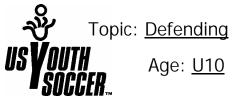


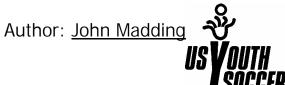
### National Youth License Course

# Lesson Plan



Age: <u>U10</u>

Activity Name	Description	Diagram	Purpose/Coaching Points
1. WARM-UP FUI "If you don't have one, get one"	All but 2 players have a ball in a 25 x 35 space. Coach instructs players that don't have a ball to get one. Once a player loses their ball they try to get one from another player. When coach decides to stop, the players without a ball do a fun activity.	X. X. X. O X X. X. X. X. X. O X.	<ul> <li>Get players to put pressure on players with a ball.</li> <li>Transition to defense when the player lose their ball to a defender</li> </ul>
2 Pressure Defending	Break players in to 2 teams of 6. Have one group spread themselves out in a grid that is appropriate for the players. The other team forms two lines at one of the corners of the grid. The coach puts a ball into play for the team in the grid. The first player in each line then enters the grid to try and kick the ball out of play in as short an amount of time as possible. Once the first ball is out of play the coach plays another into the grid and then the next player in each line enters the grid. The coach keeps track of how much time it takes for the defending team to go through their lines.	O O O O O Coach X X X X X X X X	<ul> <li>Have defenders force play away from help.</li> <li>Defenders should enter field with appropriate angle and speed of approach.</li> </ul>



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# Lesson Plan



Topic: Defending

Age: <u>U10</u>

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3. 2 v. 2 to End lines			
Keep same teams and grid. Ha form lines on one side of the grother team opposite. Coach is it the grid with the balls. Coach pone team. That team attempts to ball over the opposing team's g defending team is trying to stop team.	rid with the X in the middle of plays the ball to to dribble the goal line. The	X X X C 	<ul> <li>Defenders should travel while the ball is moving from the coach to the attacking team.</li> <li>As player receives the ball the defender should be slowing down.</li> </ul>
Same teams on a field that is 40 are on either end of field to be the are trying to play to their target	targets. Teams X O	K X X X O O O K	Immediate pressure to prevent easy pass to target.

Author: John Madding



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# Lesson Plan



Age: <u>U10</u>

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5. Final Game			
40	6 Game on a x 50 field cluding GK's.		Watch for application of the above coaching points.