



# Tactics Manager

**Date:** 9/Jun/2017

**Duration:** N/A

**Time:** N/A

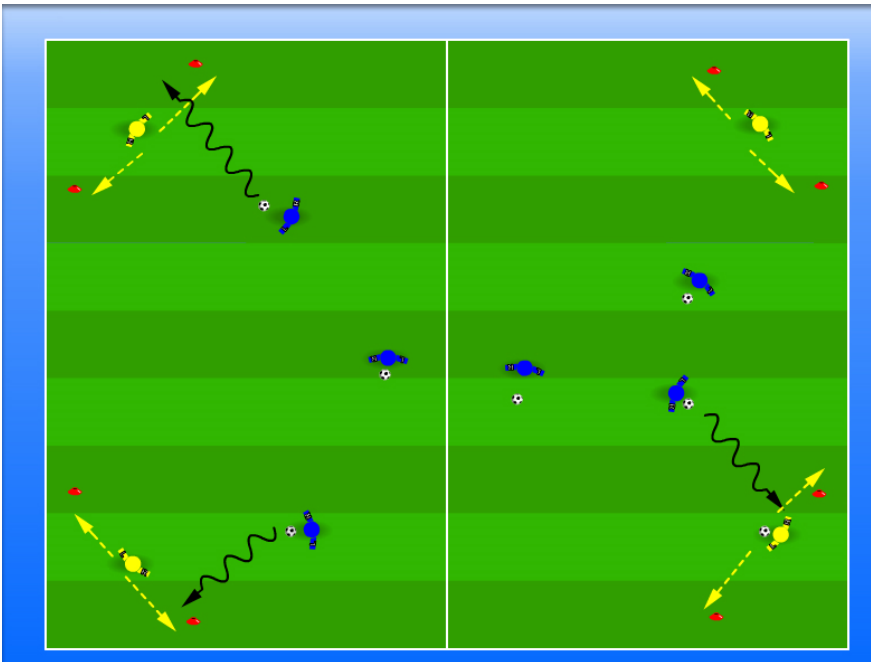
**Age/Level:**

**Session**

**Objective:**

## Fun Soccer games u3 - u6

### Prison break



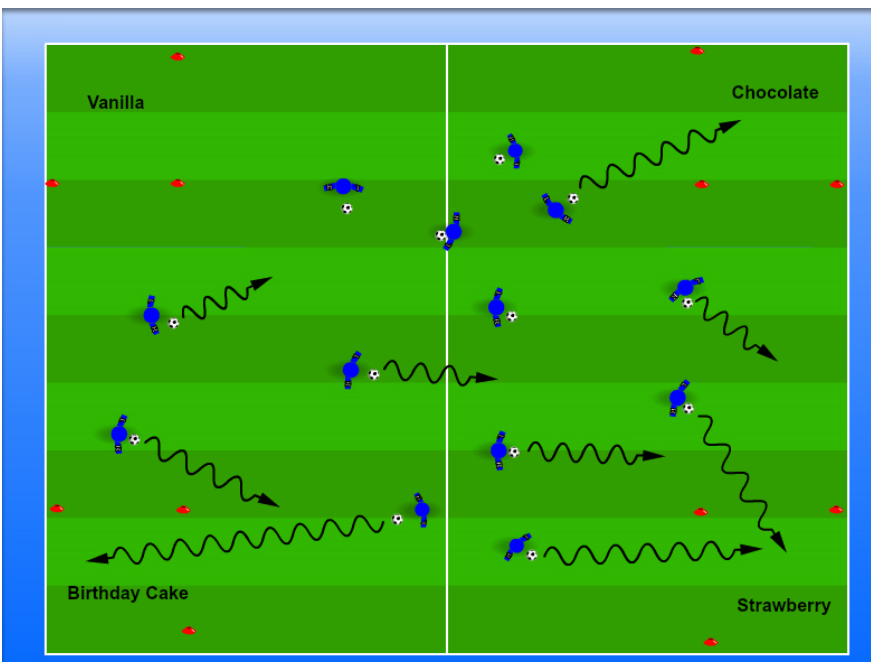
#### Description:

Prison guards have to guard the exits and catch prisoners by tagging them on the shoulder. Prisoners try to escape by running through the exit. If they escape they get a point and then have to attack a new gate. If a guard catches a prisoner they get a point. Change guards after 2 minutes

#### Coaching Points:

Small touches, on our toes, knees bent, scanning/head up when dribbling, changing direction

### Ice cream parlour



#### Description:

All players have a ball and dribble around the middle area. Four corner boxes are marked and given a name for a flavour of ice cream (you can use anything to label the boxes, fruit, soccer teams, etc). When the coach shouts "order up!" the players have ten seconds to choose a corner to run too. All the players in that corner get 1 point!

