



7 to 8 Year Olds

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The International
Coaches Association



Twelve-week training program for children ages 7 through 8 years.

Introduction

This section provides you with a twelve-week training program for children ages 7 through 8 years. Each practice features three fun and progressive drills and culminates with a small-sided game. Emphasis is placed on the development of fundamental skills and careful consideration has been given to prioritize the most relevant techniques to master at this age level.

Main topics include skills in dribbling, passing, ball control and shooting. The program starts with dribbling to familiarize novice players with the ball and introduces the game as a fun and enjoyable sport. Passing practices concentrate on developing the basics using drills designed to focus purely on the mechanics, pace and accuracy of the push pass.

The program is age appropriate and sets a solid foundation for players to advance to the next level.

The program is meant as a guideline and coaches are encouraged to incorporate a minimal understanding of team concepts and laws of the game.

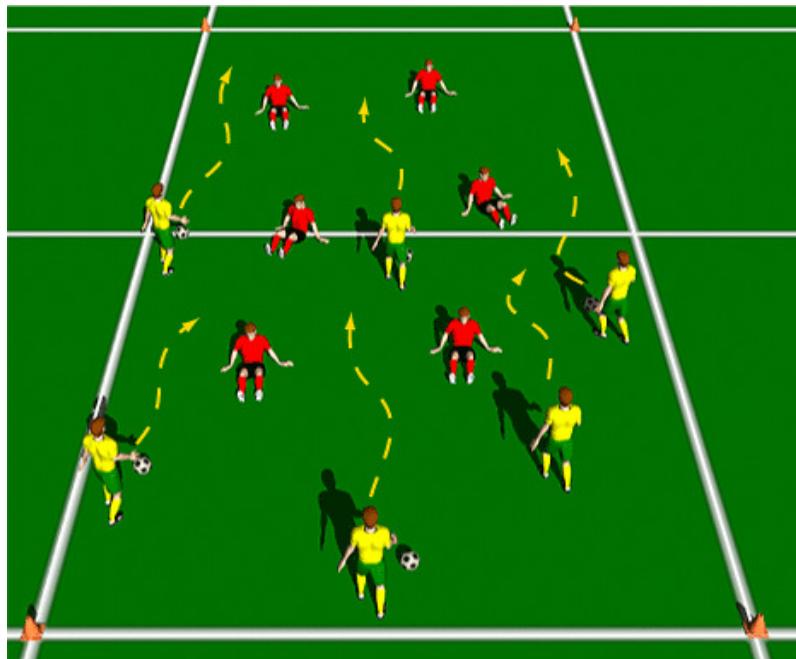
Weekly Practice Schedule:

Week	Technique	Practice Theme/Key Words
Week One	Dribbling	Comfort ability with the ball
Week Two	Dribbling	Change of direction and speed
Week Three	Dribbling	Direction and speed/basic moves
Week Four	Passing	Pure mechanics/static/walking
Week Five	Passing	Pace/accuracy/targets
Week Six	Passing	Pace/accuracy/jog/run/targets
Week Seven	Passing	Pace/accuracy/targets
Week Eight	Passing	Pace/accuracy/static/run/movement
Week Nine	Ball Control	Pure mechanics/walk/run
Week Ten	Ball Control	Pure mechanics/run
Week Eleven	Ball Control	Pure mechanics/run
Week Twelve	Shooting	Pure mechanics/static/walk/run



Ages 7 to 8 Years

Week 1 Drill 1 - Crabs and Lobsters



Set Up

- ▣ 2 Groups
- ▣ 4 Cones
- ▣ 1 Ball for each player



- ▣ Grids 10 x 20 yards or
9 x 18 metres

Coaching Points

This practice is designed to improve the player's technical ability in a variety of dribbling moves.

A group of players are positioned in a grid 10 yards x 20 yards, one set of players in one ball each. The group is divided equally into two groups. One group is positioned on the end line of the grid with one ball each. The other group is spread out within the grid.

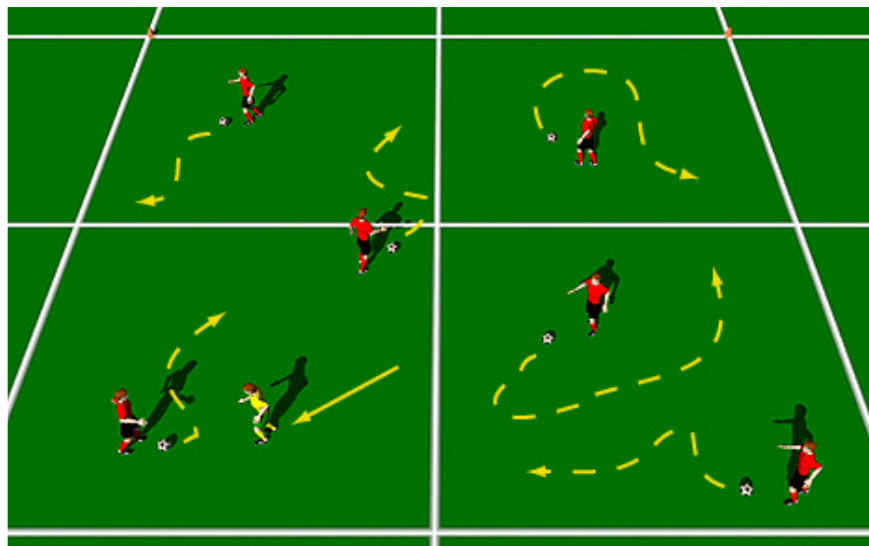
On the command of the coach, the players with the ball must try to get to the opposite end of the grid with the ball in possession and stop the ball dead on the end line with the sole of the foot.

All players dribble at the same time. Players on the ground may only move using their hands and feet, they cannot stand up. The defending players must try to kick the balls out over the sideline. If the ball is kicked back over the starting line the dribbling player may start over. When reaching the end line the coach counts all the successful players. The group then dribbles back to the opposite side. The dribbling group gets four attempts and all their points are totaled. The groups then switch roles.

Encourage the dribbling players to use a variety of dribbling moves and attack open spaces in the grid.

Ages 7 to 8 Years

Week 1 Drill 2 - Dribbling Knock Out



Set Up

- ▣ Entire group
- ▣ 4 Cones
- ▣ 1 Ball for each player



- ▣ Grids 20 x 20 yards
or 18 x 18 metres

Coaching Points

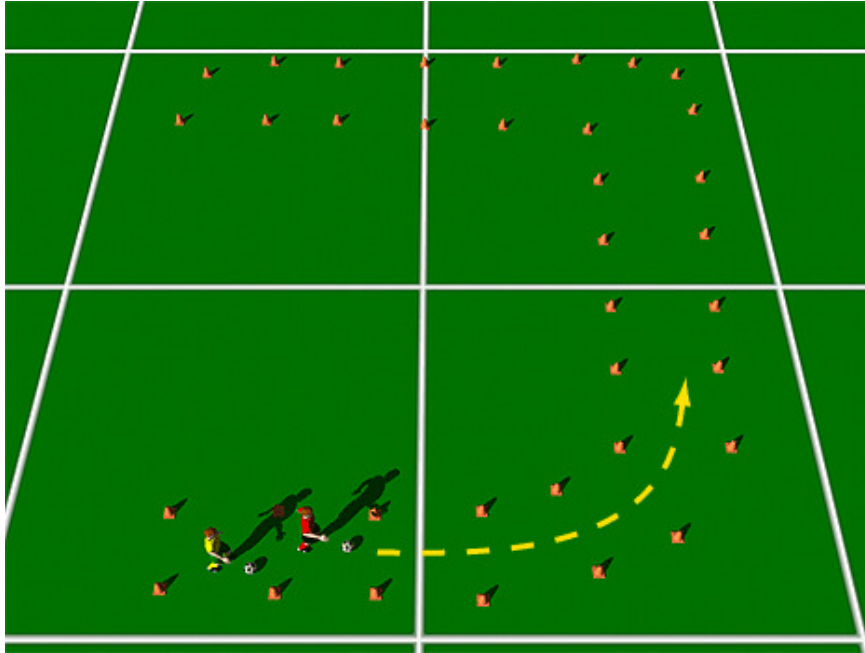
This practice is designed to improve the player's technical ability in a variety of dribbling moves.

The entire group is positioned in a grid 20 yards x 20 yards. All but one player has a ball. The practice is started with one defender placed in the center of the grid (Mad Max). The defender tries to kick the dribbling player's ball out of the grid. Once the player has been dispossessed, he then becomes a member of the Mad Max gang and has to help him kick the ball out of the grid. The last player remaining in possession of a ball is the winner.

Encourage the players to seek out defenders and not hide in corners. The dribbling players should use a variety of dribbling moves while scanning the grid for open spaces and defensive players. The winner of the practice becomes Mad Max in the following game. Players should also look to screen the ball whenever needed, using their arms to hold off pressurizing defenders.

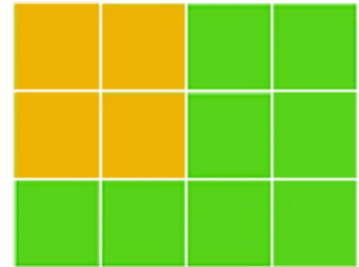
Ages 7 to 8 Years

Week 1 Drill 3 - Wacky Races



Set Up

- ▣ Perform in pairs
- ▣ Large supply of cones
- ▣ 1 Ball for each player



- ▣ Grids 20 x 20 yards or 18 x 18 metres

Coaching Points

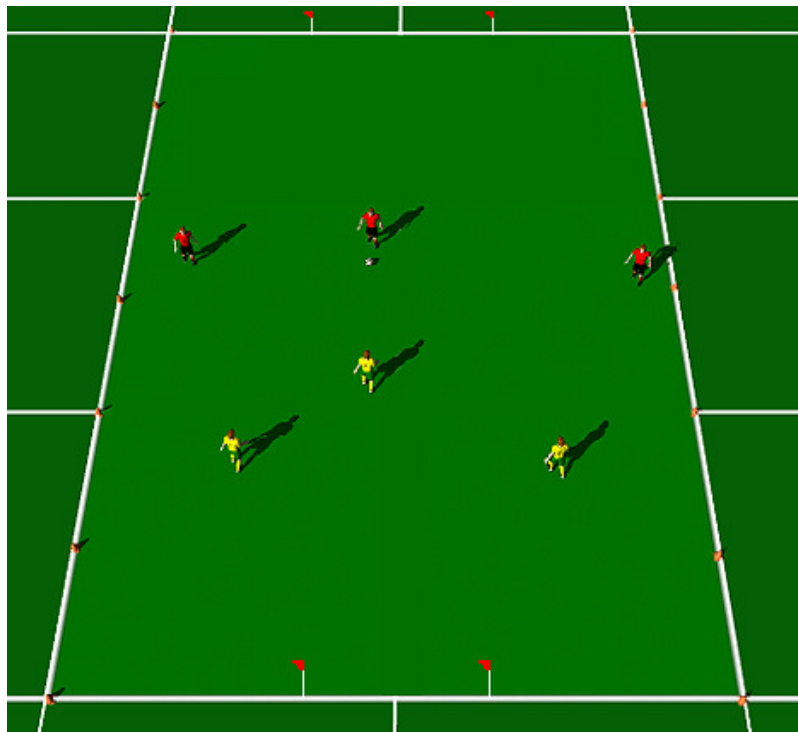
This practice is designed to develop close control while running with the ball.

Divide players into pairs, with one ball each. Pairs are positioned at the starting line. On the coaches command, players dribble their balls around the race track at full speed. First player through the end line wins.

Players must stay within the cones and start from the beginning if they dribble off the track. Team up players to race different opponents each time. See who can record the best time. Have a championship race with the top four highest times in the final.

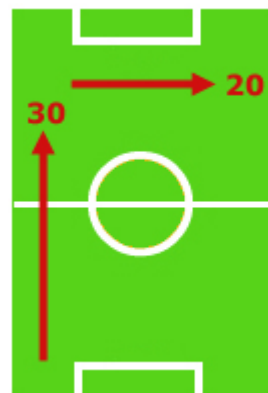
Ages 7 to 8 Years

Week 1 - Small-Sided Game (no goalkeepers)



Set Up

- ▣ Supply of cones
- ▣ Flags for goals
- ▣ Supply of balls



- ▣ Field 20 x 30 yards or 18 x 27 metres

Coaching Points

Finish with small sided game 3 v 3 (No Goalkeepers).

The practice should be concluded with a small-sided game reinforcing the coaching points from your drills.

- Divide the players into teams of three or fours, no goalkeepers.
- Each field should be approximately 20 yards x 30 yards.
- Use corner flags or cones as goals.
- Small-sided round robin tournaments can be used.
- Every team plays each other.
- Each game 10 minutes in duration.
- Total time, 30 minutes.

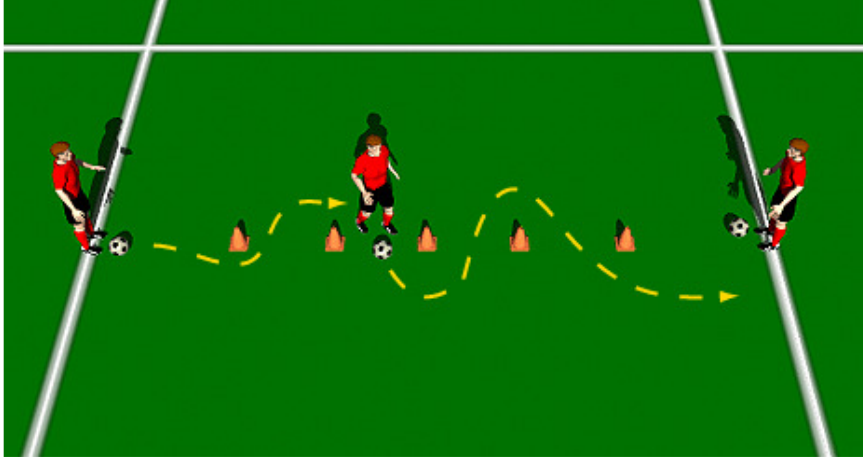
Format

Team 1 v Team 2 ____
Team 3 v Team 4 ____
Team 1 v Team 3 ____
Team 2 v Team 4 ____
Team 1 v Team 4 ____
Team 2 v Team 3 ____

At the end of your session, review all coaching points made during the practice.

Ages 7 to 8 Years

Week 2 Drill 1 - Dribbling Slalom through Cones



Set Up

- ▣ 3 Players or more
- ▣ Minimum of 6 cones
- ▣ 1 Ball for each player



- ▣ Grids 10 x 10 yards or 9 x 9 metres

Coaching Points

This practice is designed to develop close control while running with the ball.

Two players are positioned at one end of the grid, with one player at the opposite side. Players alternate dribbling the ball at full speed through the line of cones. Cones are placed at 1-yard intervals across the full length of the grid.

The coach should emphasize the following coaching points:

- Maintain close control over the ball.
- Build up speed gradually. Don't sacrifice quality for speed.
- Use the outside and inside of the foot to dribble with the ball.
- Don't keep the eye's fixed on the ball. Scan the horizon.

Ages 7 to 8 Years

Week 2 Drill 2 - Dribbling around the Cone



Set Up

- ▣ 2 Players or more
- ▣ 3 Cones
- ▣ 1 Ball for each player



- ▣ Grids 10 x 10 yards or 9 x 9 metres

Coaching Points

This practice is designed to develop close control while running and turning with the ball.

Divide players into pairs, with one ball each. Player's alternate dribbling the ball to the opposite cone, turning and dribbling back to the starting position.

