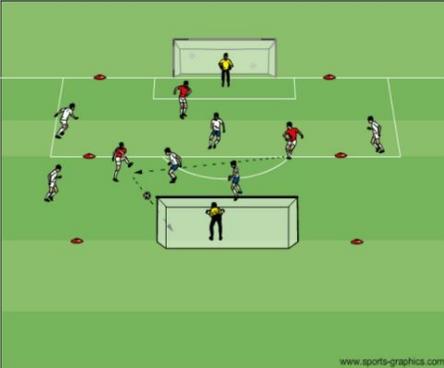


# (U10) --- Week 14

## Topic: Shooting

| Technical Warm up  | Organization  | Coaching Pts.   |
|--|---|---|
|    | <p><b>Numbered Shooting:</b><br/>Two goals with GK's set up about 40 yards apart. Each player with a number is dribbling in defined area between goals. When coach calls a number, that player dribbles out of area and shoots on the goal. Shots should be taken about 10-12 yards out.</p>  | <ul style="list-style-type: none"> <li>• Body position and balance</li> <li>• Eye on the ball at moment of contact</li> <li>• Strike ball with ankle locked and hard bone on top of foot</li> <li>• Non-kicking foot directed at target</li> <li>• Strike the center of the ball and follow through towards target landing on shooting foot</li> <li>• Shooting technique of a moving ball</li> </ul> <p style="text-align: right;"><b>Time: 15 minutes</b></p> |
| <p><b>Small Sided Game</b></p>   | <p><b>Organization</b></p>  | <p><b>Coaching Pts.</b></p>   |
|   | <p><b>4 Corner Shooting (15 min):</b><br/>Two equal teams playing 2v2 with GK's. The remaining players start at corners behind their own goal. Coach begins the play from the sideline by serving a ball to player in any corner. Players try to score on their opponent's goal. Play continues until ball is out of bounds or a goal is scored. Players return to their corners. Keepers stay on.</p>                | <ul style="list-style-type: none"> <li>• Proper technique and body control</li> <li>• Placement vs. power</li> <li>• Quality preparation touch</li> <li>• Proper selection of contact surface</li> <li>• Timing and shape of attacking runs</li> <li>• Creativity and deception</li> <li>• Combination Play</li> </ul> <p style="text-align: right;"><b>Time: 15 minutes</b></p>  |
| <p><b>Exp. Small Sided Game</b></p>  | <p><b>Organization</b></p>  | <p><b>Coaching Pts.</b></p>   |
|  | <p><b>3v3 (4v4) Plus Team on Deck (15 min):</b><br/>Two goals with GK's set up about 25-30 yards apart. Team is divided into 3 groups. Two teams compete to score a goal. The team that scores defends that goal. The team on deck comes onto the field to defend quickly while the scored on team quickly leaves the playing field. This game teaches teams to go to goal with pace and to take chances quickly.</p> | <ul style="list-style-type: none"> <li>• Proper technique and body control</li> <li>• Placement vs. power</li> <li>• Quality preparation touch</li> <li>• Proper selection of contact surface</li> <li>• Timing and shape of attacking runs</li> <li>• Creativity and deception</li> </ul> <p style="text-align: right;"><b>Time: 20 minutes</b></p>  |
| <p><b>Game</b></p>   | <p><b>Organization</b></p>  | <p><b>Coaching Pts.</b></p>   |
| <p><b>6v6 Scrimmage</b></p>  | <p>Play with Goalkeepers in a 45-60 yard long by 35-45 yard wide field.</p>   | <ul style="list-style-type: none"> <li>• All of the above</li> </ul> <p style="text-align: right;"><b>Time: 30 minutes</b></p>  |
| <p><b>COOL DOWN</b></p>  | <p>Activities to reduce heart rate, static stretching &amp; review session – <b>Time 10 min.</b></p>  |   |