#### Coaching Points:

Small touches, on our toes, knees bent, scanning/head up when dribbling. Speed touches towards the corners, slightly bigger



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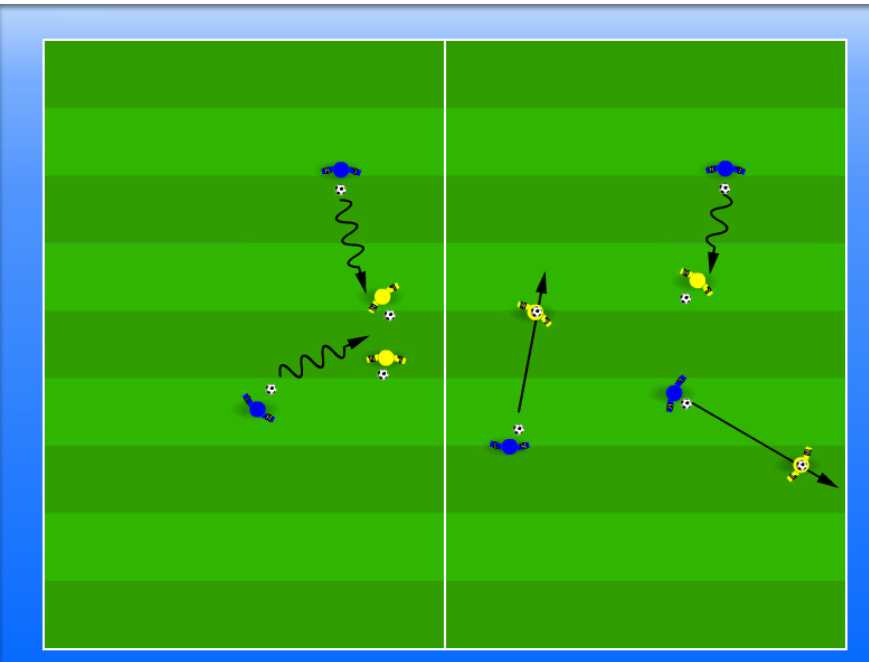
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## Fun Soccer games u3 - u6

### Soccer golf



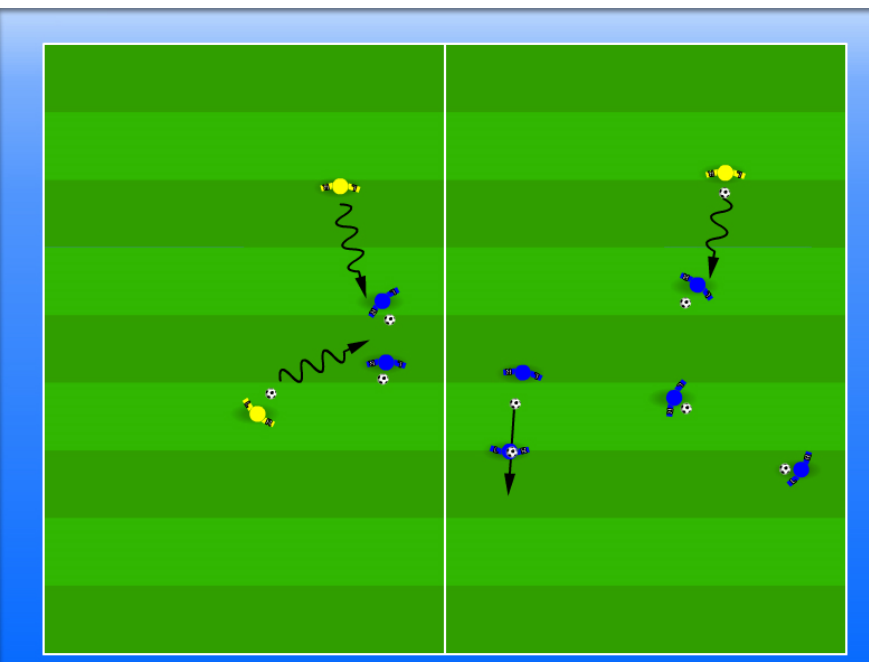
#### Description:

Player works in pairs or with their parent. The player follows partner around trying to keep as close as they can, parent or leader must get away. When coach yells "STOP!" the leader faces their child/partner, picks their ball up and holds it in the air with their feet spread apart. The follower tries to pass their ball between the leaders feet. One point if they manage it, then switch roles.