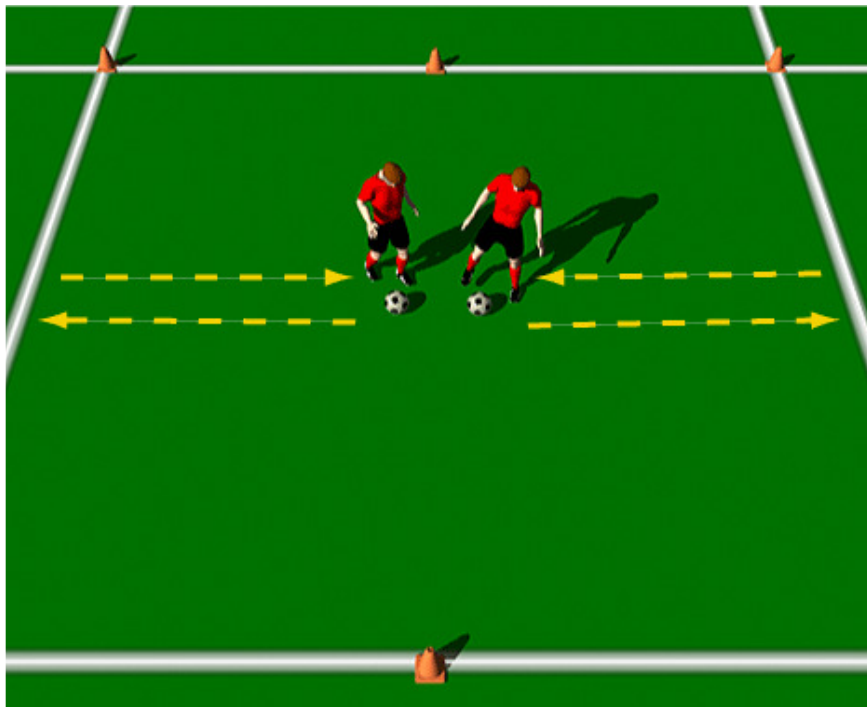
The cone is placed approximately 5-7 yards from the starting line.

The coach should emphasize the following coaching points:

- Maintain close control over the ball.
- Build up speed gradually. Don't sacrifice quality for speed.
- Use the outside and inside of the foot to dribble with the ball.
- Don't keep the eye's fixed on the ball. Scan the horizon.

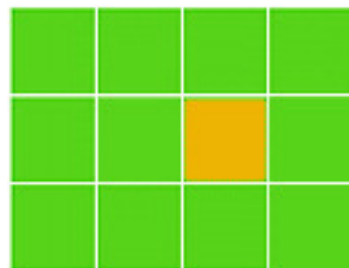
Ages 7 to 8 Years

Week 2 Drill 3 - Dribble, Turn and Escape



Set Up

- ▣ Perform in pairs
- ▣ 6 Cones
- ▣ 1 Ball for each player



- ▣ Grids 10 x 10 yards or 9 x 9 metres

Coaching Points

This practice is designed to develop close control while running and turning with the ball.

Divide players into pairs, with one ball each. Players alternate dribbling the ball towards each other. At the mid-point of the grid, players' turn and dribble back to their starting positions. Drill is then repeated.

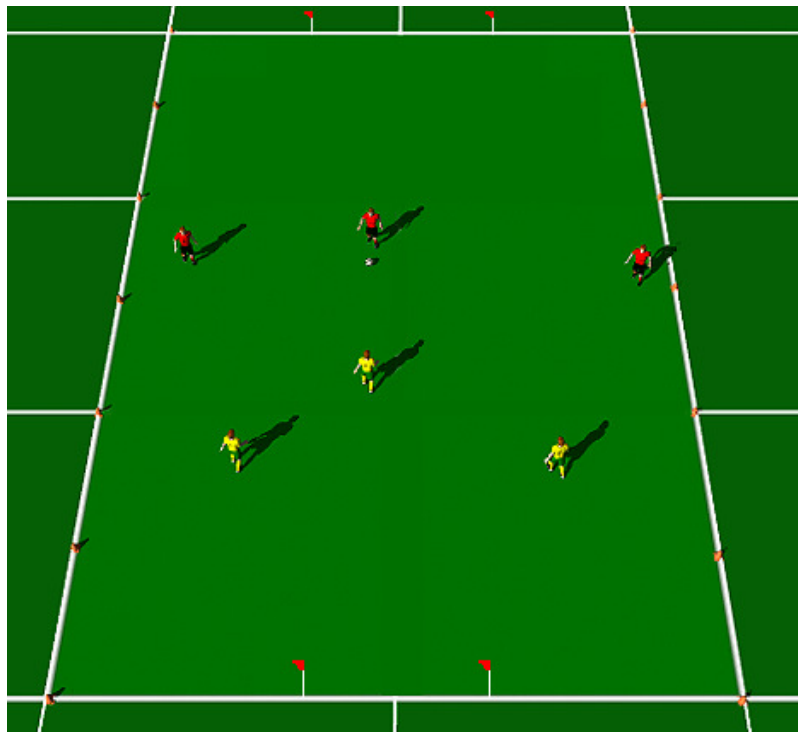
Players should accelerate after turning.

The coach should emphasize the following coaching points:

- Maintain close control over the ball.
- Build up speed gradually. Don't sacrifice quality for speed.
- Use a variety of surfaces to turn with the ball such as outside, inside and sole of the foot.
- Use a variety of turning techniques such as the "Step and Hop" or the Cryuff.
- When turning, get the ball out of your feet and into the direction you want to turn.
- If the turning touch is close to the feet the head will be down. If the turning touch is out of the feet, the player can scan the field and run onto the ball for their second touch.
- Use a change of speed and explode away from the player.

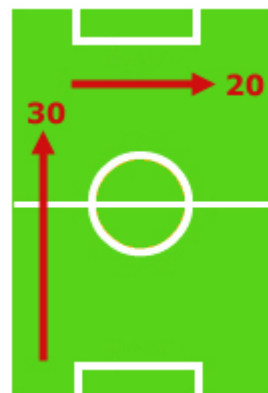
Ages 7 to 8 Years

Week 2 - Small-Sided Game (no goalkeepers)



Set Up

- ▣ Supply of cones
- ▣ Flags for goals
- ▣ Supply of balls



- ▣ Field 20 x 30 yards or 18 x 27 metres

Coaching Points

Finish with small sided game 3 v 3 (No Goalkeepers).

The practice should be concluded with a small-sided game reinforcing the coaching points from your drills.

- Divide the players into teams of three or fours, no goalkeepers.
- Each field should be approximately 20 yards x 30 yards.
- Use corner flags or cones as goals.
- Small-sided round robin tournaments can be used.
- Every team plays each other.
- Each game 10 minutes in duration.
- Total time, 30 minutes.

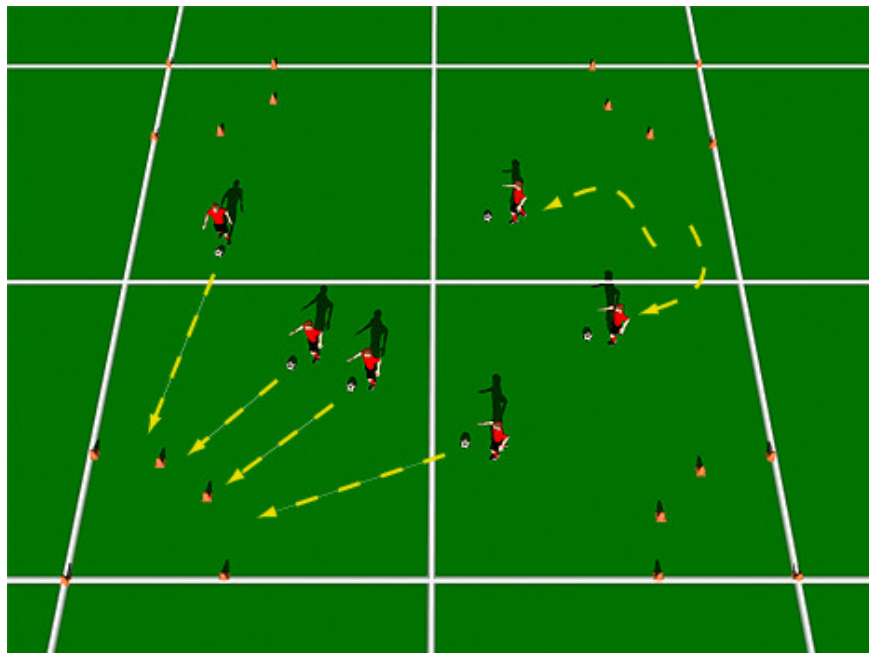
Format

Team 1 v Team 2 ____
Team 3 v Team 4 ____
Team 1 v Team 3 ____
Team 2 v Team 4 ____
Team 1 v Team 4 ____
Team 2 v Team 3 ____

At the end of your session, review all coaching points made during the practice.

Ages 7 to 8 Years

Week 3 Drill 1 - Dribble to Corners



Set Up

- ▣ Small group of players
- ▣ 16 Cones
- ▣ 1 Ball for each player



- ▣ Grids 20 x 20 yards or 18 x 18 metres

Coaching Points

This practice is designed to improve the player's technical ability when dribbling and running with the ball.

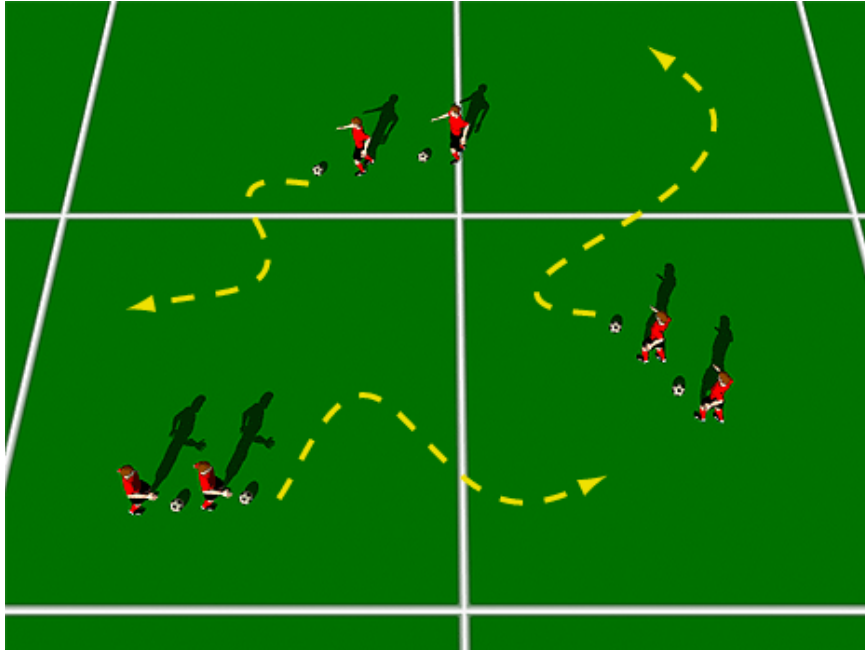
The whole group is positioned in a grid 20 yards x 20 yards. Four corners are marked off with cones and designated with numbers one through four. Each player has a ball and dribbles around the inside of the grid. Players must avoid each other. When the coach calls out a number, the players must then dribble the ball quickly to the corner selected while avoiding other players. First player into the corner wins a point.

The coach should emphasize the following coaching points:

- Maintain control over the ball at all times.
- Use a change of speed and direction.
- Keep your head up and scan the field.

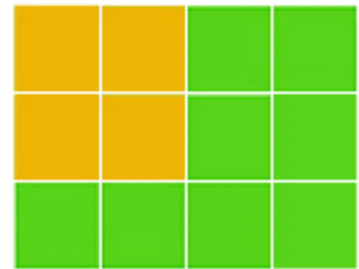
Ages 7 to 8 Years

Week 3 Drill 2 - Truck and Trailer



Set Up

- ▣ Small group of players
- ▣ 4 Cones
- ▣ 1 Ball for each player



- ▣ Grids 20 x 20 yards or 18 x 18 metres

Coaching Points

This practice is designed to improve the player's technical ability when dribbling and running with the ball.

Divide the group into pairs with each player having a ball. The group is positioned in a grid 20 yards x 20 yards. First player is the "truck" the second player the "trailer". On the coach's command the "trailer" must follow the "truck" as closely as possible around the grid.

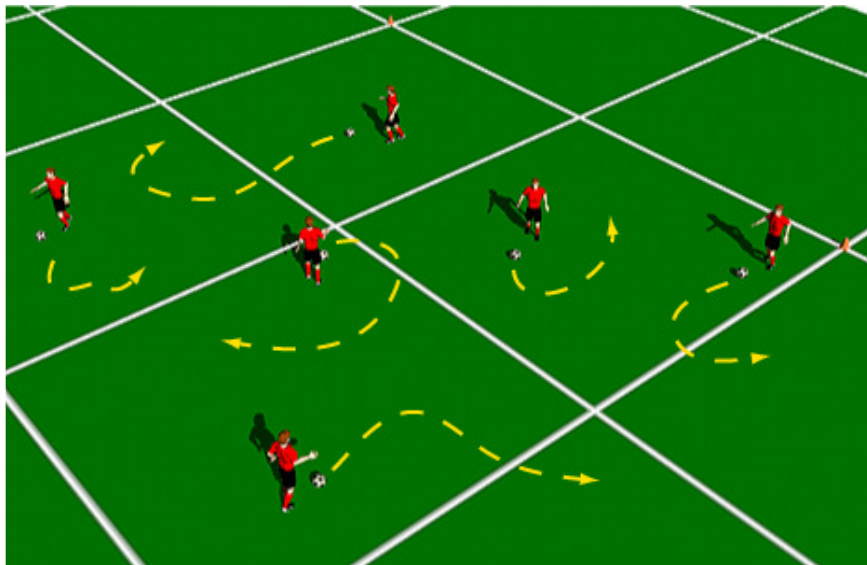
The "truck" must change speed and direction as much as possible. Players reverse roles when the coach shouts 'change'. Players must avoid colliding with other teams within the grid.

The coach should emphasize the following coaching points:

- Maintain control over the ball at all times.
- Use a change of speed and direction.
- Keep your head up and scan the field.

Ages 7 to 8 Years

Week 3 Drill 3 - Show me the Moves



Set Up

- ▣ Small group of players
- ▣ 4 Cones
- ▣ 1 Ball for each player



- ▣ Grids 20 x 20 yards or 18 x 18 metres

Coaching Points

This practice is designed to improve the player's technical ability when dribbling and running with the ball.

The group is positioned in a grid 20 yards x 20 yards. Each player has a ball. The practice starts with the players dribbling their ball freely around the inside of the grid. The players must instantly react to a series of commands from the coach. The commands are;

- **Stop** – Players must stop the ball using the sole of the foot.
- **Turn** – Players must change direction 180 degrees.
- **Step Over** – Players perform a step over move over the ball.
- **Fake** – Players must fake to pass or cross the ball.
- **Explode** – Players must change speed rapidly into an open area.

Players must avoid colliding with other teams within the grid.

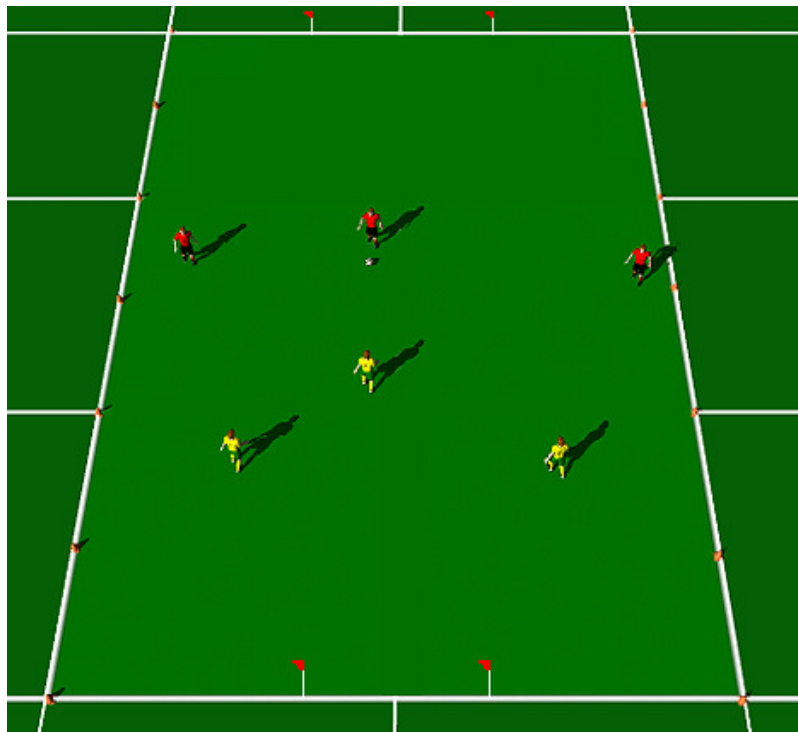
The coach should emphasize the following coaching points:

- Maintain control over the ball at all times.
- Use a change of speed and direction.
- Keep your head up and scan the field.
- Use a variety of foot surfaces to manipulate the ball.

