Week 1 & 10	Exercises	Coaching Emphasis
Phase 1	Individual Touches	Teaching Points: Focus is on the execution of the movement
Body Control	1. Inside-Inside combinations	and not the speed. As each player gains a greater rhythm
,	2. Inside-outside combinations	challenge each player to go faster while still having proper
	3. Inside-Inside (x4) sole drag-across	technique.
	4. Inside-Inside (x4) sole drag 90°	
		Time Challenge: How many touches can you make in 60 seconds?
Phase 2	Moves to Turn 180°	Focus is on the execution of body and ball movement while
Ball Mastery	Moves: To Change Direction (180°)	utilizing the proper foot surfaces. Proper technique is the
	1. Inside Cut (x10)	priority – players can increase speed as they feel more
	2. Outside Cut (x10)	comfortable with movement. Push players to get to game
	3. Pivot Turn (x10)	speed.
	4. Step Over Turn (x10)	
	5. Combination on 1, 3, and 4 (x10)	Advanced: use only one ball and have the player receive a
		pass and make a one-touch self-pass to cone before making
	Set Up: Coerver Square (10x10yds) w/ ball per player	move.
Phase 3	1v1 to Small Goals (30x20yd grid)	Teaching Points:
Small Sided Games	Progress to 1v2 and 2v2	1. Good, weighted, pass to start
Sinaii Sided Gaines		2. Positive first touch towards a goal/away from on-rushing
	Set-Up: players are opposite each other with goals (30 yards apart)	defender
	to right and left – defending player passes to attacking player who	3. Use moves to change direction
	has the opportunity to choose which goal to attack. Passing player	4. Change direction to attack non-defended goal
	defends and if he/she wins the ball they become the attacker and	
	go to goal.	Advanced: tell the players the number of moves they must

Week 2 & 11	Exercises	Coaching Emphasis
Phase 1 Body Control	Agility 1. Side-Shuffle 2. Forward-Back 3. Side-Steps 4. Double-Steps 5. Single-Steps Set-Up: 7 cones in a line – 1 st cone 5 yards from next 6 (1 foot apart) with 7 th cone 5 yards further forward. Player sprints from 1 st cone to 2 nd – performs exercise through cones – sprints to last cone and back peddles to line	Teaching Points: Focus is on the execution of the movement and not the speed. Tell (and show) players how to keep their body in alignment while changing direction – this will help with their ball mastery. Increase of speed should be seen after each player has mastered each movement.
Phase 2 Ball Mastery	Moves to Turn 90° Moves: To Change Direction (90°) 1. Inside Chop (x10) 2. Outside Chop (x10) 3. Pivot Turn (x10) 4. Step Over Turn (x10) 5. Combination on 1, 3, and 4 (x10) Set Up: Coerver Square (10x10yds) w/ ball per player turning to the left and/or right with pass to waiting player	Teaching Points: Focus is on the execution of body and ball movement while utilizing the proper foot surfaces. Proper technique is the priority – players can increase speed as they feel more comfortable with movement. Push players to get to game speed. Advanced: use only one ball and have the player receive a pass and make a one-touch self-pass to cone before making move.
Phase 3 Small Sided Games	Change of Direction Game (20x20 yd grid) Progress to 1v2 and 2v2 Goals are facing outward and opposite of each other with two equal teams. One side is attacking and the other defending. Coach plays ball into the attacking area and defender goes to defend. Attacker can score in either goal.	Teaching Points: 1. How, when and where to make moves 2. Ball control and movement 3. Head up and execute quickly

Exercises	Coaching Emphasis
Individual Touches	Teaching Points: Focus is on the execution of the movement
1. Inside-Inside combinations	and not the speed. As each player gains a greater rhythm
2. Inside-outside combinations	challenge each player to go faster while still having proper
. ,	technique.
4. Inside-Inside (x4) sole drag 90°	
	Time Challenge: How many touches can you make in 60
	seconds? Challenge the players to better their touches from
	last time.
_	Teaching points: body position to receive, body position to
Passing and Receiving: Positive First Touch	pass, inside of foot through the middle of the ball.
1. Inside of right foot – pass	Challenge: how many passes can be made in 60 seconds.
2. Inside of left foot – pass	
3. Outside of right foot – pass	
4. Outside of right foot – pass	
Set-Up: Coerver lanes	
Pass to Target and Finish (30x30yd grid)	Teaching Points:
Progress to 1v2 and 2v2	1. Accurate and appropriately weighted 1st pass
Same set-up as week 1/10 with the addition of target players	2. Positive first touch
either side of both goals. The defending player passes the ball to	3. Early pass options
the attacking player and enters to defend. The attacking player must combine with target player before going to either goal.	4. How, when and where to make individual moves
	Individual Touches 1. Inside-Inside combinations 2. Inside-outside combinations 3. Inside-Inside (x4) sole drag-across 4. Inside-Inside (x4) sole drag 90° Passing and Positive First Touch Passing and Receiving: Positive First Touch 1. Inside of right foot – pass 2. Inside of left foot – pass 3. Outside of right foot – pass 4. Outside of right foot – pass 5. Set-Up: Coerver lanes Pass to Target and Finish (30x30yd grid) Progress to 1v2 and 2v2 Same set-up as week 1/10 with the addition of target players either side of both goals. The defending player passes the ball to the attacking player and enters to defend. The attacking player