#### Coaching Points:

Small touches, on our toes, knees bent, scanning/head up when dribbling. T shape when passing, inside of the foot

### Stuck in the mud



#### Description:

Pick three or four players to be the mud monsters. The mud monsters try to tag the other players. If they get caught, they stand with their feet apart, stuck in the mud. Other players can unlock them by crawling through their legs or tapping both their shoulders if they don't want to crawl. Progression: give everyone, including mud monsters a ball. To be freed, another player has to pass the ball between the caught players legs. Then, take the mud monsters ball away so it is easier for them.

#### Coaching Points:

Small touches, on our toes, knees bent, scanning/head up when dribbling. T shape when passing, inside of the foot



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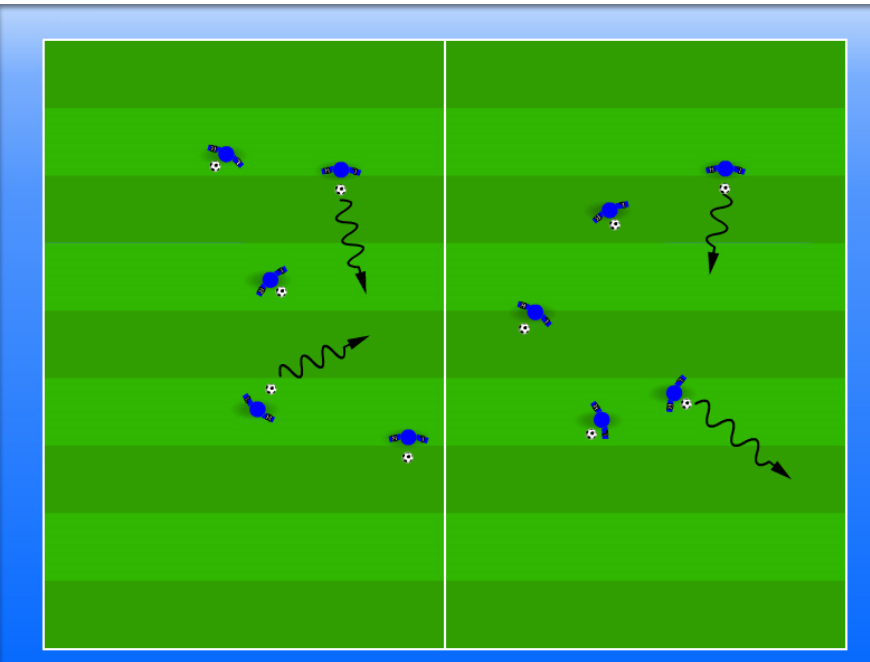
**Age/Level:**

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**Objective:**

## Fun Soccer games u3 - u6

### Traffic lights



#### Description:

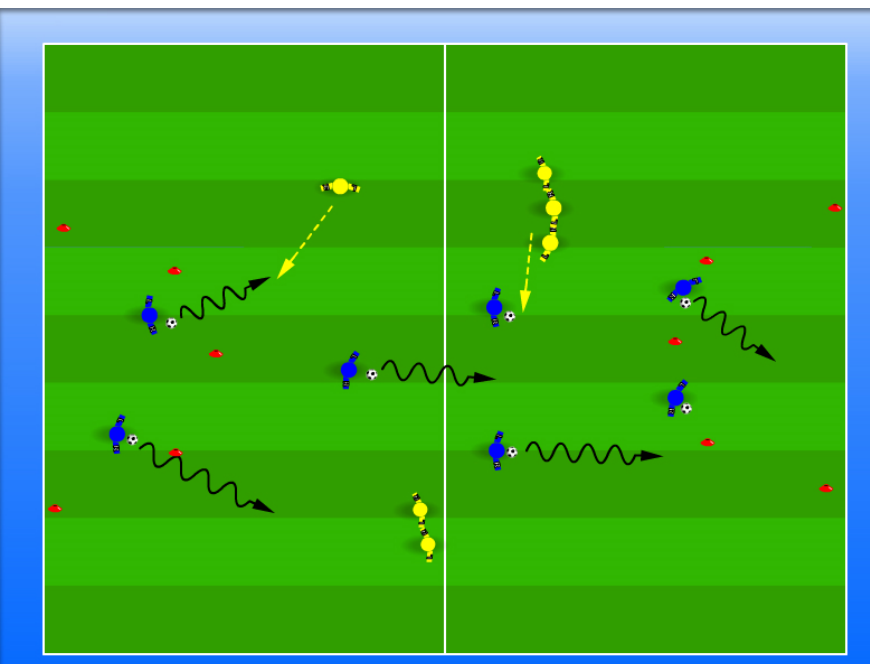
Every player has a ball and dribbles around an area. The coach either hold up a cone (red, yellow, green) or shout the colours. RED = Stop, YELLOW = get ready/toe taps, GREEN = go! The players have to react as fast as possible to the shout/cone.

