U6 MLU Youth Development Week 15

Activity 1	Activity Description	Time
WWW. ADDITION COMP	Free Dribble: All players are dribbling a soccer ball in a 15x20 yard grid using their inside, outside, and the sole of their foot. Coach: Have players change direction and accelerate away. Have players demonstrate a move and accelerate away. Version 2: Coach can put pressure on players dribbling. Version 3: Players can dribble at each other and perform a move and accelerate away.	6 minutes
Activity 2	Activity Description	Time
www.sports-graphica.com	Hospital Tag: All players dribbling a soccer ball will try to tag each other with their hands. Once a player is tagged he/she must cover the tagged (injured) spot with one hand, second tag use the other hand, third tag the player must go to the hospital to see the doctor and cure him/her. Coach: Acts as the "doctor(s)" and heal the dribblers so they can keep involved in the activity.	6 minutes
Activity 3	Activity Description	Time
West Aports-graphics.com.	Snake: All players are dribbling a soccer ball in a 15x20 yard grid with the exception of at least 2 players. The 2 players hold hands or lock arms to create a snake. The snake works together to tag the dribbling players who then become a part of the snake. The snake must try to stay connected and not break into little parts. Coach: May encourage the snake players to hiss.	6 minutes
Activity 4	Activity Description	Time
	Sharks and Minnows: In a 15x20 yard grid have 3-4 players acting as the sharks. The minnows are in one end of the grid with their soccer balls. When the coach says "GO" the minnows try to dribble to the other end of the grid and the sharks are trying to kick the ball out. When the dribbler's ball goes out, he/she becomes a shark. If the minnows reach the other end, they will wait for the coach's command to play again. The game continues until all players turn into sharks.	6 minutes
Scrimmage	Activity Description	Time
3v3 - Dual Field Scrimmage	Set up two fields of 15 x 20 yards with a 5yd space between them in order to keep the majority of your team playing.	25 minutes