

JASA MINI'S PRACTICE LESSON PLANS-WEEK 2



Stage	Activity	Description	Diagram	Guid	led Questions
Activity 1	yards apart). All players wi triangle in order to score a poin Coach: Have players keep cou 30 seconds or a minute. Repeat	nt of how many points they score in t, asking the players to beat the score in also ask them to dribble with their	www.SportSessionPlanner.com	 What surface to use? When exiting a triangle how fast should we go? How to stop the soccer ball at each triangle? When and how to turn at the triangle? Where should the eyes be looking? 	
Activity 2	player on the end line. One pla players will go to the furthest co cone diagonally behind and exec cone. The player that arrives to the Turns are:	D. Pair up the players and place each yer will call the turn and say go. The one and execute the turn, then go to the ute the turn again, then RWB to the last one last cone first gets 10 points utside foot hook and Drag Back	www.SportSessionPlanner.com	quickly ov • What surfuse to turn • How do v • What are s	we move the ball yer a big space? ace of foot should we a with the ball? we change directions? some ways we can ball start and stop?
Activity 3	passing to his/her partner in a lapractice vest (penny) between the playing area. The players will transoccer ball on the other side of score in the moving goal after moving goal	ecer ball. The players are dribbling and 15x20 yard grid. Two coaches hold a em, forming a goal moving all over the ty to score by passing and receiving the the moving goal. The pairs can only completing two passes away from the ag passes made away from the moving	www.SportSessionPlanner.com	 How to pass and receive? Who to pass to? Why to pass? Where to pass to? –Feet or Space? What to say and where to move to? What surface of foot and ball to strike? 	
Activity 4	2v2 Combat: The coach makes two teams of 3-5 players each. The players are lined up next to the coach. When the coach serves the ball on to the field, two players next to the coach on each team will go after the soccer ball and retrieve it and dribble or pass it into their team's goal for a point. Variation: Players must connect one pass before going to goal. Increase numbers to 2v2, 3v2 and 3v3's.		* ₈ * ₈ www.SportSessiohPlanner.com	 Who, When, Where, Why What and How to Attack? Who, When, Where, Why, What and How to Defend? 	
Match	Full/Half Field Scrimmage Using full field if available or use half if other half is occupied			10-15 minutes	