Progression: add the shout "round about" the player must dribble around their parent, a coach or a cone. Add the shout "reverse" the player must try to move backwards with the ball (little ones can pick the ball up and walk backwards). "Roadblock" the player turns to go other way

#### Coaching Points:

Small touches, on our toes, knees bent, scanning/head up

### Germ tag



#### Description:

Pick three or four players to be germs, the rest start in one end zone. If the germ tags you, you join the germ and have to hold hands whilst tagging. The germ can grow to three people but when a fourth is caught the germ splits into two pairs. Progression: give the players a ball, not the germs. They must dribble past the germs to the far side under control of the ball.

#### Coaching Points:

Small touches, on our toes, knees bent, scanning/head up when dribbling.



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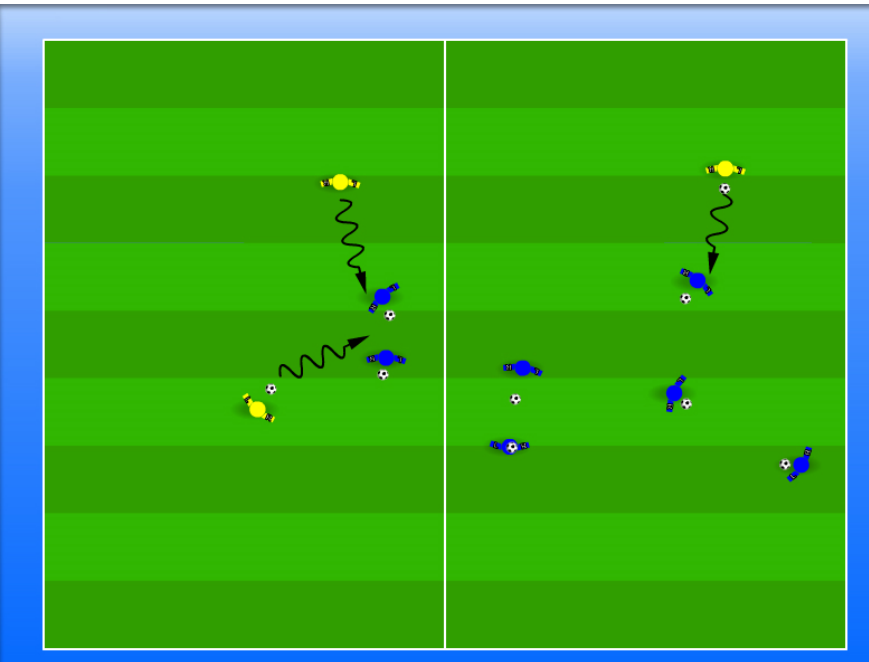
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**Objective:**