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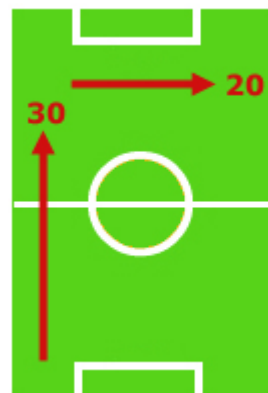
Ages 7 to 8 Years

Week 3 - Small-Sided Game (no goalkeepers)



Set Up

- ▣ Supply of cones
- ▣ Flags for goals
- ▣ Supply of balls



- ▣ Field 20 x 30 yards or 18 x 27 metres

Coaching Points

Finish with small sided game 3 v 3 (No Goalkeepers).

The practice should be concluded with a small-sided game reinforcing the coaching points from your drills.

- Divide the players into teams of three or fours, no goalkeepers.
- Each field should be approximately 20 yards x 30 yards.
- Use corner flags or cones as goals.
- Small-sided round robin tournaments can be used.
- Every team plays each other.
- Each game 10 minutes in duration.
- Total time, 30 minutes.

Format

Team 1 v Team 2 ____
Team 3 v Team 4 ____
Team 1 v Team 3 ____
Team 2 v Team 4 ____
Team 1 v Team 4 ____
Team 2 v Team 3 ____

At the end of your session, review all coaching points made during the practice.

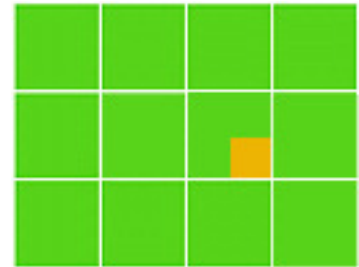
Ages 7 to 8 Years

Week 4 Drill 1 - Mechanics of the Push Pass



Set Up

- ▣ 2 Players
- ▣ 2 Cones
- ▣ 1 Ball



- ▣ Grids 5 x 5 yards
or 5 x 5 metres

Coaching Points

This practice is designed to introduce the novice player to the correct mechanics involved in the execution of the “Push Pass.”

Two players are positioned in a grid 5 yards x 5 yards. One player kneels holding the ball firmly between their hands. The other player alternates stepping towards the ball and performing the “Push Pass.”

The players should always step towards the ball and try to hit the ball in their stride. The players should alternate holding the ball.

The coach should emphasize the following coaching points:

- Approach the ball at a slight angle.
- Place non-kicking foot along side the ball, not too close so that it will prevent the natural swinging motion of the kicking leg.
- The ankle of the kicking foot must be firm.
- Use a slight drawback of the kicking foot.
- Strike the ball with the inside of the kicking foot - through the horizontal mid-line of the ball.
- The head should be kept steady and eyes fixed firmly on the ball.

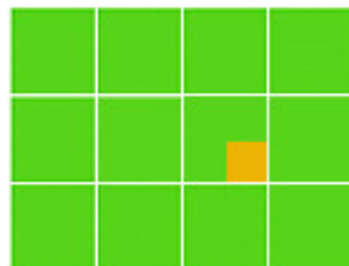
Ages 7 to 8 Years

Week 4 Drill 2 - Mechanics of the Push Pass II



Set Up

- ▣ 2 Players
- ▣ 4 Cones
- ▣ 1 Ball



- ▣ Grids 5 x 5 yards
or 5 x 5 metres

Coaching Points

This practice is designed to introduce the novice player to the correct mechanics involved in the execution of the "Push Pass".

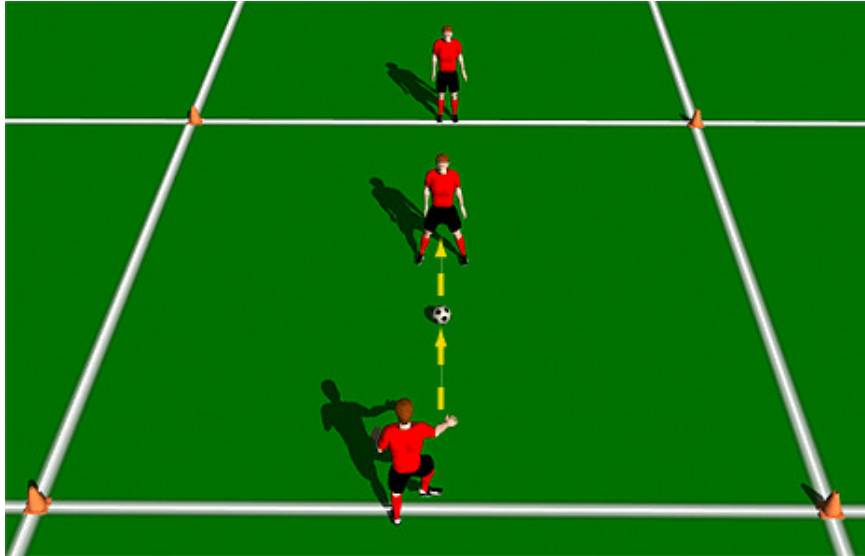
Two players are positioned in a grid 5 yards x 5 yards. The players are positioned on either side of the ball. In pairs the players step towards the ball and lock the ball between their feet as they perform the "Push Pass". To ensure the timing coincides, one player should slowly count out loud "one, two, three". On the three count the players move towards the ball. The players should always step towards the ball and try to hit the ball in their stride.

The coach should emphasize the following coaching points:

- Approach the ball at a slight angle.
- Place non-kicking foot along side the ball, not too close so that it will prevent the natural swinging motion of the kicking leg.
- The ankle of the kicking foot must be firm.
- Use a slight drawback of the kicking foot.
- Strike the ball with the inside of the kicking foot - through the horizontal mid-line of the ball.
- The head should be kept steady and eyes fixed firmly on the ball.

Ages 7 to 8 Years

Week 4 Drill 3 - Under the Bridge



Set Up

- ▣ 3 Players
- ▣ 4 Cones
- ▣ 1 Ball



- ▣ Grids 10 x 10 yards
or 9 x 9 metres

Coaching Points

This practice is designed to improve the correct mechanics involved in the execution of the "Push Pass" with an emphasis on accuracy.

Three players are positioned in a grid 10 yards x 10 yards. One player is placed in the middle and presents themselves as a target by making a tunnel with their legs. The other two players try to pass the ball through the tunnel. The distance should be increased slowly to make the practice more challenging.

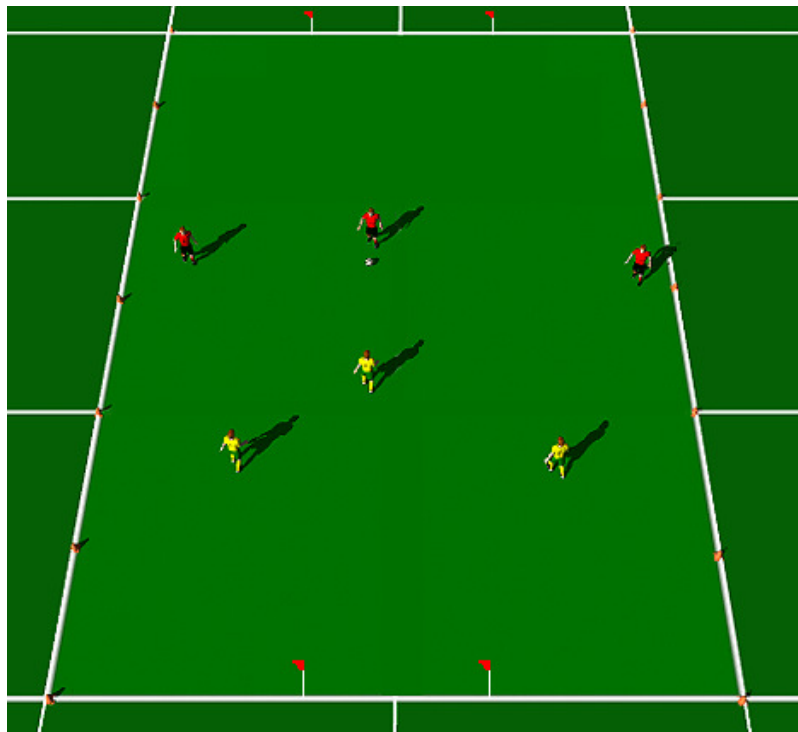
The coach should emphasize the following coaching points:

- Develop a feel for the correct pace in which you need to pass the ball.
- Concentrate on making the pass accurate.

The first player to get the ball through the tunnel 5 times wins. Rotate so different players compete against each other.

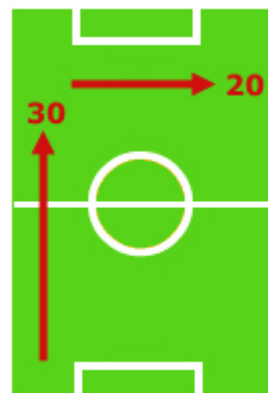
Ages 7 to 8 Years

Week 4 - Small-Sided Game (no goalkeepers)



Set Up

- ▣ Supply of cones
- ▣ Flags for goals
- ▣ Supply of balls



- ▣ Field 20 x 30 yards or 18 x 27 metres

Coaching Points

Finish with small sided game 3 v 3 (No Goalkeepers).

The practice should be concluded with a small-sided game reinforcing the coaching points from your drills.

- Divide the players into teams of three or fours, no goalkeepers.
- Each field should be approximately 20 yards x 30 yards.
- Use corner flags or cones as goals.
- Small-sided round robin tournaments can be used.
- Every team plays each other.
- Each game 10 minutes in duration.
- Total time, 30 minutes.

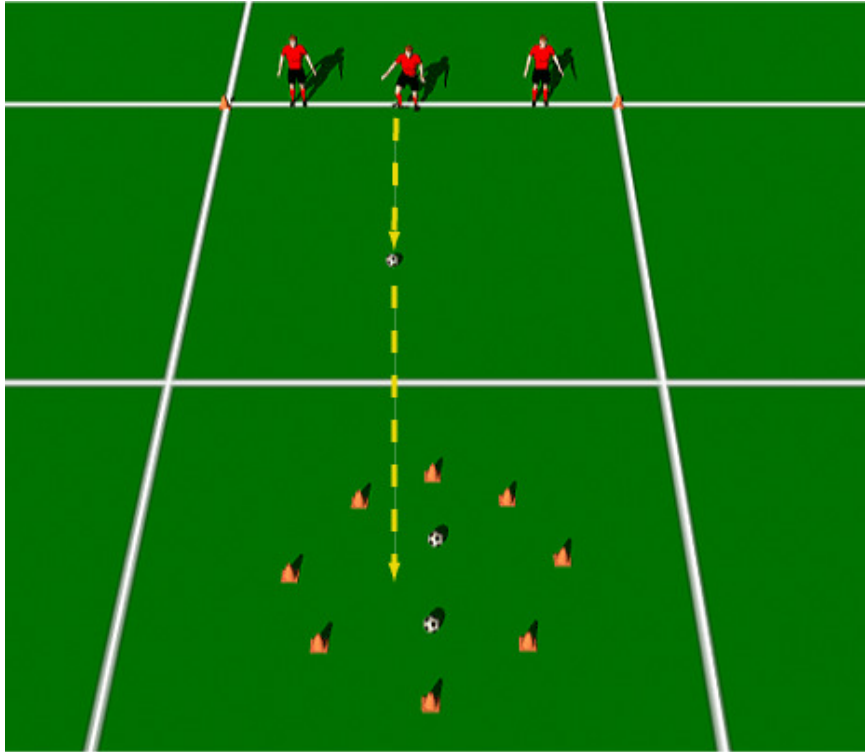
Format

Team 1 v Team 2 ____
Team 3 v Team 4 ____
Team 1 v Team 3 ____
Team 2 v Team 4 ____
Team 1 v Team 4 ____
Team 2 v Team 3 ____

At the end of your session, review all coaching points made during the practice.

Ages 7 to 8 Years

Week 5 Drill 1 - Land on the Moon



Set Up

- ▣ Small group of players
- ▣ 10 Cones
- ▣ 1 Ball each player



- ▣ Grids 10 x 15 yards
or 9 x 14 metres

Coaching Points

This practice is designed to improve the technical ability of the “Push Pass” with an emphasis on “pace and accuracy”.

A grid is marked off approximately 10 yards by 15 yards and a circle is made with cones at one end of the grid. A group of players with a ball each are positioned at the opposite end of the grid.

In turn, players have to try and land their rocket (ball) onto the surface of the moon (circle marked off by cones). A point is awarded for each successful mission. No points are awarded if the ball lands outside the circle.

Repeat practice several times and total up points. To challenge the players the size of the circle may be reduced each time.

Ages 7 to 8 Years

Week 5 Drill 2 - Soccer Marbles



Set Up

- ▣ Small group of players
- ▣ 1 Extra ball as marble
- ▣ 1 Ball each player



- ▣ Circle 10 to 15 yards or 9 to 14 metres

Coaching Points

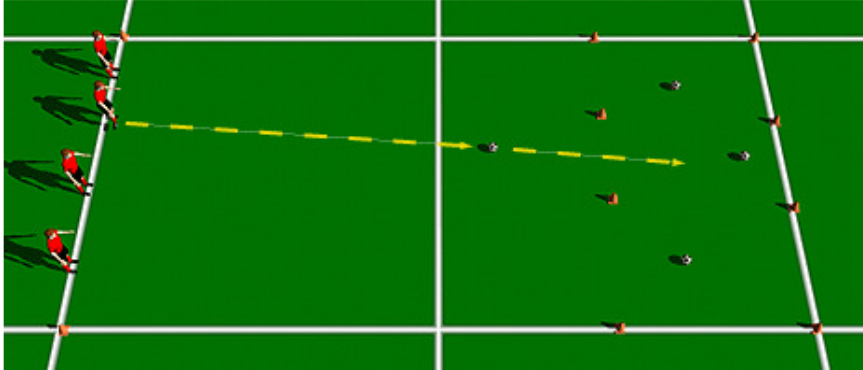
This practice is designed to improve the technical ability of the “Push Pass” with an emphasis on “pace and accuracy”.

Use the center circle or mark off a circle approximately 10 yards to 15 yards wide. Place a ball (marble) in the center of the circle. Each player has a ball (marble) and is positioned around the perimeter of the circle. In turn, players try to get their marble (ball) as close as they can to the center marble.

The closest ball to the center marble wins a point. Repeat game several times and total points. Distance of the circle may be increased to make the game more challenging.

Ages 7 to 8 Years

Week 5 Drill 3 - The Incredible Shrinking Box



Set Up

- ▣ Small group of players
- ▣ 10 Cones
- ▣ 1 Ball each player



- ▣ Grid 10 x 20 yards
or 18 x 18 metres

Coaching Points

This practice is designed to improve the technical ability of the “Push Pass” with emphasis on “pace and accuracy”.

A grid is marked off approximately 10 yards by 20 yards. A line of cones is placed across the middle of the grid, forming a box.