Week 4 & 13	Exercises	Coaching Emphasis
Phase 1 Body Control	Individual Touches 1. Inside-Inside combinations 2. Inside-outside combinations 3. Inside-Inside (x4) sole drag-across 4. Inside-Inside (x4) sole drag 90°	Teaching Points: Focus is on the execution of the movement and not the speed. As each player gains a greater rhythm challenge each player to go faster while still having proper technique. Time Challenge: How many touches can you make in 60
		seconds? Challenge the players to better their touches from last time.
Phase 2 Ball Mastery	Passing and Positive First Touch Passing and Receiving: Positive First Touch w/ Combination passes After 1 st pass the passing player moves out of lanes at an angle to receive pass back. The receiving player opens to free lane to receive the next pass before playing it forward. And continue. 1. Inside of right foot – pass 2. Inside of left foot – pass 3. Outside of right foot – pass 4. Outside of right foot – pass	Teaching points: body position to receive, body position to pass, inside of foot through the middle of the ball.
Phase 3 Small Sided Games	Pass to Target and Finish (30x30yd grid) Progress to 1v2 and 2v2 Same set-up as week 1/10 with the addition of target players either side of both goals. The defending player passes the ball to the attacking player and enters to defend. The attacking player must combine with target player before going to either goal.	Teaching Points: 1. Accurate and appropriately weighted 1st pass 2. Positive first touch 3. Early pass options 4. How, when and where to make individual moves

Week 5 & 14	Exercises	Coaching Emphasis
Phase 1 Body Control	Agility 1. Side-Shuffle 2. Forward-Back 3. Side-Steps 4. Double-Steps 5. Single-Steps Set-Up: 7 cones in a line – 1st cone 5 yards from next 6 (1 foot apart) with 7th cone 5 yards further forward. Player sprints from 1st cone to 2nd – performs exercise through cones – sprints to last cone and back peddles to line	Teaching Points: Focus is on the execution of the movement and not the speed. Tell (and show) players how to keep their body in alignment while changing direction – this will help with their ball mastery. Increase of speed should be seen after each player has mastered each movement.
Phase 2 Ball Mastery	Moves to Beat Players Side-on (Stop-Start Moves) Moves: To Beat Players Side-by-Side 1. High Wave (x10) 2. Low Wave (x10) 3. Step Kick (x10) 4. Pull-Push (x10) 5. Cookie (x10) 5. 2 Changes of Direction and 1 Move to Beat (x10) Set Up: 3 cones in a line 8 yards apart. Middle cones are "defenders" that the player must beat.	Teaching Points: Focus is on the execution of body and ball movement while utilizing the proper foot surfaces. Proper technique is the priority – players can increase their speed as they feel more comfortable with movement. Push players to get to game speed. Advanced: use only one ball and have the player receive a pass and make a one-touch self-pass to cone before making move. Hip movement towards cones on 1 and 4 are essential.
Phase 3 Small Sided Games	1v1 to Small Goals (20x20yd grid) Progress to 2v1 and 2v2 Set-Up: players side-by-side with two goals facing the same direction. Defending player passes ball into grid for attacking player. If defensive player wins the ball they can attack.	Teaching Points: 1. Good, weighted, pass to start 2. Positive first touch towards a goal/away from on-rushing defender 3. Use moves to beat defender 4. Change direction to attack non-defended goal

			5. Use body to protect ball and to "sell" the move.
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Week 6 & 15	Exercises	Coaching Emphasis
Phase 1 Body Control	Agility 1. Side-Shuffle 2. Forward-Back 3. Side-Steps 4. Double-Steps 5. Single-Steps	Teaching Points: Focus is on the execution of the movement and not the speed. Tell (and show) players how to keep their body in alignment while changing direction – this will help with their ball mastery. Increase of speed should be seen after each player has mastered each movement.
	Set-Up: 7 cones in a line -1^{st} cone 5 yards from next 6 (1 foot apart) with 7^{th} cone 5 yards further forward. Player sprints from 1^{st} cone to 2^{nd} – performs exercise through cones – sprints to last cone and back peddles to line	
Phase 2 Ball Mastery	Moves to Beat Players Head-on Moves: To Beat Players Head-on 1. Side Step (x10) 2. Scissors (x10) 3. Double Side Step (x10) 4. Double Scissors (x10) 5. Drag Push (x10) Set Up: 3 cones in a line 8 yards apart. Middle cones are "defenders" that the player must beat.	Teaching Points: Focus is on the execution of body and ball movement while utilizing the proper foot surfaces. Proper technique is the priority – players can increase speed as they feel more comfortable with movement. Push players to get to game speed. Advanced: use only one ball and have the player receive a pass and make a one-touch self-pass to cone before making move.
Phase 3 Small Sided Games	3 Gate Attack (25x30yd grid) Progress to 2v1 and 2v2 Each end line has three gates that will be used as goals (dribble through not shoot) and two teams facing each other at the mid point of the sideline. On coaches command the first of both teams will sprint around the corner cones and enter the grid through the middle gates. The coach leaves a ball in the middle of the field (advanced players should call for ball and receive a pass from the	Teaching Points: 1. Readiness of players 2. How, when and where to make moves 3. Attacking the weaker side/open gates 4. Over sell moves *Can start this game without a ball and have the defender "tag" the attacking player

coach) and the player who gets to the ball first goes to "goal"	
while the other player defends.	

