

USYOUTHSOCCER YOUTH MODULE

ACTIVITY 1

- ? STEPS TO HEAVEN
 - 1. ON THE RUN
 - 2. SOLE OF THE SHOE
 - 3. ON THE KNEE
 - 4. HEAD TO THE FLOOR
 - 5. STAYING ALIVE
 - 6. DO SOME TRICKS
 - 7. BALL TO HEAVEN
 - 8. SWAP WITH A MATE
 - 9. BALL'S ALL MINE
 - 10. DO IT ALL AGAIN

DRIBBLING ACTIVITIES

ACTIVITY	RULES/SET UP	EQUIPMENT	KEY FACTORS
`MATH DRIBBLE	-BALL EACH	CONES	-USE ALL PARTS OF
	-PLAYERS TO DRIBBLE	BALLS	YOUR FEET TO
	UNTIL COACH GIVES		DRIBBLE
	A MATH PROBLEM		-LOTS OF LITTLE
	THEN WORKOUT THE		TOUCHES TO
	ANSWER TO SPLIT		CONTROL
	INTO GROUPS		-KEEP YOUR HEAD UP,
			LOOK FOR SPACE
GATES	SQUARE GRID WITH	BALLS	-FIND SPACE
	SEVERAL SMALL	CONES	-CHANGE SPEED
	GOALS WITHIN THE		-CHANGE DIRECTION
	AREA.		
	EACH PLAYER MUST		
	DRIBBLE THROUGH		
	AS MANY GOALS AS		
	THEY CAN IN A TIMED		
	PERIOD.		

WACKY RACES	- 2PLAYERS RACE	BALL EACH	CLOSE CONTROL
	IN A FIGURE 8 OF		CHANGE OF SPEED
	PLAYERS TO TRY		
	TO TAG EACH		
	OTHER		
WHO LET THE	-SPLIT INTO 2	BALLS	CONTROL
DOGS OUT	TEAMS (ONE	CONES	CHANGE OF
	PAPER	BIBS	SPEED/DIRECTION
	BOYS/GIRLS THE		
	OTHER DOGS		
	-PAPER		
	BOYS/GIRLS MUST		
	DRIBBLE THEIR		
	BALL ACROSS THE		
	SQUARE TO THE		
	OTHER SIDE		
	- DOGS, IN A CRAB		
	POSITION, MUST		
	TRY TO STEAL		
	THE BALL WITH		
	THEIR FEET		
	-GAME ENDS		
	WHEN ALL OF		
	PAPER		
	BOYS/GIRLS ARE		
	CAUGHT		

PASSING ACTIVITIES

ACTIVITY	RULES/SET UP	EQUIPMENT	KEY FACTORS
WORLD CUP	-PLAYERS WITH A	BALLS	-STANDING FOOT
PASSING	PARTNER	CONES	NEXT TO THE
	-ONE PLAYER		BALL
	TRYS TO KNOCK		- TOE TO TARGET
	OF A BALL ON A		-LOCK ANKLE
	CONE TO SCORE A		-SIDE OF FOOT/
	POINT		MIDDLE OF BALL
	-PLAY TO		
	CONCLUSION		
	-WINNERS MOVE		
	UP		

DEER HUNTER	- PLAYERS	BALLS	WEIGHT,
	WITH	CONES	ACCURACY AND
	PARTNER	BIBS	TIMING OF PASS
	MUST RUN		
	ROUNG		
	GRID		
	LINKED		
	TOGETHER		
	- 2 PLAYERS		
	WORK AS A		
	TEAM TO		
	TRY TO HIT		
	PLAYERS		
	FROM THE		
	KNEE DOWN		
	WITH THE		
	BALL		
	- TIMED		
	ACTIVITY		

SHOOTING ACTIVITY

ACTIVITY	RULES/SET UP	EQUIPMENT	KEY FACTORS
HIT THE COCONUT	- BALLS ON	BALLS	- USE LACES
	TOP OF	CONES	TO STRIKE
	CONES IN		- POINT TOE
	THE		DOWN
	MIDDLE OF		- FOLLOW
	THE GRID		THROUGH
	- 2 TEAMS,		- POINT
	ONE AT		SHOULDER
	EACH END,		TO TARGET
	TRY TO		- LAND ON
	KNOCK THE		STRIKING
	BALLS OF		FOOT
	THE CONE		
	TO SCORE A		
	POINT.		

HEADING ACTIVITY

- HEAD OUT OF OWN HANDS

- HEAD TO PARTNER

- SELF TOSS HEADER

- PARTNER TOSS HEADER

- CRAB HEADER

- KEEP UP HEADERS

HEADING GAME

-2 AT EACH END

- PARTNER TOSS, HEAD TO GOAL

SMALL SIDED GAME

ACTIVITY	RULES/SET UP	EQUIPMENT	KEY FACTORS
HIT THE BARREL	3V3	CONES	- TRY TO
	TO SCORE YOU	BALLS	MOVE TO
	MUST HIT THE	BIBS	RECEIVE A
	BARREL WITH THE		BALL
	BALL.		- KEEP A
			TRIANGLE
			WHEN
			YOUR TEAM
			IS IN
			POSSESSION
			- SHOOT ON
			SIGHT