Northville Soccer Association

Coaching Booklet



Age	U7 Players
Season & Session	Fall - Week 1 – Session 2
Topic	Ball Mastery, Running with the Ball and Step Fake Move

Activity Description	Diagram	Coaching Points
 Activity: Identifiers Area: 20 x 30. Activity: All players run around the area randomly. The coach then calls out an identifier, which could be a group of players or an individual. Who can tag the most players in a minute? The identifiers could be colors of a vest, color of clothing, first letter of players name, etc. Progression: Every player has a ball. 	RED SHORTS	■ Have some fun.
Activity: Dog and Master Area: Same as above. Activity: Each player (master) dribbles with their ball (dog). The coach calls out various commands: Keep him on a short leash (dribble keeping the ball close), the dog runs away and is then caught by their master, master strokes his dog with their foot, walkers swap their dogs. Progression: Add a dogcatcher.	SWAP DOGS	 Running with the Ball Technique Use the outside of the laces to strike the ball. Ball should be under knee when you strike it. Push the ball three or four steps in front of you and cover ground as quickly as possible.
 Activity: Speedy Gonzales Relay Area: 5 x 30 per group. Activity: Split players into groups of at least 3. Each player needs a soccer ball. Place one player on one end line and two on the opposite end line. Each player's has to dribble one leg of the relay each. Continue. Progression: Add a cone half way down the grid, players should complete a step fake and then continue to the opposite side. 	• • • • •	 Running with the Ball Technique. Step Fake Keep the ball close before completing the move. Step next to the ball with your weak foot. Bend knee of non-kicking foot and drop your shoulder. Come out of the move with the outside of strong foot, at an angle and explode.
 Activity: Disney Game Area: 20 x 30 with two goals. Activity: Two teams of equal numbers stand at either sides of the grid. Give each player a Disney characters name (make sure there is a match name on the other team). Coach sends a ball in and players come out to play a game. After a goal, period of play or ball goes out another character. Progression: Play more than 1 v 1. 		 All above. Keep the ball close when engaging the defender. Complete your move 2 to 3 yards before the defender. Explode out of the move.
 Activity: 4 v 4 Scrimmage Area: 25 x 35 with small goals Activity: Play a regular of soccer. Players who complete a step fake at the correct time & beats a defender gains 5 points for their team. Progression: Remove points system and play a regular game. 		■ All above.