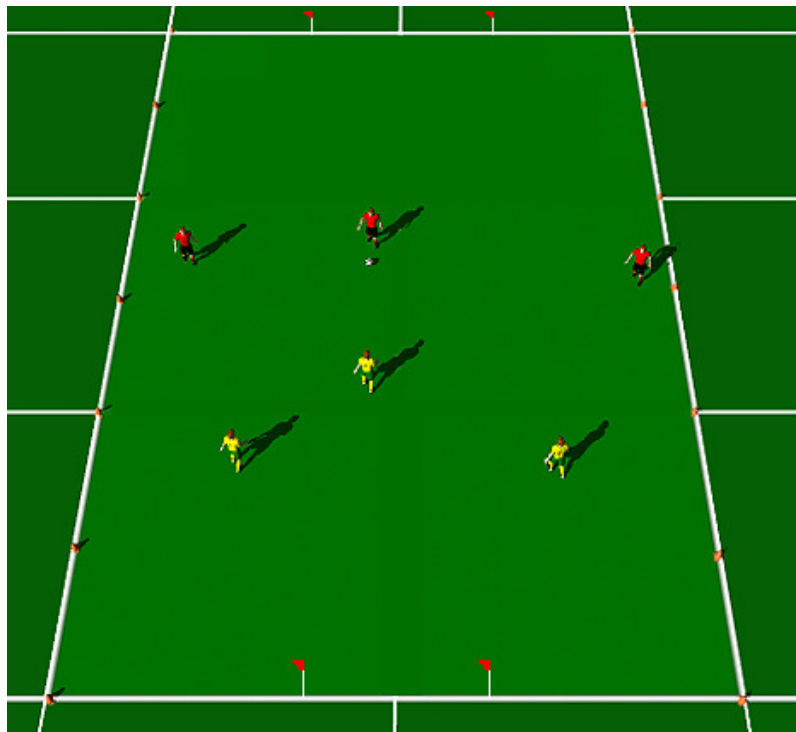
A group of players with a ball each is positioned on one end of the grid. In turn, players try to pass their ball into the box. A point is awarded if the ball stays within the box. After all players have taken a turn they retrieve their ball and return to the starting position.

To make the game progressively challenging, the box is now reduced to half width and a new line marked across the grid using the cones. Players repeat the game until everyone has had a turn and return to their starting positions on the end line.

The box is once more reduced to half width and a new line marked across the grid using the cones. Players repeat the game until everyone has had a turn. Line up all the players and total the points.

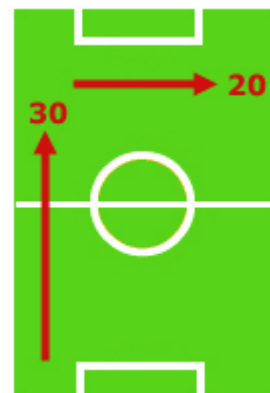
Ages 7 to 8 Years

Week 5 - Small-Sided Game (no goalkeepers)



Set Up

- ▣ Supply of cones
- ▣ Flags for goals
- ▣ Supply of balls



- ▣ Field 20 x 30 yards or 18 x 27 metres

Coaching Points

Finish with small sided game 3 v 3 (No Goalkeepers).

The practice should be concluded with a small-sided game reinforcing the coaching points from your drills.

- Divide the players into teams of three or fours, no goalkeepers.
- Each field should be approximately 20 yards x 30 yards.
- Use corner flags or cones as goals.
- Small-sided round robin tournaments can be used.
- Every team plays each other.
- Each game 10 minutes in duration.
- Total time, 30 minutes.

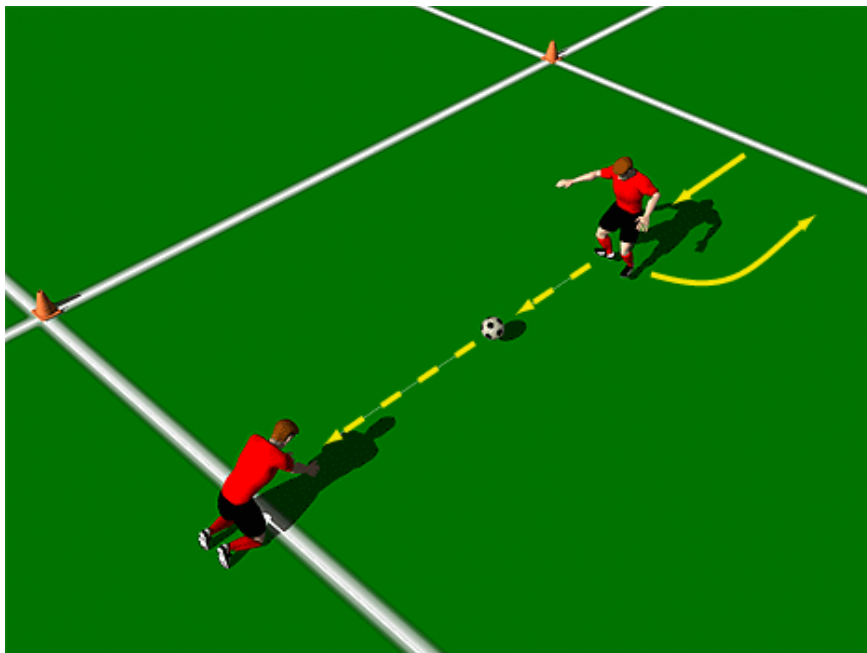
Format

Team 1 v Team 2 ____
Team 3 v Team 4 ____
Team 1 v Team 3 ____
Team 2 v Team 4 ____
Team 1 v Team 4 ____
Team 2 v Team 3 ____

At the end of your session, review all coaching points made during the practice.

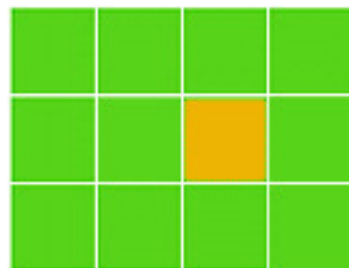
Ages 7 to 8 Years

Week 6 Drill 1 - One Man Passing Relay



Set Up

- ▣ 2 Players
- ▣ 4 Cones
- ▣ 1 Ball



- ▣ Grid 10 x 10 yards
or 9 x 9 metres

Coaching Points

This practice is designed to improve the technical ability of the “Push Pass” with an emphasis on “pace and accuracy”.

One player is positioned at one side of a grid, 10 yards x 10 yards. The player receives the ball from the server. The receiving player must pass the ball back to the server “first time” and only scores a point for each pass back on the ground to the server’s hands. After each pass the receiver must turn and run back to the starting position.

The server should pass the ball approximately 5 yards. If the server passes the ball too far the receiving player will not come to meet the ball. With a correctly weighted pass the receiving player will always be encouraged to come and meet the ball.

The coach should emphasize correct technique and slowly build up the tempo to match speed. Care must be taken to emphasize quality over speed. Create a competition between groups.

Keep score and award points for the first player to reach 20 good passes or the player who can perform the most passes in one minute.

Ages 7 to 8 Years

Week 6 Drill 2 - Target Passing



Set Up

- ▣ 4 Players
- ▣ 6 Cones
- ▣ 1 Ball



- ▣ Grid 10 x 10 yards
or 9 x 9 metres

Coaching Points

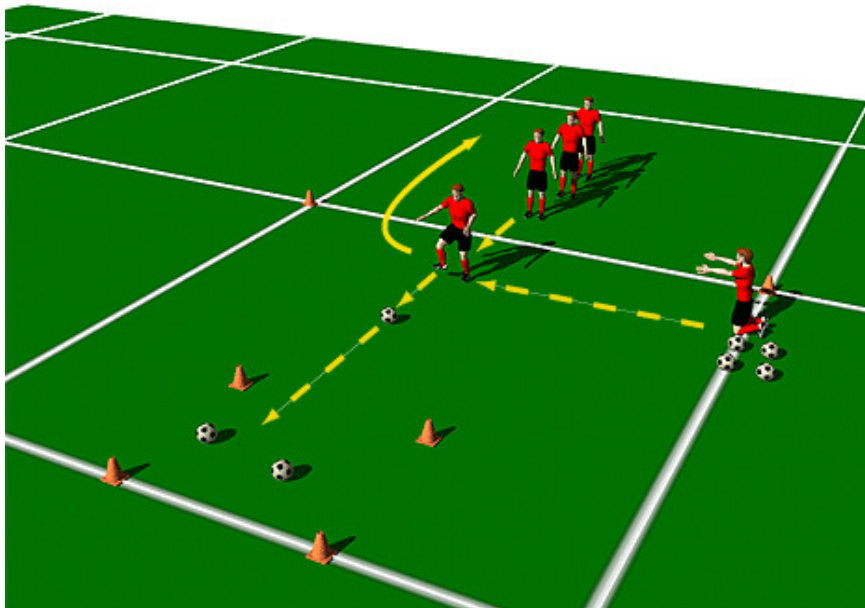
This practice is designed to improve the technical ability of the “Push Pass” with an emphasis on accuracy.

Three players are positioned at one side of the grid with the server at the opposite side. Each player alternates receiving a rolled pass from the server. Players should try to pass the ball “first time” through the two cones, turn and join the end of the group.

A point is awarded for each pass returned on the ground and through the cones.

Ages 7 to 8 Years

Week 6 Drill 3 - Balls in the Box



Set Up

- ▣ Small group of players
- ▣ 8 Cones
- ▣ Large supply of balls



- ▣ Grid 10 x 10 yards or 9 x 9 metres

Coaching Points

This practice is designed to improve the correct mechanics involved in passing a moving ball. An emphasis is placed on timing and accuracy.

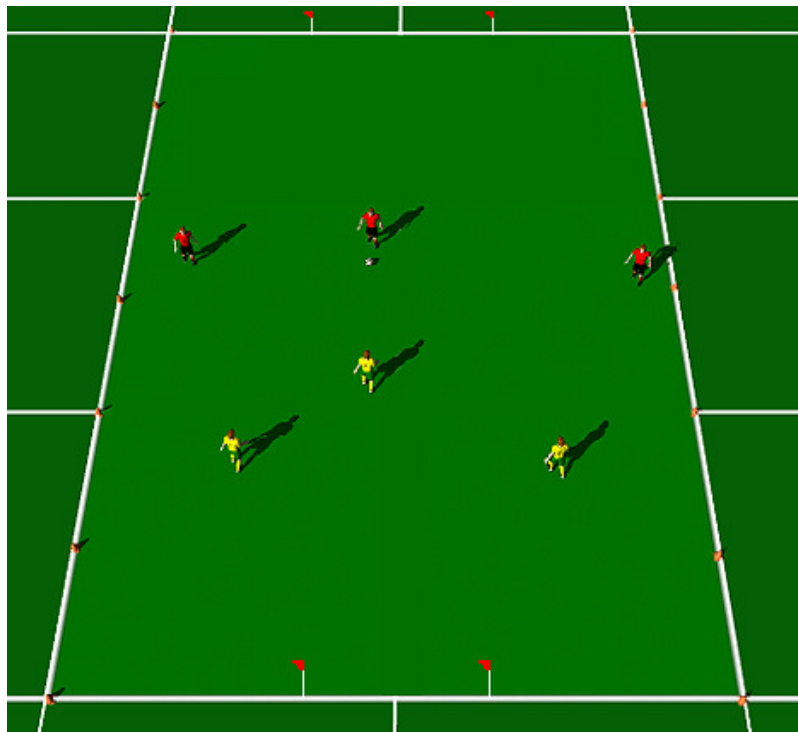
A grid is marked off approximately 10 yards by 10 yards. Inside, and at one end of the grid, a small box is marked off approximately 2 yards by 2 yards. A group of players are positioned at the opposite end of the grid and a server placed on the side. The server has a supply of balls within reach.

The practice starts when the server rolls the ball across the grid. The first player in line comes forward and redirects the ball using "one touch". The object is for the player to redirect the ball by passing it into the small box. The ball must stay within the box for it to count as a success. After passing the ball, the player returns and joins the back of the line.

Have 2 groups side by side competing against each other. First team to get all their balls in the box wins. Try making the box smaller to challenge your players. Rotate servers to ensure everyone practices the activity.

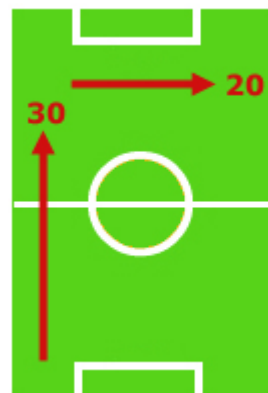
Ages 7 to 8 Years

Week 6 - Small-Sided Game (no goalkeepers)



Set Up

- ▣ Supply of cones
- ▣ Flags for goals
- ▣ Supply of balls



- ▣ Field 20 x 30 yards or 18 x 27 metres

Coaching Points

Finish with small sided game 3 v 3 (No Goalkeepers).

The practice should be concluded with a small-sided game reinforcing the coaching points from your drills.

- Divide the players into teams of three or fours, no goalkeepers.
- Each field should be approximately 20 yards x 30 yards.
- Use corner flags or cones as goals.
- Small-sided round robin tournaments can be used.
- Every team plays each other.
- Each game 10 minutes in duration.
- Total time, 30 minutes.

Format

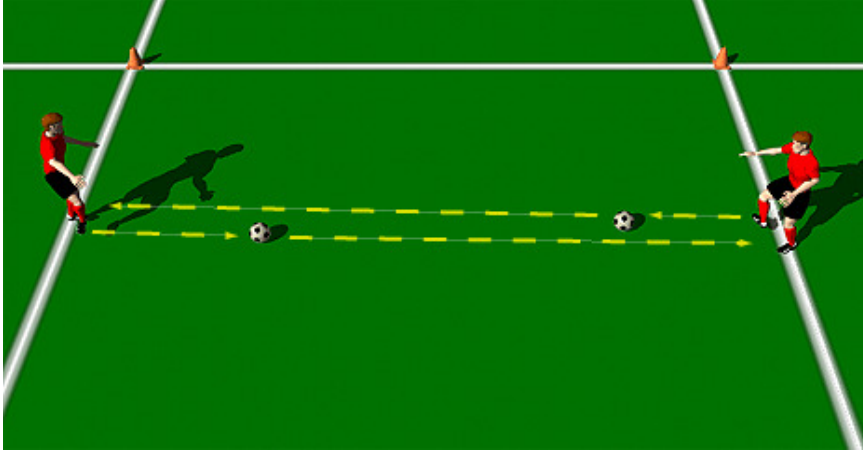
Team 1 v Team 2 ____
Team 3 v Team 4 ____
Team 1 v Team 3 ____
Team 2 v Team 4 ____
Team 1 v Team 4 ____
Team 2 v Team 3 ____

At the end of your session, review all coaching points made during the practice.

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Ages 7 to 8 Years

Week 7 Drill 1 - Swap the Ball



Set Up

- ▣ 2 Players
- ▣ 4 Cones
- ▣ 1 Ball each player



- ▣ Grid 10 x 10 yards
or 9 x 9 metres

Coaching Points

This practice is designed to improve the mechanics involved in the “Push Pass”. An emphasis is placed on accuracy and movement.

