Author: Tom Fleck



Coaches Connection

Lesson Plan



Activity Name Descrip			tion	Diagram			<b>Coaching Points</b>	
1 TAG								
The coach picks two people who must chase everyone else and tag them. Tagged players can't move until you allow them. The chasers don't have a ball; all others do.	yard grid needed to the playe younger are to co not be ov dribble o	J8 age group go to a 20 x 20 J8 age group go to a 20 x 20 L Use as many cones as to clearly define the grid to ers. Keep in mind that the they are the less likely they mprehend boundaries. Do verly concerned when they ut-of-bounds. Simply corral k toward the grid.		tag	s Second		This game improves dribbling in a fun; competitive environment.	
2 BALL RE	TRIEV	E						
The coach has a pile of 6 or 7 balls. The coach kicks or throws these in all directions. The players should chase any ball and dribble it back to the pile at the coach's feet. Never letting the pile get down to zero is the player's objective. Balls are thrown or kicked 10-20 yards.		The space is a 20 x 20 yard grid. Use tall cones to designate the corners. For the U8 age group more cones will be necessary along the border lines to concretely designate the grid.		A	<b>*</b>		The emphasis here is on visual tracking and dribbling to a designated place.	



