

GRASSROOTS WORKBOOK & PRACTICE PLANS





<u>Learn to Train practice plan</u> <u>The OSA Player Development Model – The Station concept</u>



The activities provided take a look at how stations are being used at the Grassroots level. During the practice players will spend an allotted time at each station having fun and developing specific skills before moving onto the next station. By using station work we ensure players are continually motivated and we can ensure that their attention is not lost.

In the following activities players will travel through 4 stations. In these examples one station focuses on general movements, one station on soccer coordination with the ball, one station on soccer technique and the final station focuses on a small sided soccer game 3v3, 4v4 and 5v5

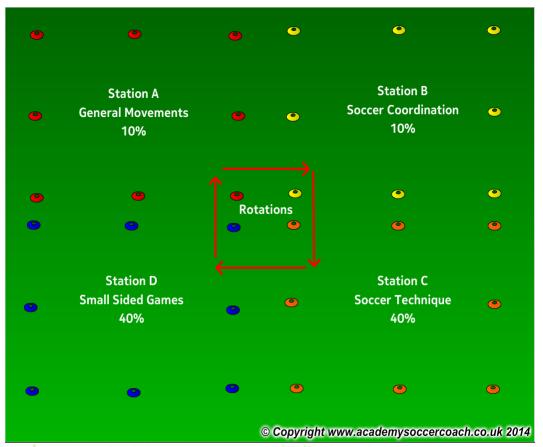
All sessions take a holistic approach to developing our youth. Each game and activity will take a look at how we can focus on 4 main areas of the child's development; these include Social/Emotional, physical, physiological and also technical

Total Practice time 45-70 minutes as per the OSA Recreational and Development Matrix



Learn to Train practice plan How the OSA Player Development Model works





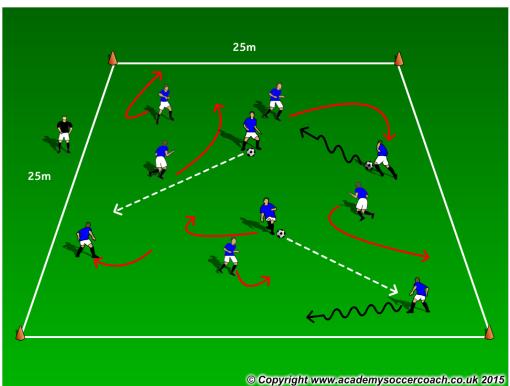
If working with a larger group organize players into groups of 10-12. Each station has a coach who will lead that specific station for the session. Players rotate every 12-15 minutes with a 2 minute break in between each station to have a water break and move to the next station. If working with a smaller group you can still have the 4 stations and players will move together through all 4 stations until all are complete.



Learn to Train practice plan - Week 28 Station A

<u>General Movement – Dynamic warm up with the ball</u>





Organization: Players are placed in a 25x25m area Procedure: Players pass and dribble 3 balls amongst the group. Players without possesion are encouraged to continuously move at different speeds and perform various multi-directional, soccer related movements such as walking & running (forwards and backwards), jumping, lateral movements, skipping, and rolling.

Time frame. 10-12 minutes **Emphasis:**

- Changing direction
 - A,B,C's
 - FUN!

Confidence Being safe	Keep First Pa
<u>Physical</u>	
A,B,C's	Co
Change of Direction	Pe

Psychological

Technical ing the ball under control touch out of feet art of foot/ball **Social** ommunicating Peer interaction **FUN**



<u>Learn to Train practice plan – Week 28</u> <u>Station B</u>

SSG: 3v3 + Turning





Organization: The white team will play a 3v3 game against the Blue and purple team, while the yellow and black and white teams are organized with 1 player each in the centre of the field and 2 players from each team placed on the outside as shown above.

Procedure: While the 3v3 game is taking place the yellow team and black and white team will work on passing and turning across the field. Rotate the middle player every 60 seconds. Players on the outside can move up and down the side line. Encourage all players to make appropriate decisions based on what is happening around them while working on technique in a chaotic environment.

Rotate teams every 3 minutes.

Time frame. 12-15 minutes Emphasis:

- Movement to create space & support player in possession
 - Decision making
 - Scanning

Psychological

Decision making Confidence Creativity

Physical A,B,C's

Technical

Scanning Body position to receive Type of turn

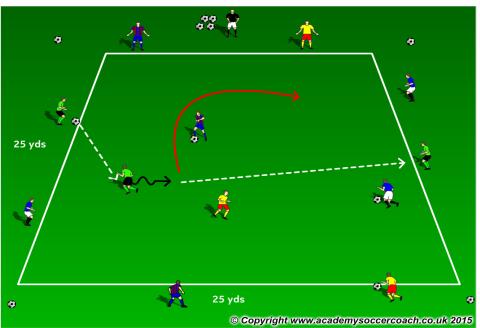
Social

Supporting team
mates
Communicating
Peer interaction /fun



Learn to Train practice plan – Week 28 Station C Turning with the ball





Organization:

- Players are divided into groups of 3.
- 2 Players are positioned around the perimeter of the grid (target players) and 1 player starts inside the playing area
- 1 ball per group

Procedure:

- Player inside collects pass from outside target player, turns and plays to other target player.
- Players rotate every minute.

Progression:

-Players on the outside move to a new position on the outside after passing the ball

Time frame. 12-15 minutes Emphasis:

- Body position to receive
- Types of turn (inside/outside foot, front/back foot, Cruyff
 - Scanning
 - Quality of pass
 - Touch direction

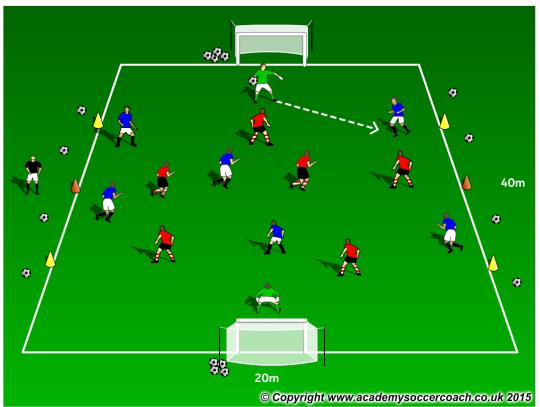
Psychological Confidence Decision making Spatial awareness Physical A,B,C's Confidence Decision making Scanning Touch direction Social Positive support Communicating Fun with friends



<u>Learn to Train practice plan – Week 28</u> <u>Station D</u>

Small Sided Game - 7v7 with retreat line





Organization: Players play 7v7 in a 40x20 yard area. Balls stationed along outside of field. Retreat Line marked at each 3rd for 7v7.

Procedure: Ecourage players to penetrate with forward passes, however passes should not be forced. Look for efficient movement to support player in possession and find space.

<u>Time frame. 12-15 minutes</u> <u>Emphasis:</u>

- Create Space
- Opportunities to turn

Psychological

Confidence
Decision Making
Spatial Awareness

Physical A,B,C's

Acceleration

Technical

Turning key factors
Execution under
pressure

Social

Positive support Communicating Fun with friends