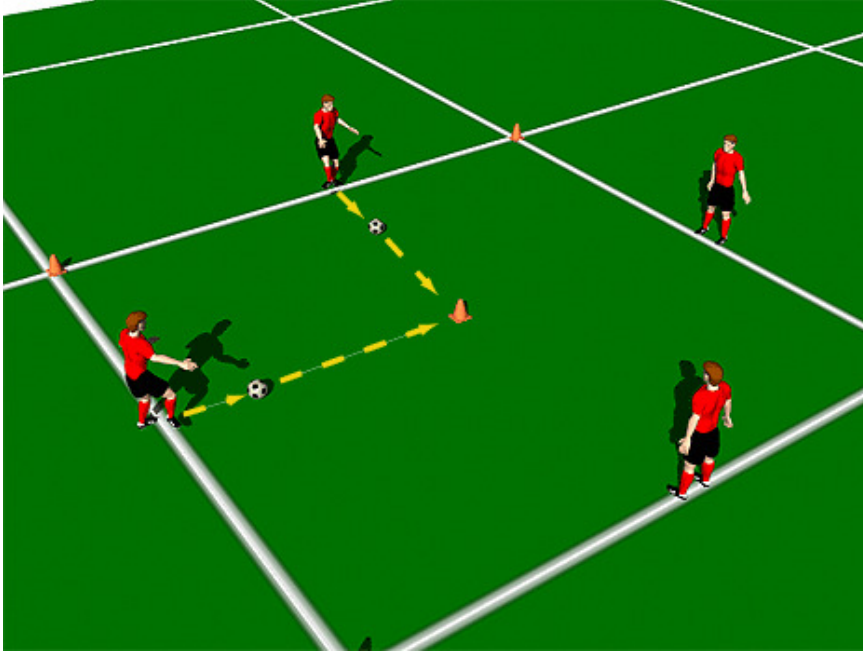
Two players are positioned in a grid 10 yards by 10 yards. Players work in pairs with their partner on the opposite side of the grid.

On the count of three, both players pass the ball across the grid to their partner. Players should be alert on their feet, get behind the flight of the ball quickly and control it. The practice is then repeated.

Players should pass the ball slightly to the side of their partner to avoid the balls from colliding.

Ages 7 to 8 Years

Week 7 Drill 2 - Knock Down the Cone



Set Up

- ▣ 4 Players
- ▣ 5 Cones
- ▣ 2 Balls



- ▣ Grid 10 x 10 yards
or 9 x 9 metres

Coaching Points

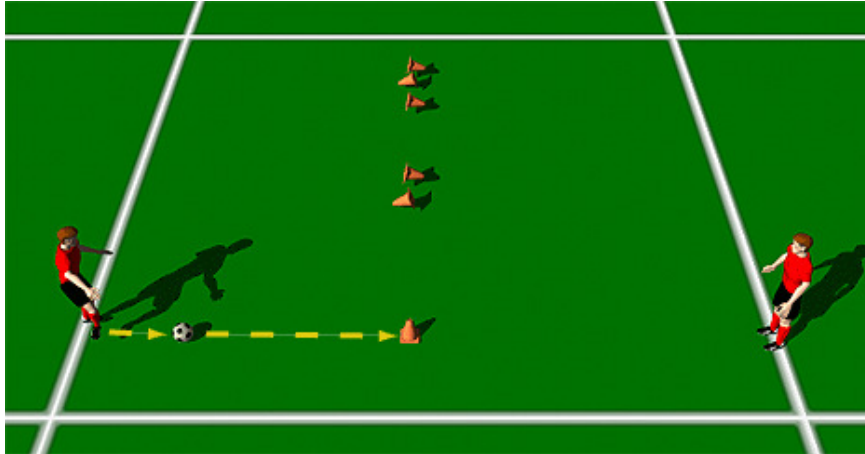
This practice is designed to improve the mechanics involved in the execution of the “Push Pass” with an emphasis on accuracy.

Four players are positioned in a grid 10 yards by 10 yards. Players work in pairs with their partner on the opposite side of the grid. On the coach’s command, the first pair to knock down the cone in the center of the grid wins. One of the losing pair must stand up the cone after it is knocked down.

First pair to knock down the cone 5 times wins.

Ages 7 to 8 Years

Week 7 Drill 3 - Three, Two, One, Blast Off



Set Up

- ▣ 2 Players
- ▣ 6 Cones
- ▣ 1 Ball



- ▣ Grid 10 x 10 yards
or 9 x 9 metres

Coaching Points

This practice is designed to improve the technical ability of the “Push Pass” with an emphasis on accuracy.

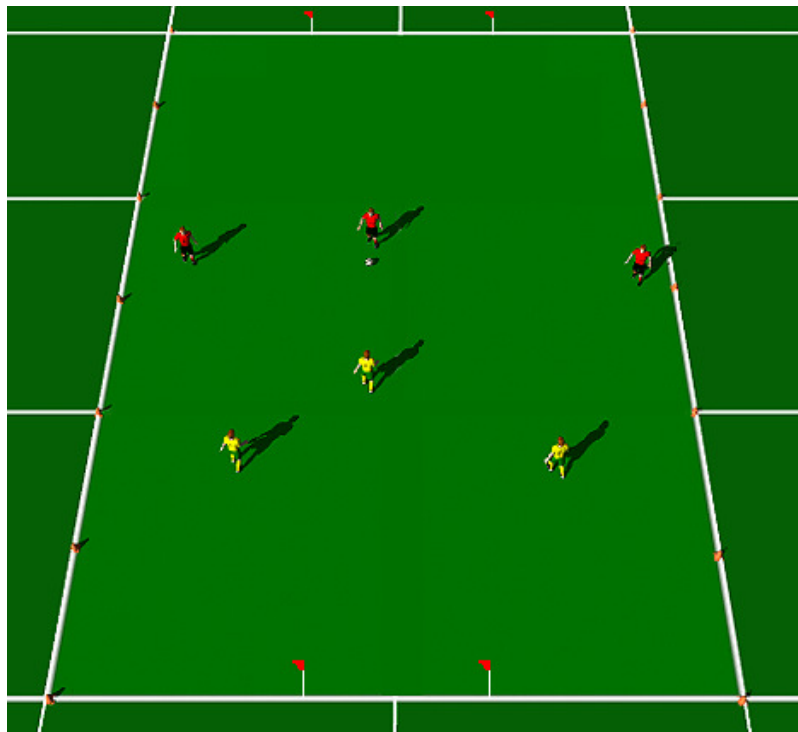
Two players are positioned opposite each other in a grid 10 yards by 10 yards. Three sets of cones are placed down the center of the grid. The cones should be positioned as a set of three, set of two and a single cone.

Players work as a team to knock down all the standing cones. First objective is to knock down the set of three cones. After this is completed they knock down the set of two cones. Finally the competition is completed when the last single cone is knocked down. The targets get more challenging as they reduce in size.

Divide your group into pairs and have them compete against each other. First pair to eliminate all six cones wins. Repeat practice several times.

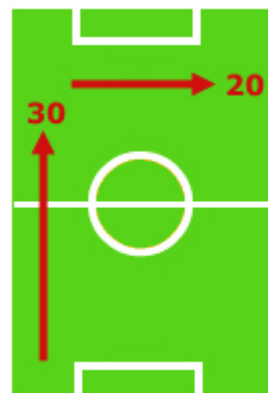
Ages 7 to 8 Years

Week 7 - Small-Sided Game (no goalkeepers)



Set Up

- ▣ Supply of cones
- ▣ Flags for goals
- ▣ Supply of balls



- ▣ Field 20 x 30 yards or 18 x 27 metres

Coaching Points

Finish with small sided game 3 v 3 (No Goalkeepers).

The practice should be concluded with a small-sided game reinforcing the coaching points from your drills.

- Divide the players into teams of three or fours, no goalkeepers.
- Each field should be approximately 20 yards x 30 yards.
- Use corner flags or cones as goals.
- Small-sided round robin tournaments can be used.
- Every team plays each other.
- Each game 10 minutes in duration.
- Total time, 30 minutes.

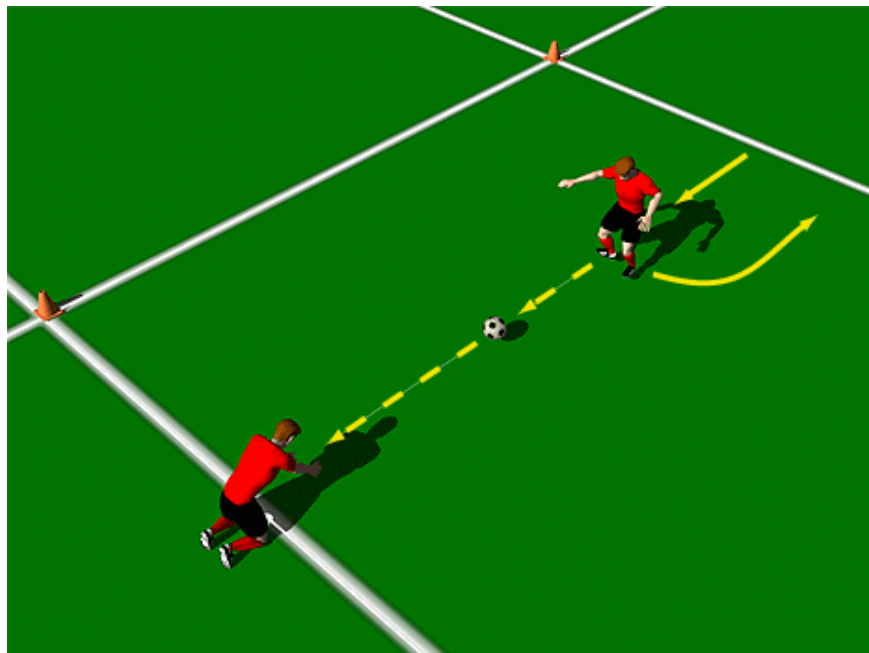
Format

Team 1 v Team 2 ____
Team 3 v Team 4 ____
Team 1 v Team 3 ____
Team 2 v Team 4 ____
Team 1 v Team 4 ____
Team 2 v Team 3 ____

At the end of your session, review all coaching points made during the practice.

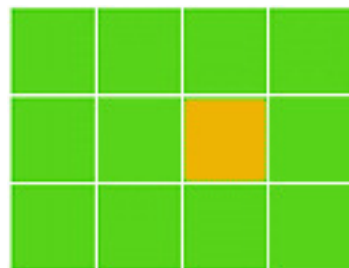
Ages 7 to 8 Years

Week 8 Drill 1 - Relay Passing



Set Up

- ▣ 2 Players
- ▣ 4 Cones
- ▣ 1 Ball



- ▣ Grid 10 x 10 yards
or 9 x 9 metres

Coaching Points

This practice is designed to improve the technical ability of the “Push Pass” with an emphasis on “pace and accuracy”.

One player is positioned at one side of a grid, 10 yards x 10 yards. The player receives the ball from the server. The receiving player must pass the ball back to the server “first time” and only scores a point for each pass back on the ground to the server’s hands. After each pass the receiver must turn and run back to the starting position.

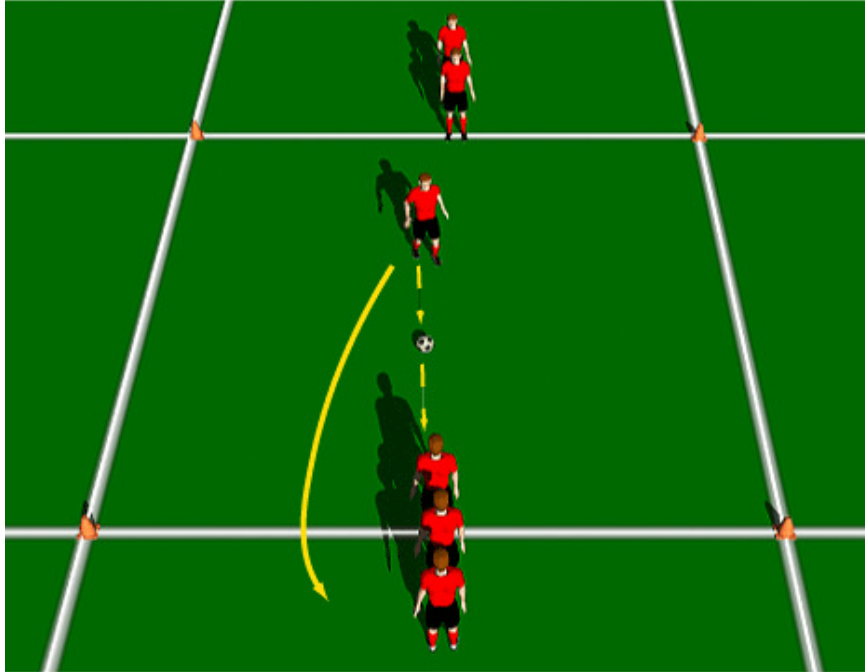
The server should pass the ball approximately 5 yards. If the server passes the ball too far the receiving player will not come to meet the ball. With a correctly weighted pass the receiving player will always be encouraged to come and meet the ball.

The coach should emphasize correct technique and slowly build up the tempo to match speed. Care must be taken to emphasize quality over speed. Create a competition between groups.

Keep score and award points for the first player to reach 20 good passes or the player who can perform the most passes in one minute.

Ages 7 to 8 Years

Week 8 Drill 2 - Pass and Run



Set Up

- ▣ Small group of players
- ▣ 4 Cones
- ▣ 1 Ball



- ▣ Grid 10 x 10 yards
or 9 x 9 metres

Coaching Points

This practice is designed to improve the correct mechanics involved in the execution of the "Push Pass".

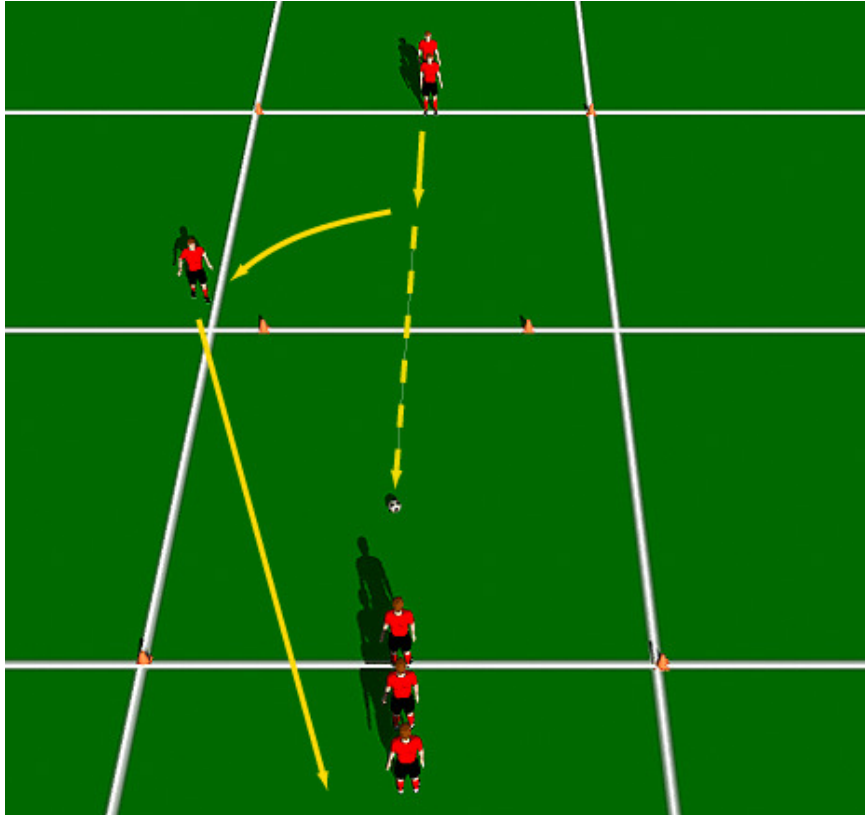
Two groups are positioned at each end of a grid 10 yards x 10 yards. The first player with the ball passes to the player opposite. After passing, the player sprints to the opposite end of the grid and joins the back of the line. The receiving player repeats to continue the sequence.

The coach should emphasize the following coaching points:

- Concentrate on quality ground passes to feet.
- Deliver a pass that the receiver can play using "one touch".
- Accelerate explosively without the ball.

