Points:**

- 1. See the ball/Opponents/Open space
- 2. Attack opponents straight-on
- 3. Change of Direction & Speed
- 4. Use tricks/feints and skill the beat defenders
- 5. Sell the feints

