PRE-K PROGRAM - WEEK 6



Exercise/Notes	Description	Diagram	Coaching Points
Follow The Leader 10 Minutes Every player w/ ball Players in pairs 25yd X 25yd grid	Players are labeled A and B. Player A dribbles and tries to lose Player B. Go for about 30 seconds. Switch roles, player B leads now. Progression: 1) Run w/o ball 2) R foot only w/ball 3) L foot only w/ball 4) Speed round (any surface). MAKE SURE TO TEACH THE KIDS WHAT IS RIGHT AND LEFT When the coach yells "Stop!" if the follower is more than 5 yards from the leader they have 5 jumping jacks		Try to be deceptive, make it tough for your partner to stay w/ you Change directions often, accelerate after direction changes Keep head up to avoid collisions
1v1 To Goal 15 Minutes Two Lines Balls w/ coach Goal	Divide the team up in half (an attack line and defense line). Coach says "Go!" and passes to attacker, who runs around their cone (defense does same). Attacker tries to score a goal, if defender steals the ball they try to pass the ball back to the coach. If 1v1 is lasting longer than 20 seconds, the play is over. 5 KEYS TO DEFENSE 1. Stay directly in front of the attacker 2. Be patient – don't try to steal the ball the second the attacker gets close, but when the attacker exposes the ball 3.Stay on your feet – slide tackling is highly discouraged, shuffle your feet 4.Keep your eye on the ball – do not stare at the dribblers hips or arms 5.Protect the areas in front of the goal	DEFENDERS	Defense + Keep your body in front of the attacker + Try to prevent the attacker from getting towards the middle of the goal (try to keep them away from the center of the field) + Don't dive in Attack + Be deceptive, shoot when you have space

SCRIMMAGE: Play 3v3 – Freeze if the ball goes out of bounds, coaches carry a ball in their hands to throw in play.