Ages 7 to 8 Years

Week 8 Drill 3 - Pass and Overlap



Set Up

- ▣ Small group of players
- ▣ 6 Cones
- ▣ 1 Ball



- ▣ Grid 10 x 20 yards
or 9 x 18 metres

Coaching Points

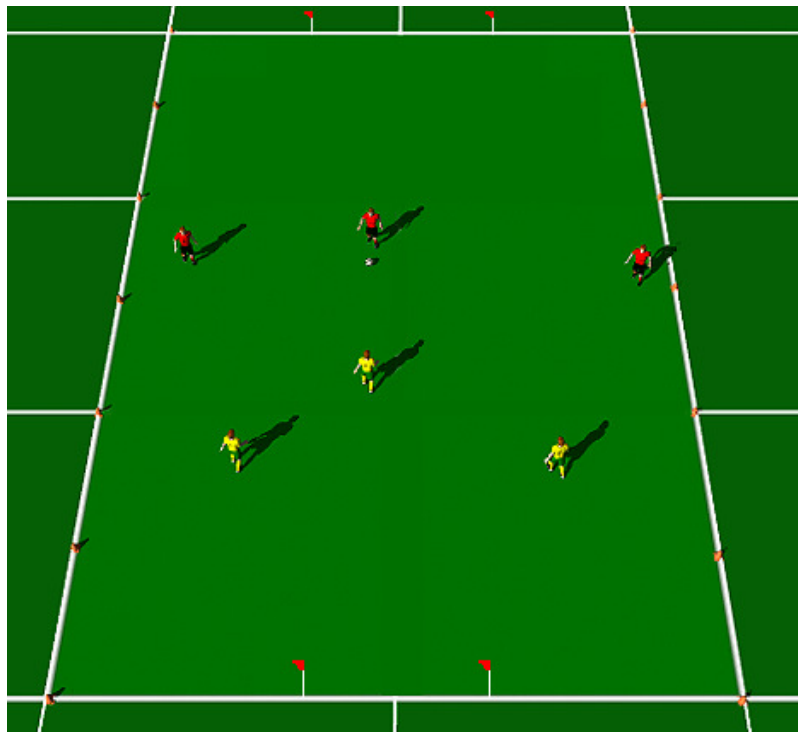
This practice is designed to improve the technical ability of the “Push Pass” with an emphasis on an overlapping run after making a pass.

Two groups are positioned at opposite sides of the grid. The first player passes the ball through the two center cones to the player at the opposite side. After passing the ball, the player makes a fast supporting run around the side cone and joins the opposite group.

- Encourage players to keep the ball on the ground.
- Move quickly after passing the ball.
- Try to play "one touch" passes whenever possible.

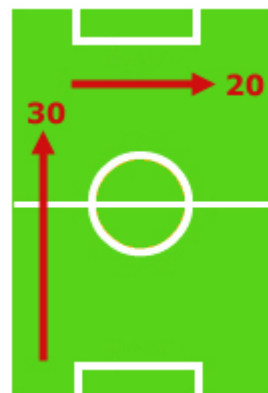
Ages 7 to 8 Years

Week 8 - Small-Sided Game (no goalkeepers)



Set Up

- ▣ Supply of cones
- ▣ Flags for goals
- ▣ Supply of balls



- ▣ Field 20 x 30 yards or 18 x 27 metres

Coaching Points

Finish with small sided game 3 v 3 (No Goalkeepers).

The practice should be concluded with a small-sided game reinforcing the coaching points from your drills.

- Divide the players into teams of three or fours, no goalkeepers.
- Each field should be approximately 20 yards x 30 yards.
- Use corner flags or cones as goals.
- Small-sided round robin tournaments can be used.
- Every team plays each other.
- Each game 10 minutes in duration.
- Total time, 30 minutes.

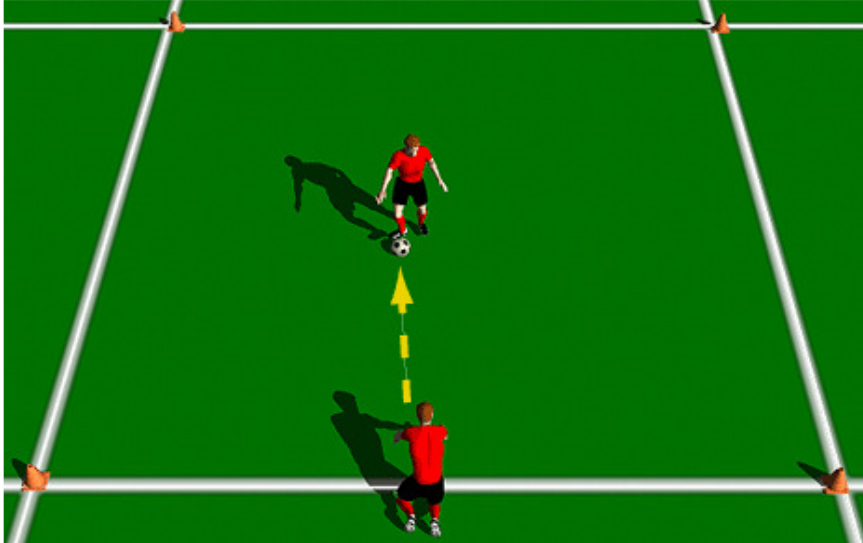
Format

Team 1 v Team 2 ____
Team 3 v Team 4 ____
Team 1 v Team 3 ____
Team 2 v Team 4 ____
Team 1 v Team 4 ____
Team 2 v Team 3 ____

At the end of your session, review all coaching points made during the practice.

Ages 7 to 8 Years

Week 9 Drill 1 - Cushion Control using inside of Foot



Set Up

- ▣ 2 Players
- ▣ 4 Cones
- ▣ 1 Ball



- ▣ Grid 10 x 10 yards
or 9 x 9 metres

Coaching Points

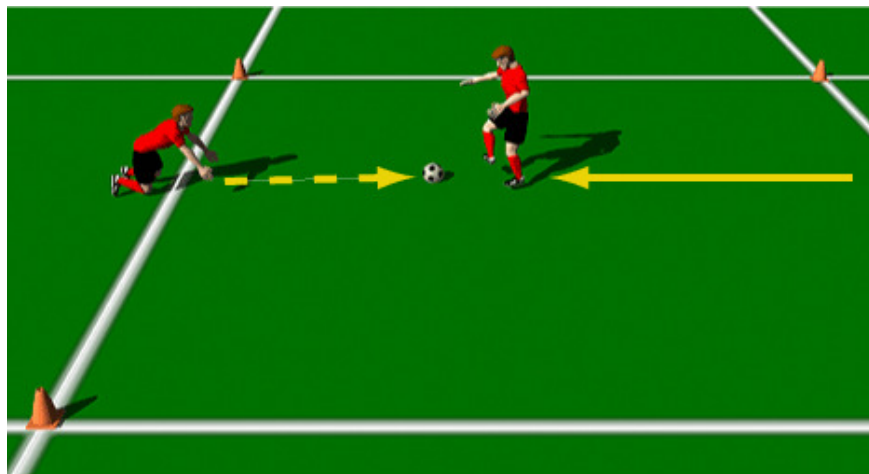
This practice is designed to improve each player's ability in ball control. The emphasis is placed on "Cushion Control using the Feet".

Two players per grid, with one ball. The grid should be 10 yards x 10 yards. The players are positioned facing each other about 5 yards apart. The player with the ball starts the practice by rolling the ball along the ground, for their partner to control using the inside of the foot. The player controlling the ball should get the controlling foot behind the flight of the ball. On contact with the ball, the player immediately withdraws the foot, taking the pace off the ball, and cushioning it. The player then passes the ball back to the server.

Players can keep score, one point for every successful control.

Ages 7 to 8 Years

Week 9 Drill 2 - Cushion Control using inside of Foot II



Set Up

- ▣ 2 Players
- ▣ 4 Cones
- ▣ 1 Ball



- ▣ Grid 10 x 10 yards
or 9 x 9 metres

Coaching Points

This practice is structured to improve the technical ability of the “Cushion Control using the Feet”.

Two players are positioned in a grid 10 yards x 10 yards. The server rolls the ball along the ground to the receiving player. The ball should be served approximately 5 yards in front of the server. With a correct serve the receiving player is always encouraged to come and meet the ball.

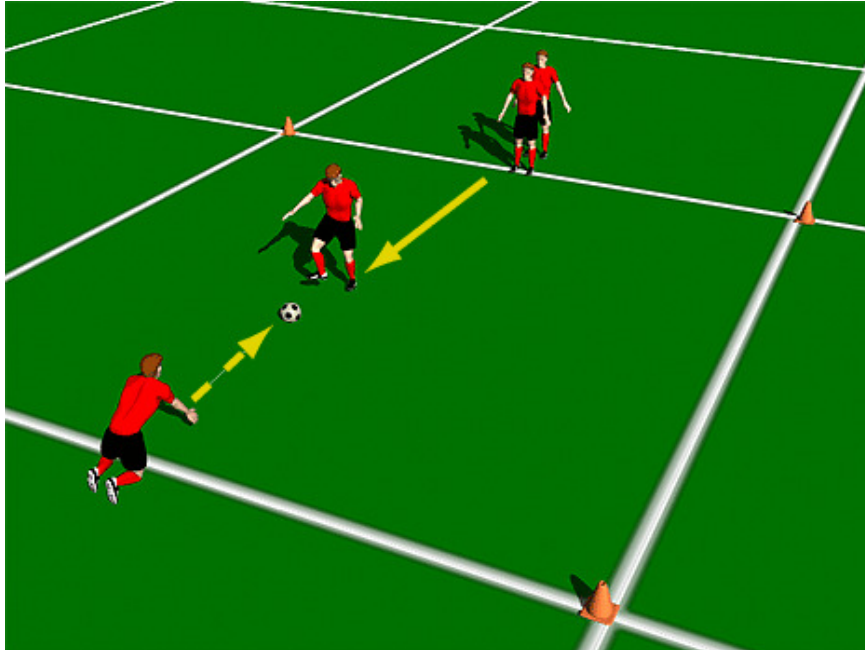
The player runs towards the server and receives the ball. The receiving player must control the ball using the inside of the foot. After successfully controlling the ball the player must pass the ball back to the server. The player receives a point for each successful control and pass back to the server. After each pass the receiver must return to the starting position and repeat.

The coach should emphasize correct technique and slowly build up the tempo to game speed. Care must be taken to emphasize quality over speed. Create a competition between groups.

Keep score and award points for the first player to reach 20 good controls and passes or who can perform the most controls and passes in one minute.

Ages 7 to 8 Years

Week 9 Drill 3 - Cushion Control using inside of Foot III



Set Up

- ▣ 4 Players
- ▣ 4 Cones
- ▣ 1 Ball



- ▣ Grid 10 x 10 yards
or 9 x 9 metres

Coaching Points

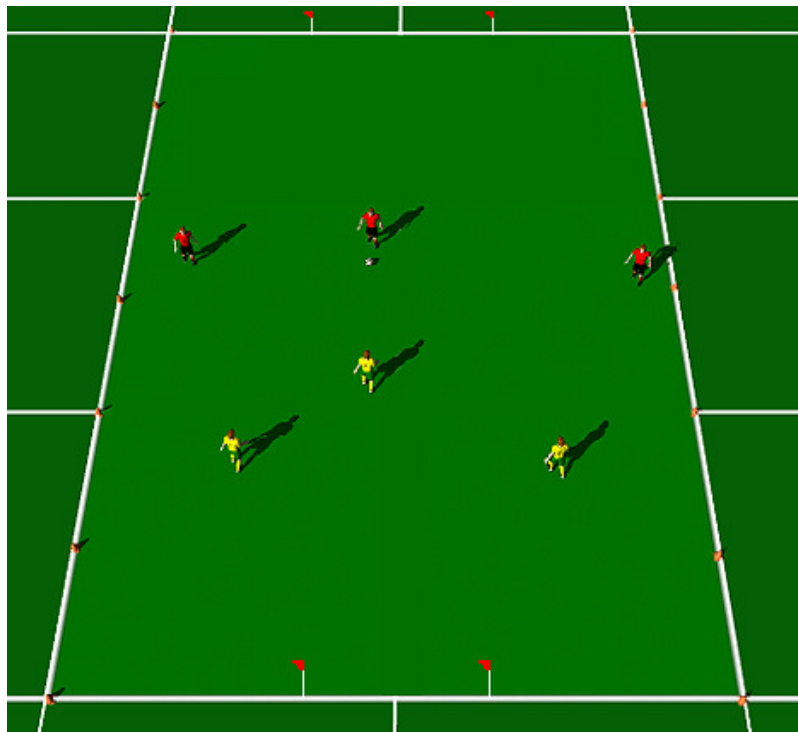
This practice is structured to improve the technical ability of the “Cushion Control using the Feet”.

Four players are positioned in a grid 10 yards x 10 yards. The server rolls the ball along the ground to the receiving players. Three players alternate receiving the ball from the server. The receiving player must control the ball using the inside of the foot. After successfully controlling the ball the player must pass the ball back to the server, turn and join the end of the line. The player receives a point for each successful control and pass back to the server.

The coach should emphasize correct technique and slowly build up the tempo to match speed. Care must be taken to emphasize quality over speed. Create a competition between groups. Keep score and award points for the first team to reach 20 good controls and passes or the team who can perform the most controls and passes in one minute.

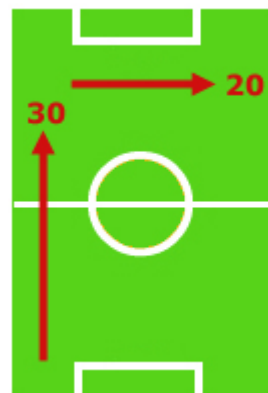
Ages 7 to 8 Years

Week 9 - Small-Sided Game (no goalkeepers)



Set Up

- ▣ Supply of cones
- ▣ Flags for goals
- ▣ Supply of balls



- ▣ Field 20 x 30 yards or 18 x 27 metres

Coaching Points

Finish with small sided game 3 v 3 (No Goalkeepers).

The practice should be concluded with a small-sided game reinforcing the coaching points from your drills.

- Divide the players into teams of three or fours, no goalkeepers.
- Each field should be approximately 20 yards x 30 yards.
- Use corner flags or cones as goals.
- Small-sided round robin tournaments can be used.
- Every team plays each other.
- Each game 10 minutes in duration.
- Total time, 30 minutes.

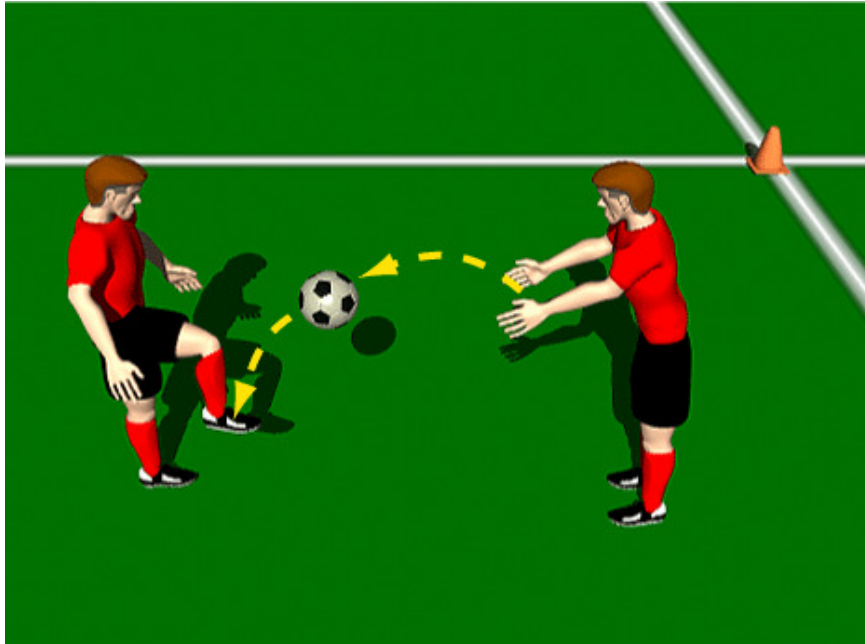
Format

Team 1 v Team 2 ____
Team 3 v Team 4 ____
Team 1 v Team 3 ____
Team 2 v Team 4 ____
Team 1 v Team 4 ____
Team 2 v Team 3 ____

At the end of your session, review all coaching points made during the practice.