## Fun Soccer games u3 - u6

### Donkey tails



#### Description:

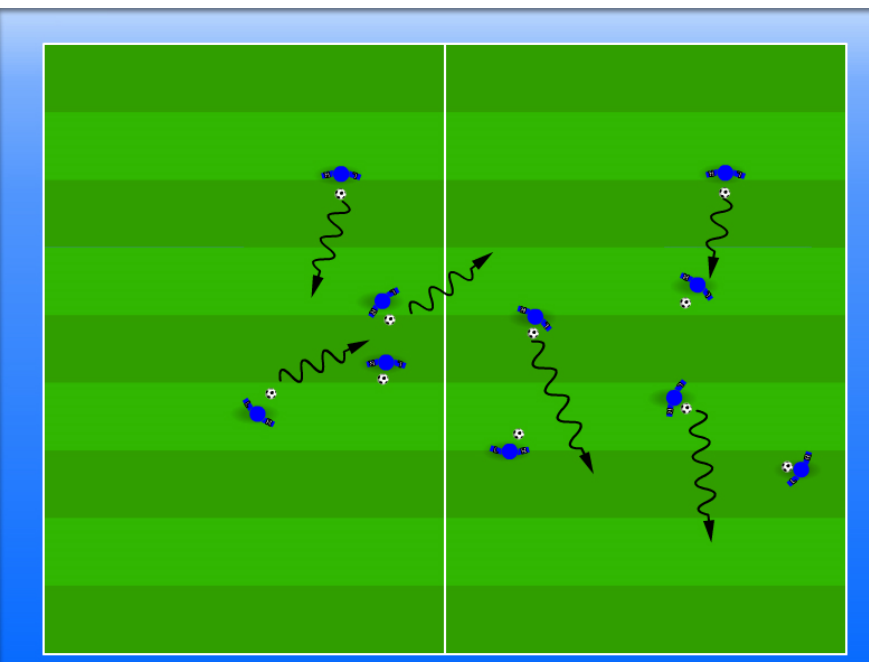
Donkeys have a ball each and tuck a donkey tail into the back of their shorts. They try to stay away from the cowboys who look to take the donkeys tails. If a donkey loses its tail they help the cowboys catch the other donkeys.

Progression: have the cowboys control a ball whilst chasing

#### Coaching Points:

Small touches, on our toes, knees bent, scanning/head up when dribbling.

### Body parts



#### Description:

Players all have a ball and dribble around the area. When the coach shouts a body part out, the players have to touch it too the ball. If players don't want to drop down onto the ball, have them stop it with their foot and point to the body part.

#### Coaching Points:

Small touches, on our toes, knees bent, scanning/head up when dribbling.



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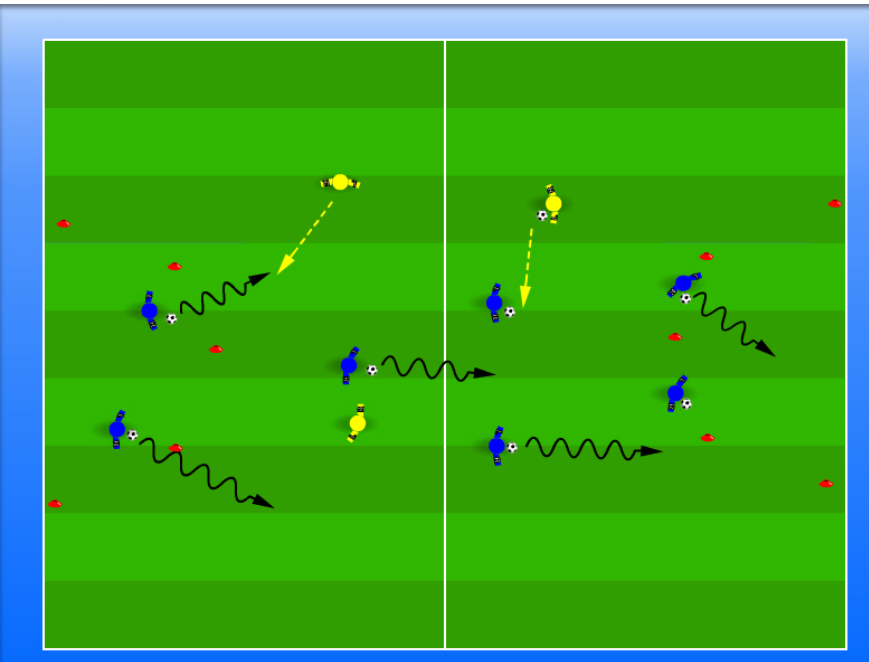
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### Foxes and farmers



#### Description:

Pick three or four players to be farmers, the rest are foxes. The foxes start in one end zone and must get to the far zone without the farmers catching them (tagging their shoulder). If they get caught, they become a farmer and help catch the other foxes. Progression: give everyone a ball, farmers still tagging. Then take farmers ball away, everyone is still tagging. Start giving points for the faster dribbler who is under control.

#### Coaching Points:

Small touches, on our toes, knees bent, scanning/head up when dribbling.