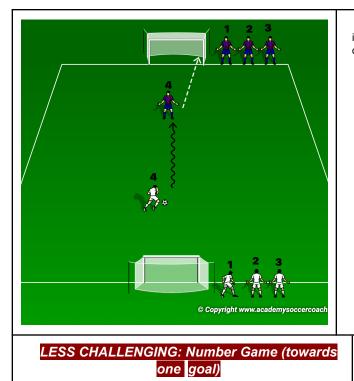
Spring 2024	GOAL:		Free Play					2/	
Arlington	PLAYER A	ACTIONS	Enjo	y the gar	the games, incorporate all the things worked on the previous weeks.				
	KEY QUALITIES		Incorporate all the things worked weeks before. Have fun						
	MOMENT		Attack/Def	fense	DURATION	90 minutes	PLAYERS	8-12	
SKILL ACQUISITION: Attacking: use the space, dribble into space, find teammates to pass the ball, get opened when my – team has the ball. Defense: press, cover, balance. After pressing, making sure to contain. Communication withing team. 1 PLAY PHASE (Intentional Free Play) 1 DURATION: 25 min INTERVALS: 5 - ACTIVITY: 4 min REST: 1 min.									
		Copyright	www.academysoccei	PLAY engag ORGA 25L w end li arrive arrive KEY V GUID not ha ANSV Not, w and w NOTE to be	ER ACTIONS ge defensively ANIZATION: D ith end zone e ine. When prace , start playing , the game be NORDS: Enga ED QUESTION ave the ball? D VERS: Press a vin it straight a ait until I have patient to win	d your goal and at Pass or dribble for tivide your (25W x ither side of the fire ctice is ready to sta a game. The gam comes 2v1 then 2 age on defense, be NS: What should y Do you have to wir as soon as we lose way, be patient to e support from my rs aware of when to batient because the	35L) game field ald. Do these 5 y art & as soon as e can start as 1 v2 up to 3v3. e patient. you do when you n it straight away e the ball, and try when you can the teammates.	ce, into two 15 yards from t 2 players v1. As playe v1. As playe y to win it. ry and win i ball and whe	he ers s t,
CORE ACTIVITY: Number game				DURATI	ON: 30 min	INTERVALS: 10 -	- ACTIVITY: 2 m	nin REST	Г: 1min.



OBJECTIVE: Two teams where in both teams everyone has a number. When the number is called both players with the same number goes for the ball and try to score on the oppositions goal.

PLAYER ACTIONS: Be focused and waiting for their number to be called, as soon as it gets called run for the ball and play a 1v1 and try to score on the opposites team goal. If two numbers or more are called play together with your team.

ORGANIZATION: Two goals opposite to each others, from 35 to 40 feet apart. Teams should stand next to the goal they are defending. Coach has the balls ready to throw when numbers are called.

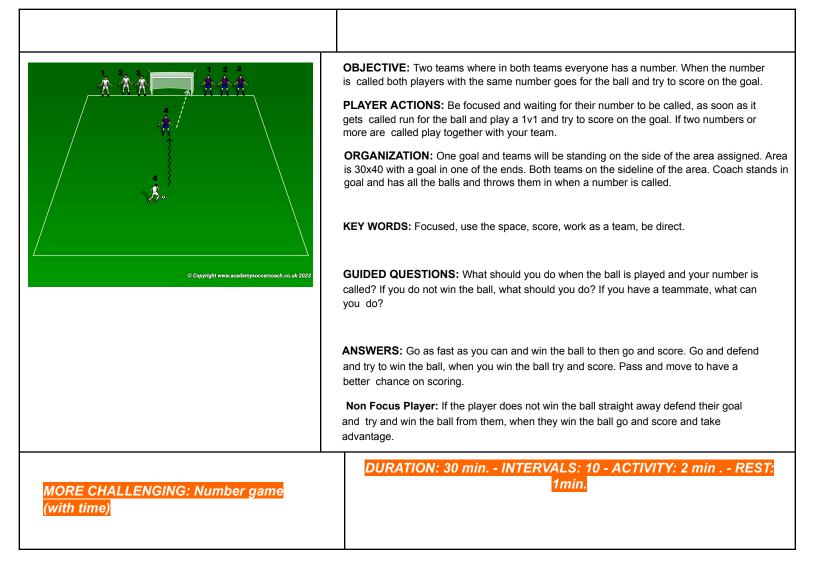
KEY WORDS: Focused, use the space, score, work as a team.

GUIDED QUESTIONS: What should you do when the ball is played and your number is called? If you have a teammate, what can you do?

ANSWERS: Go as fast as you can and win the ball to then go and score. Pass and move to have a better chance on scoring.

Non Focus Player: If the player does not win the ball straight away defend their goal and try and win the ball from them, when they win the ball go and score and take advantage.

DURATION: 30 min. - INTERVALS: 10 - ACTIVITY: 2 min . -REST:<mark>1</mark>min.



	 OBJECTIVE: Two teams where in both teams everyone has a number. When the number is called both players with the same number goes for the ball and try to score on the oppositions goal. As soon as one player touches the ball, coach starts countdown from 15 seconds, players have this amount of time to score on the other teams goal. PLAYER ACTIONS: Be focused and waiting for their number to be called, as soon as it gets called run for the ball and play a 1v1 and try to score on the opposites team goal. If two numbers or more are called play together with your team. ORGANIZATION: Two goals opposite to each others, from 35 to 40 feet apart. Teams should stand next to the goal they are defending. Coach has the balls ready to throw when numbers are called. When players touch the ball, begin counting down from 15 seconds to pressure players to make a quick decision to score.
© Copyright www.academysoccercoach	GUIDED QUESTIONS: What should you do when the ball is played and your number is called? If you do not win the ball, what should you do? If you have a teammate, what can you do? What is the purpose of the timer?
	ANSWERS: Go as fast as you can and win the ball to then go and score. Go and defend and try to win the ball, when you win the ball try and score. Pass and move to have a better chance on scoring. Pressuring the players to make a quick decision and be direct towards goal.
	Non Focus Player: If the player does not win the ball straight away defend their goal and try and win the ball from them, when they win the ball go and score and take advantage.
2 PLAY PHASE: The Game	DURATION: 30 min - INTERVALS: 2 - ACTIVITY: 13 min REST: 2 min.



OBJECTIVE: Normal scrimmage, with two equal teams and normal soccer rules. Throw ins, corners, goal kicks.

PLAYER ACTIONS: Replicate what an official game is like, while integrating all the skills worked on through the weeks.

ORGANIZATION: Two equal teams, playing in a big field with two goals. Normal soccer rules, working on throw ins, corners, goal kicks, replicating what an official game should be like.

KEY WORDS: Pass and move, be direct, use the space, spread out, be an option, apply pressure, cover, balance, contain, communicate, get organized and be disciplined.

GUIDED QUESTIONS: How is your team going to be the most successful?

ANSWERS: By working together as a team, pass and move into an open space where a teammate can pass you the ball again. Use the space, stay opened, on defense be engaged, organized and disciplined.

FIVE ELEMENTS of TRAINING EXERCISE

TRAINING SESSION SELF-REFLECTION QUESTIONS

1.Organized: Is the exercise organized in the right	1. How did you achieve your goals of the			
way? 2.Game like: Is the exercise game like?	training session?			
3.Repetitions: Are there repetitions when looking at the overall goal of the session?				
4.Challenging: Are the players being challenged? (Is	2. What did you do well?			
there the right balance between being successful and unsuccessful?)	2. What aculd you do hattar?			
5.Coaching: Is there the proper coaching based on the	3. What could you do better?			
age/level of the players?				