Ages 7 to 8 Years

Week 10 Drill 1 - Cushion Control using the Feet



Set Up

- ▣ 2 Players
- ▣ 4 Cones
- ▣ 1 Ball



- ▣ Grid 10 x 10 yards
or 9 x 9 metres

Coaching Points

This practice is designed to improve each player's ability in ball control. The emphasis is placed on "Cushion Control using the Feet".

Two players per grid, with one ball. The grid should be 10 yards x 10 yards. The players are positioned facing each other about 5 yards apart. The player with the ball starts the practice by serving the ball from waist height, for his partner to control using the laces of the shoe. The player controlling the ball should get the controlling foot under the flight of the ball. On contact with the ball, the player immediately withdraws the foot, taking the pace off the ball, and cushioning it down to the ground. The player then serves the ball for his partner. Ensure that the serve is a "looped" serve and not shallow.

Players can keep score, one point for every successful control.

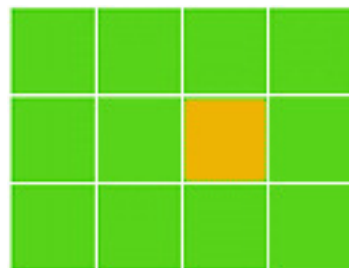
Ages 7 to 8 Years

Week 10 Drill 2 - One Man Relay Cushion Foot



Set Up

- ▣ 2 Players
- ▣ 4 Cones
- ▣ 1 Ball



- ▣ Grid 10 x 10 yards
or 9 x 9 metres

Coaching Points

This practice is structured to improve the technical ability of the “Cushion Control using the Feet”.

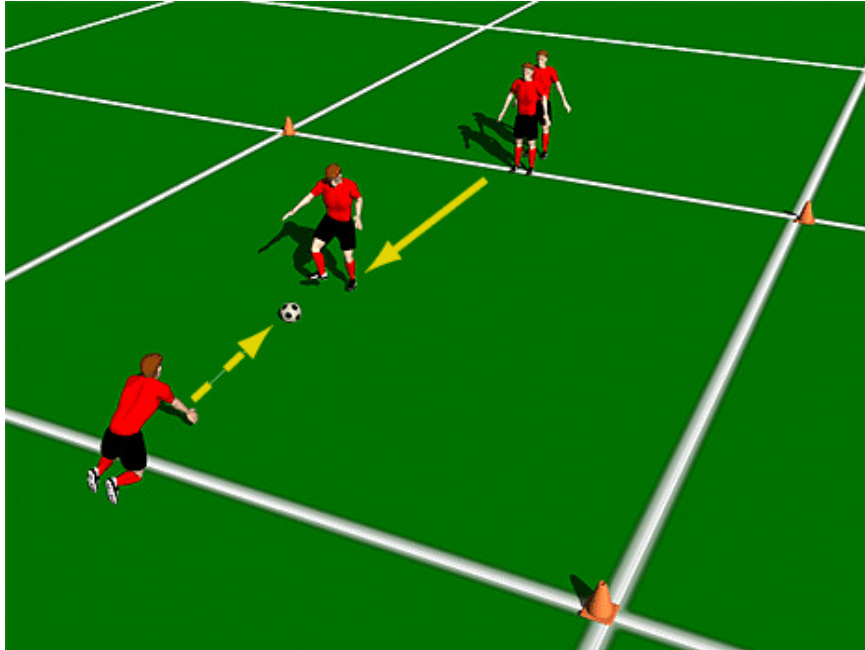
Two players are positioned in a grid 10 yards x 10 yards. The server throws a looped pass to the receiving player. The ball should be served approximately 5 yards in front of the server. With a correct serve the receiving player is always encouraged to come and meet the ball.

The player runs towards the server and receives the ball from the server. The receiving player must control the ball using the foot. After successfully controlling the ball the player must pass the ball back to the server. The player receives a point for each successful control and pass back to the server. After each pass the receiver must return to the starting position and repeat.

The coach should emphasize correct technique and slowly build up the tempo to match speed. Care must be taken to emphasize quality over speed. Create a competition between groups. Keep score and award points for the first player to reach 20 good controls and passes or who can perform the most controls and passes in one minute.

Ages 7 to 8 Years

Week 10 Drill 3 - Small Group Relay Cushion Foot



Set Up

- ▣ Small group of players
- ▣ 4 Cones
- ▣ 1 Ball



- ▣ Grid 10 x 10 yards
or 9 x 9 metres

Coaching Points

This practice is structured to improve the technical ability of the “Cushion Control using the Feet”.

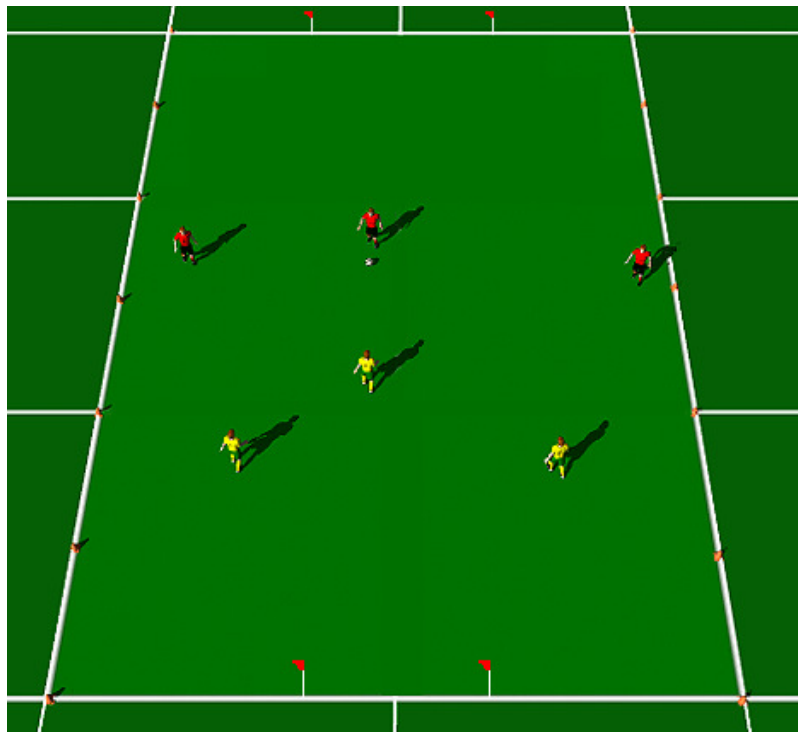
A small group of players are positioned in a grid 10 yards x 10 yards. The server throws a high looped pass to the receiving player. The ball should be served approximately 5 yards in front of the server. With a correct serve the receiving player is always encouraged to come and meet the pass.

The players alternate receiving the ball from the server. The receiving player must prevent the ball from hitting the ground by controlling the ball using the foot. After successfully controlling the ball the player must pass the ball back to the server. The player receives a point for each successful control and pass back to the server. After each pass the receiver must turn and join the end of the group.

The coach should emphasize correct technique and slowly build up the tempo to game speed. Care must be taken to emphasize quality over speed. Create a competition between groups. Keep score and award points for the first team to reach 20 good controls and passes or the team who can perform the most controls and passes in one minute.

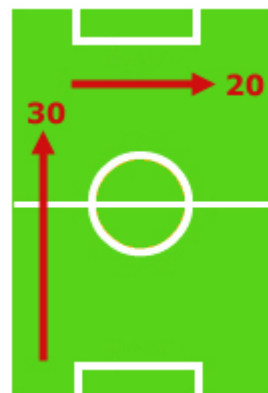
Ages 7 to 8 Years

Week 10 - Small-Sided Game (no goalkeepers)



Set Up

- ▣ Supply of cones
- ▣ Flags for goals
- ▣ Supply of balls



- ▣ Field 20 x 30 yards or 18 x 27 metres

Coaching Points

Finish with small sided game 3 v 3 (No Goalkeepers).

The practice should be concluded with a small-sided game reinforcing the coaching points from your drills.

- Divide the players into teams of three or fours, no goalkeepers.
- Each field should be approximately 20 yards x 30 yards.
- Use corner flags or cones as goals.
- Small-sided round robin tournaments can be used.
- Every team plays each other.
- Each game 10 minutes in duration.
- Total time, 30 minutes.

Format

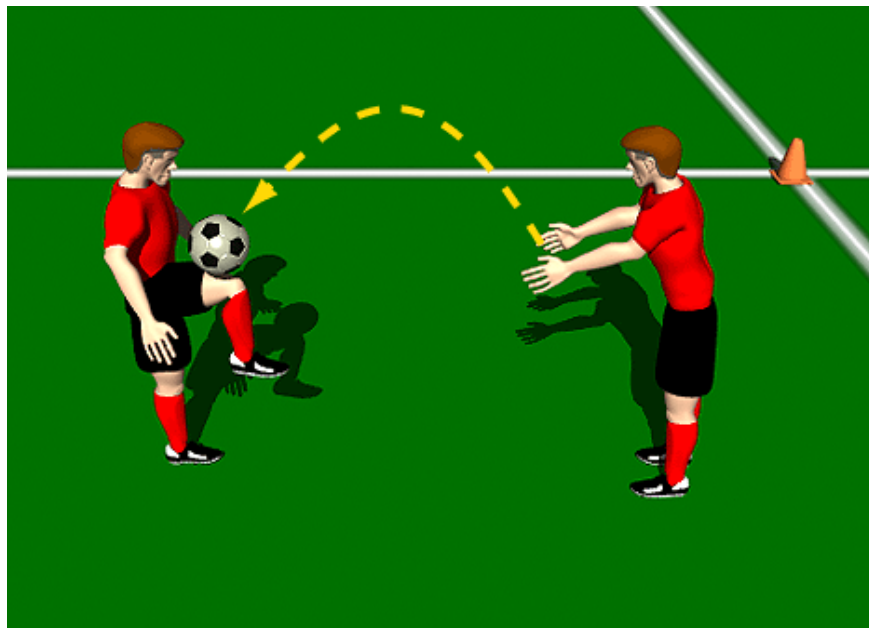
Team 1 v Team 2 ____
Team 3 v Team 4 ____
Team 1 v Team 3 ____
Team 2 v Team 4 ____
Team 1 v Team 4 ____
Team 2 v Team 3 ____

At the end of your session, review all coaching points made during the practice.

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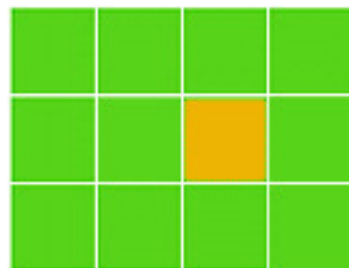
Ages 7 to 8 Years

Week 11 Drill 1 - Cushion Control using the Thigh



Set Up

- ▣ 2 Players
- ▣ 4 Cones
- ▣ 1 Ball



- ▣ Grid 10 x 10 yards
or 9 x 9 metres

Coaching Points

This practice is designed to improve each player's ability in Ball Control. The emphasis is placed on "Cushion Control using the Thigh".

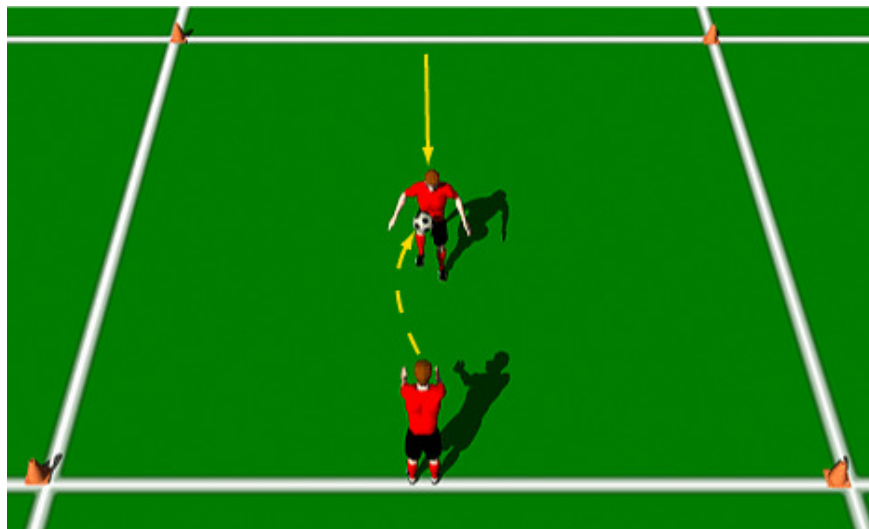
Two players per grid, with one ball. The grid should be 10 yards x 10 yards. The players are positioned facing each other about 5 yards apart. The player with the ball starts the practice by serving the ball above head height, for their partner to control using the thigh.

The player controlling the ball should constantly be moving to get their thigh under the flight of the ball. On contact with the ball, the player immediately withdraws the thigh, taking the pace off the ball, and cushioning it down to the ground. The player then serves the ball for his partner. Ensure that the serve is a high "looped" serve and not shallow.

Players can keep score, one point for every successful control.

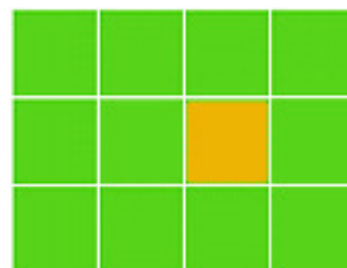
Ages 7 to 8 Years

Week 11 Drill 2 - One Man Relay Cushion Thigh



Set Up

- ▣ 2 Players
- ▣ 4 Cones
- ▣ 1 Ball



- ▣ Grid 10 x 10 yards
or 9 x 9 metres

Coaching Points

This practice is structured to improve the technical ability of the “Cushion Control using the Thigh”.

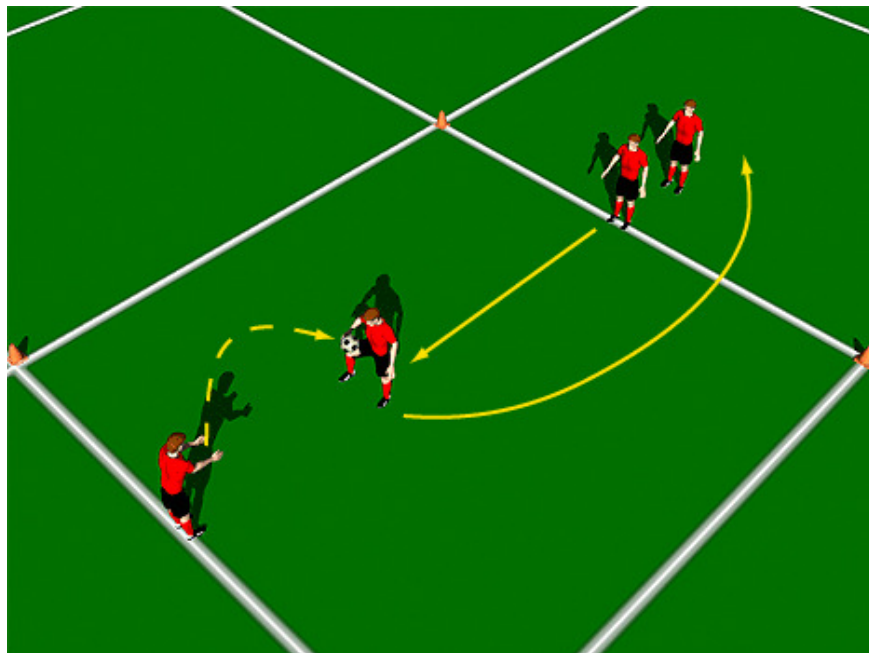
Two players are positioned in a grid 10 yards x 10 yards. The server throws a high looped pass to the receiving player. The ball should be served approximately 5 yards in front of the server. With a correct serve the receiving player is always encouraged to come and meet the pass.

The player runs towards the server and receives the ball from the server. The receiving player must prevent the ball from hitting the ground by controlling the ball using the thigh. After successfully controlling the ball the player must pass the ball back to the server. The player receives a point for each successful control and pass back to the server. After each pass the receiver must return to the starting position and repeat.

