Author: Mike Cullina



National Youth Certificate Course

Lesson Plan



Topic: Dribbling

Age: U12

Activity Name	Description	Diagram	Purpose/Coaching Points
 Red light, Green light. Stop & go per command. Teach a penetration move. Add yellow light 	1. On green light – go. Encourage free movement throughout grid. On red light – stop as quickly as possible. 2. Show move(s) (e.g. step-over, faint) 3. On yellow light, have player perform move (change direction) and explode into open space (change speed).	RED LIGHT GREEN LIGHT	Use different surfaces of foot Maintain vision of field Body in athletic position (low center of gravity, etc.) Change of direction Change of speed
2. 1v1 Ladder, Compe			
1v1 to line * Field – 15 x 12 yd. (length) x (width)	 45-60 second games Stop on line to score Winner moves up, loser stays (loser on top field goes all the way to bottom If tied, Rock, paper, scissors. 		 Set up opponent Make move Finish move (cut off defender's recovery)

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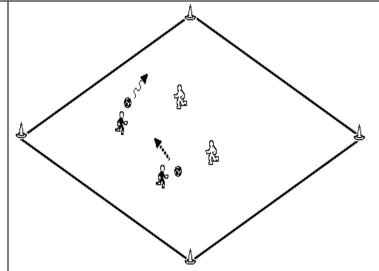
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3. 2v2 Cooperative, Competitive

2v2 to line

- * Field 15 x 24 yd.
- Play is initiated with pass from one team to other.
- To score, dribble through end line.
- Players switch teammates.

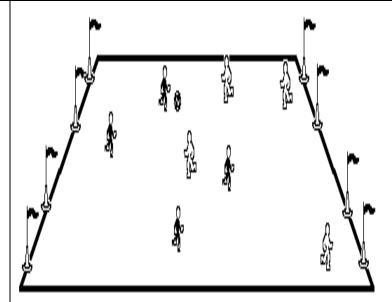


- Face defenders
- Dribble at defenders
- See space behind defenders (no cover)

4. 4v4-1

4v4-1 through gates (4v3)

- * Field 35 x 25 yd.
- Each team defends two 6yard gates placed on the end line, five yards from touchline.
- To score, dribble through gate.
- One player on team without ball takes a knee so the team defends with three. When team wins possession, said player becomes live and a player from opposing team takes a knee.



- Spatial awareness
- Dribble at defenders
- Teammates stay out of the way when 1v1 isolated.

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5. The GAME 8v8 to big goals (7v7 + GK) Organize each Play hard team in a 2-3-2 Have FUN! formation to **\$** 싪 * Field – 75 x 50 yd. ensure 1v1 throughout the **\$** field. <u>\$</u> 싪 싪 싪