Week 7 & 16	Exercises	Coaching Emphasis
Phase 1	Individual Touches	Teaching Points: Focus is on the execution of the movement
Body Control	1. Inside-Inside combinations	and not the speed. As each player gains a greater rhythm
Body control	2. Inside-outside combinations	challenge each player to go faster while still having proper
	3. Inside-Inside (x4) sole drag-across	technique.
	4. Inside-Inside (x4) sole drag 90°	
	5. Inside-Inside-Step-Over	Time Challenge: How many touches can you make in 60
		seconds? Challenge the players to better their touches from
		last time.
Phase 2	Passing & Receiving to Switch the Point of Attack	Teaching Points:
Ball Mastery	In a 20x20yd grid (players wait inside the grid) players pass the ball	Correct body alignment for pass and first touch
Ban Mastery	around the outside of the grid after receiving the ball in various	2. Anticipation of second touch/pass
	ways:	3. Movement to ball (no standing and waiting)
	1. Body open – Inside of back foot	
	2. Body "Square" to pass – Inside of far foot	
	3. Body Closed – Outside of near foot	
Phase 3	2v2 4-Goal Game (20x20yd grid)	Teaching Points:
Small Sided Games	Progress to 3v3 and/or add targets	Transition from attack to defense (and vice versa)
Sman Sided Games	2 goals at the corners of each end line with two teams lined up	2. Overlapping runs (no straight runs)
	facing each other between the goals. As a team scores (or shoots)	3. Changing the point of attack to open goals
	and the ball crosses the end line they automatically become the	4. 1 st and 2 nd man defending (zonal – not man)
	defending team as the next attacking group is dribbling onto the	
	field.	

Week 8 & 17	Exercises	Coaching Emphasis
Phase 1	Ball Mastery Relay	Set-Up:
Body Control	Moves to include:	3 cones per team (teams in 4 if possible) 10 yards apart in a
	1. All change of directions moves	straight line. Team sitting down first with their hands in the
	2. All moves to beat players	air after the relays gets points (3 for win, 2 for 2 nd etc.) to
	3. Stop-Start Moves	make it competitive.
	4. Passing	
	5. Receiving passes with various parts of foot	Emphasis is on execution of items that coach requests the
		players to move (challenge them each time by adding more
		items and more difficult items).
Phase 2	1v1 Breakaway (Fast Break) Games (20x20yd grid)	Teaching Points:
	2 goals at one end with a 5yd scoring line (must dribble past line to	1. How, when and where to make moves
Ball Mastery	score) with two teams opposite of the goals in a line. Each player	2. Readiness and start speed
	starts with a ball and one team starts to attack. As soon as they	3. Finish quickly
	shoot/score they sprint around the goal and defend the incoming	4. Transition to defend
	attacking player (who starts to attack as soon as the previous shot	
	was taken).	
Phase 3	3v3 4-Goal Game (20x20yd grid) Flying Changes	Teaching Points:
Small Sided Games	2 goals at the corners of each end line with two teams lined up	1. Transition from attack to defense (and vice versa)
Sman Staca dames	facing each other between the goals. As a team scores (or shoots)	2. Overlapping runs (no straight runs)
	and the ball crosses the end line they automatically become the	3. Changing the point of attack to open goals
	defending team as the next attacking group is dribbling onto the	4. 1st, 2nd and 3rd man defending (zonal – not man) (Pressure,
	field.	cover and balance)

Week 9 & 18	Exercises	Coaching Emphasis
Phase 1 Body Control	Ball Mastery Relay Moves to include: 1. All change of directions moves 2. All moves to beat players 3. Stop-Start Moves 4. Passing 5. Receiving passes with various parts of foot	Set-Up: 3 cones per team (teams in 4 if possible) 10 yards apart in a straight line. Team sitting down first with their hands in the air after the relays gets points (3 for win, 2 for 2 nd etc.) to make it competitive. Emphasis is on execution of items that coach requests the players to move (challenge them each time by adding more items and more difficult items).
Phase 2 Ball Mastery	1v1 Fast Break to 2 Goals (20x20yd grid) 4-goals in each corner with two teams (split teams in two with one half behind each of their defending goals). 5yd finish line is used. Once attacking player shoots on goal he/she becomes the defender – defending the opposite corner to where they shot (ie. If they shoot to the left the next attacking player will come from their right).	Teaching Points: 1. How, when and where to make moves 2. Readiness and start speed 3. Finish quickly 4. Transition to defend
Phase 3 Small Sided Games	4v4 games	

Additional Week	Exercises	Coaching Emphasis
Phase 1		
Body Control		
Phase 2		
Ball Mastery		
Phase 3		
Small Sided Games		