The coach should emphasize correct technique and slowly build up the tempo to match speed. Care must be taken to emphasize quality over speed. Create a competition between groups. Keep score and award points for the first player to reach 20 good controls and passes or who can perform the most controls and passes in one minute.

Ages 7 to 8 Years

Week 11 Drill 3 - Small Group Relay Cushion Thigh



Set Up

- ▣ Small group of players
- ▣ 4 Cones
- ▣ 1 Ball



- ▣ Grid 10 x 10 yards
or 9 x 9 metres

Coaching Points

This practice is structured to improve the technical ability of the “Cushion Control using the Thigh”.

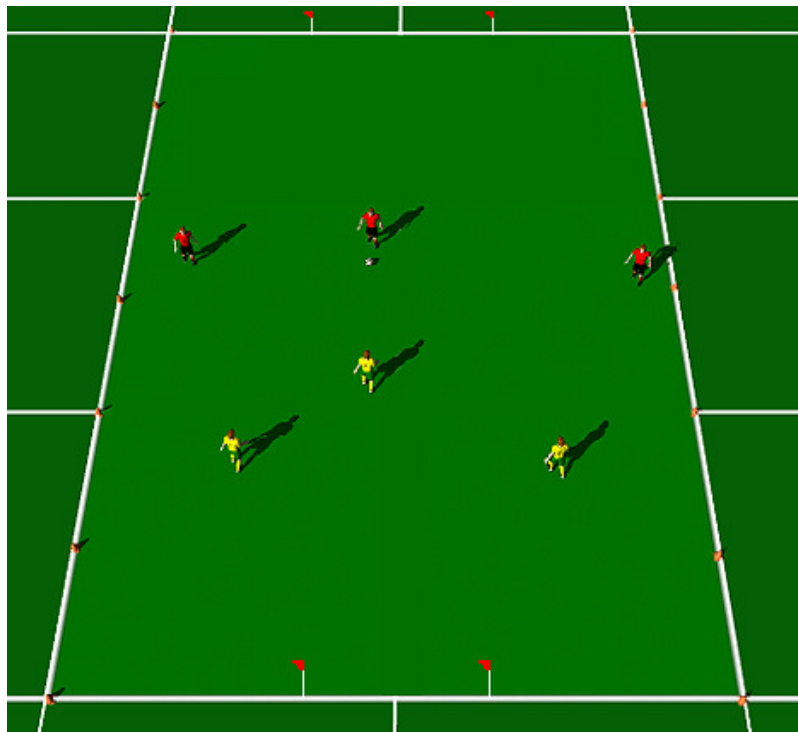
A small group of players are positioned in a grid 10 yards x 10 yards. The server throws a high looped pass to the receiving player. The ball should be served approximately 5 yards in front of the server. With a correct serve the receiving player is always encouraged to come and meet the pass.

The players alternate receiving the ball from the server. The receiving player must prevent the ball from hitting the ground by controlling the ball using the thigh. After successfully controlling the ball the player must pass the ball back to the server. The player receives a point for each successful control and pass back to the server. After each pass the receiver must turn and join the end of the group.

The coach should emphasize correct technique and slowly build up the tempo to match speed. Care must be taken to emphasize quality over speed. Create a competition between groups. Keep score and award points for the first team to reach 20 good controls and passes or the team who can perform the most controls and passes in one minute.

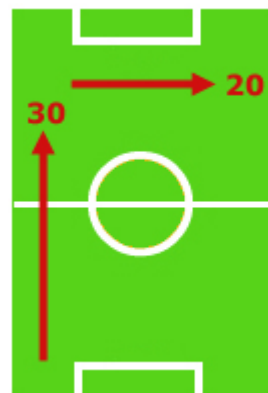
Ages 7 to 8 Years

Week 11 - Small-Sided Game (no goalkeepers)



Set Up

- ▣ Supply of cones
- ▣ Flags for goals
- ▣ Supply of balls



- ▣ Field 20 x 30 yards or 18 x 27 metres

Coaching Points

Finish with small sided game 3 v 3 (No Goalkeepers).

The practice should be concluded with a small-sided game reinforcing the coaching points from your drills.

- Divide the players into teams of three or fours, no goalkeepers.
- Each field should be approximately 20 yards x 30 yards.
- Use corner flags or cones as goals.
- Small-sided round robin tournaments can be used.
- Every team plays each other.
- Each game 10 minutes in duration.
- Total time, 30 minutes.

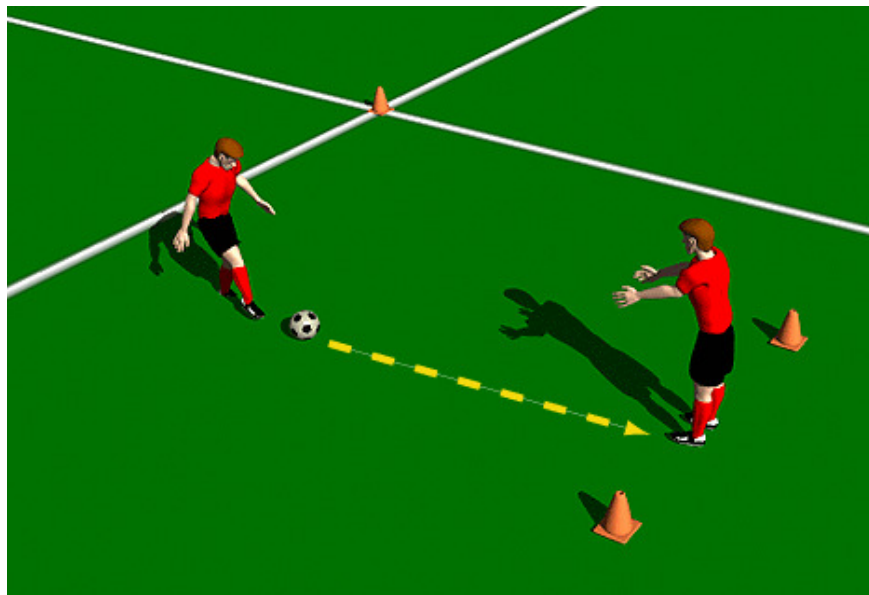
Format

Team 1 v Team 2 ____
Team 3 v Team 4 ____
Team 1 v Team 3 ____
Team 2 v Team 4 ____
Team 1 v Team 4 ____
Team 2 v Team 3 ____

At the end of your session, review all coaching points made during the practice.

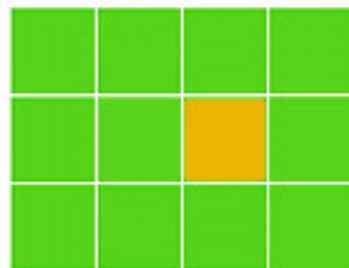
Ages 7 to 8 Years

Week 12 Drill 1 - Shooting Mechanics



Set Up

- ▣ 2 Players
- ▣ 6 Cones
- ▣ 1 Ball



- ▣ Grid 10 x 10 yards
or 9 x 9 metres

Coaching Points

This practice is designed to introduce the novice player to the correct mechanics when shooting the ball.

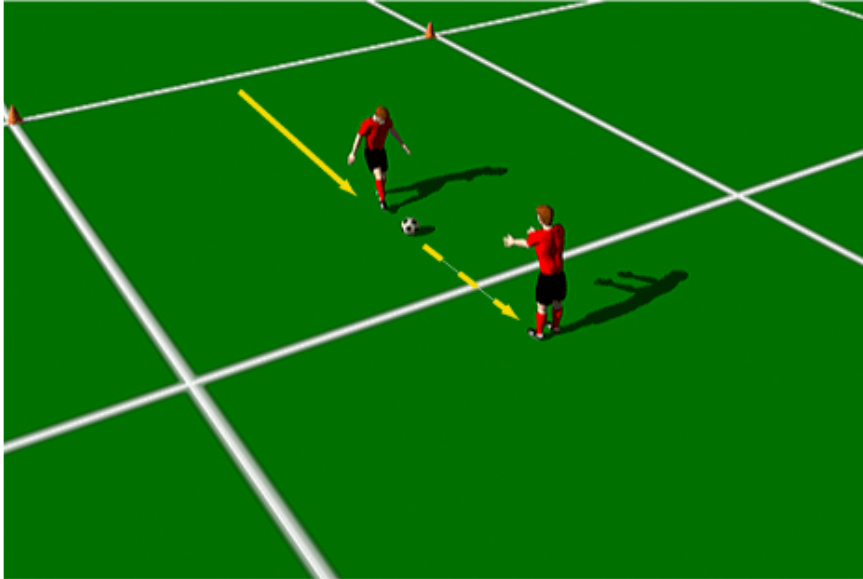
Two players are positioned in a grid 10 yards by 10 yards. One player is the goalkeeper, the second a receiver. The goalkeeper stands in between the two cones and rolls the ball towards the receiver. The receiver steps towards the ball and shoots the ball at the goal. After shooting the ball, the receiver must return to the starting position. Both players should alternate roles.

The coach should emphasize the following coaching points:

- Remember to keep the head steady and eyes fixed firmly on the ball.
- Approach the ball at a slight angle. This will assist the natural swinging motion of the kicking leg.
- The last stride to the ball should be the longest stride.
- The non-kicking foot should be placed along side and slightly in front of the ball.
- Contact on the ball with the kicking foot should be made through the horizontal mid-line of the ball.
- The kicking foot should be fully extended down and the ball should be struck with the laces of the shoe.
- The follow through should be made through the center of the ball and continue in the direction of the goal.

Ages 7 to 8 Years

Week 12 Drill 2 - Shooting Mechanics II



Set Up

- ▣ 2 Players
- ▣ 4 Cones
- ▣ 1 Ball



- ▣ Grid 10 x 20 yards
or 9 x 18 metres

Coaching Points

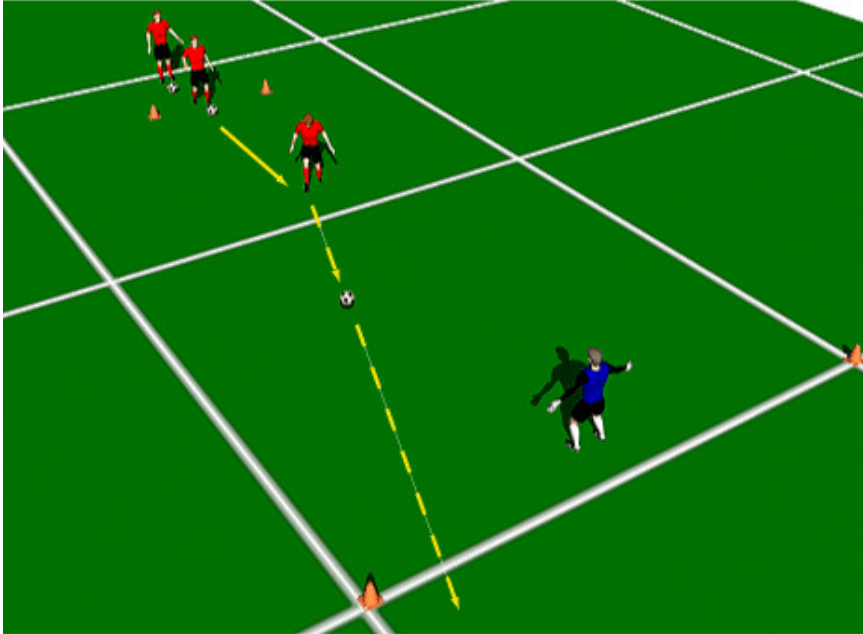
This practice is designed to introduce the novice player to the correct mechanics when shooting the ball.

Two players are positioned in a grid 10 yards by 20 yards. One player is the server, the second a receiver. The players start the practice at one end of the grid. The server stands approximately 2 yards from the receiver and rolls the ball towards the receiver.

The receiver steps towards the ball and shoots the ball back to the server's hands. The server then retreats 2 yards and repeats the service. This is done until both players reach the opposite side of the grid, then both players change roles.

Ages 7 to 8 Years

Week 12 Drill 3 - Small Group Shooting Relay



Set Up

- ▣ Small group of players
- ▣ 4 Cones
- ▣ 1 Ball each player



- ▣ Grid 10 x 20 yards
or 9 x 18 metres

Coaching Points

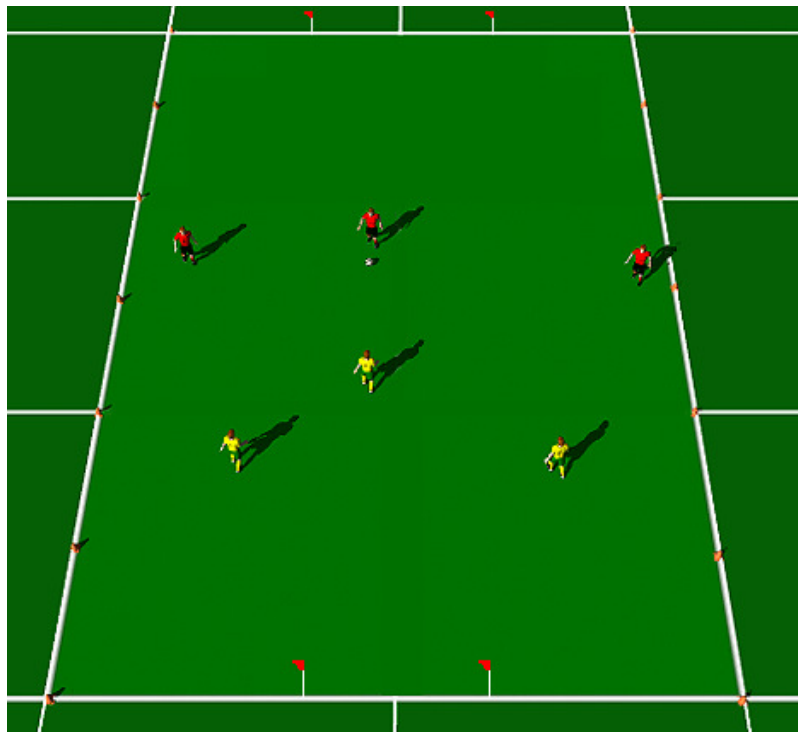
This practice is designed to introduce the novice player to the correct mechanics when shooting the ball.

Four players are positioned in a grid 10 yards by 20 yards with one player as the goalkeeper. The practice starts when the first shooter inline pushes the ball forward and shoots at goal. After shooting, the players must retrieve their ball and return to the starting position and join the end of the line.

Players should alternate roles of the goalkeeper.

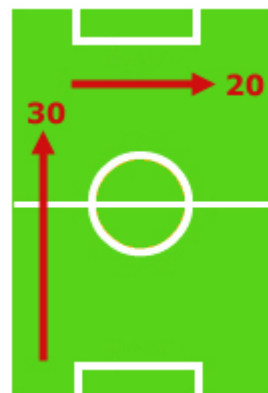
Ages 7 to 8 Years

Week 12 - Small-Sided Game (no goalkeepers)



Set Up

- ▣ Supply of cones
- ▣ Flags for goals
- ▣ Supply of balls



- ▣ Field 20 x 30 yards or 18 x 27 metres

Coaching Points

Finish with small sided game 3 v 3 (No Goalkeepers).

The practice should be concluded with a small-sided game reinforcing the coaching points from your drills.

- Divide the players into teams of three or fours, no goalkeepers.
- Each field should be approximately 20 yards x 30 yards.
- Use corner flags or cones as goals.
- Small-sided round robin tournaments can be used.
- Every team plays each other.
- Each game 10 minutes in duration.
- Total time, 30 minutes.

Format

Team 1 v Team 2 ____
Team 3 v Team 4 ____
Team 1 v Team 3 ____
Team 2 v Team 4 ____
Team 1 v Team 4 ____
Team 2 v Team 3 ____

At the end of your session, review all coaching points made during the practice.