



## Ontario Soccer Player Development Model: The Station Concept

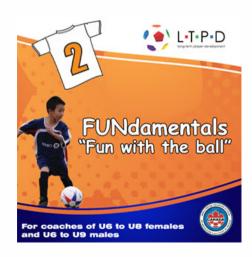


The activities provided illustrate how stations can being used during Grassroots practices.

All sessions take a holistic approach to developing our youth. Each game and activity will focus on 4 main areas of the child's development; these include social/emotional, physical, psychological and technical.

Total practice time 45 minutes as per the Recreational and Development Matrix.

Play. Inspire. Unite.







## Ontario Soccer Player Development Model How it works



#### Introduction

During the practice players will spend an allotted time at each station having fun, developing specific skills and qualities before moving onto the next station. By using station work we create an environment where players are continually motivated and challenged.

#### Organization

If working with a larger group, organize players into groups of 6. Each station has a coach who leads that specific station for the session.

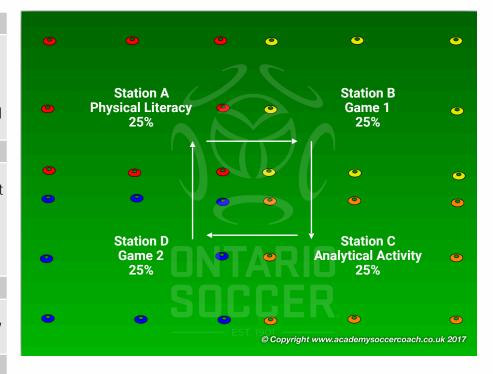
If working with a smaller group, simply move together through all 4 stations until all are complete.

#### Procedure

Players rotate every 9 minutes. Provide a 2 minute break in between each station for water and to allow movement to the next station.

#### **Emphasis**

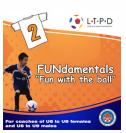
In these examples one station focuses on Physical Literacy, two stations on movements with the ball or small sided games and the 4th station is focused around technique with decision making.



Timing	Area
Total Time: 45 mins 4 x 9 minute Stations	20 x 20 m (x4)

Technical / Tactical	U6	U7	U8	Physical	U6	U7	U8
Dribbling	1	1	1	Agility	2	2	1
Running with the ball	1	1	1	Balance	3	2	1
Shooting	1	1	1	Coordination	3	2	1
Ball Control	3	1	1	Stamina	4	4	3
Passing	3	3	3	Strength	3	3	3
Receiving	3	1	1	Speed	2	1	1
Heading	4	4	4	Suppleness	3	3	3
Shielding	4	4	3	Acceleration	3	2	2
Crossing	4	4	3	Reaction	3	2	2
Finishing	4	4	3	Basic Motor Skills	1	1	1
1v1 Defending	4	4	3	Perception	1	1	1
1v1 Attacking	3	3	2	Awareness	1	1	1
				Other Sports	1	1	1
Socio-Emotional	116		110	Psychological			110
	U6	U7	U8	Psychological	U6	U7	U8
Listening	2	2	1	Motivation	1	1	1
Listening Co-operation	2	2	1	Motivation	1	1	1
Listening Co-operation	2	2	1	Motivation Self Confidence	1 1	1 1	1 1
Listening Co-operation Communication Sharing	2 3 1	2 3 1	1 1 1	Motivation Self Confidence Competitveness	1 1 4	1 1 3	1 1 2
Listening Co-operation Communication Sharing	2 3 1 3	2 3 1 2	1 1 1	Motivation Self Confidence Competitveness Concentration	1 1 4 3	1 1 3 3	1 1 2 3
Listening Co-operation Communication Sharing Problem-solving Decision-	2 3 1 3 3	2 3 1 2 2	1 1 1 1 2	Motivation Self Confidence Competitveness Concentration Commitment Self Control Determination	1 1 4 3 4 3	1 1 3 3 3	1 1 2 3 2
Listening Co-operation Communication Sharing Problem-solving Decision- making	2 3 1 3 3 3	2 3 1 2 2	1 1 1 1 2 1	Motivation Self Confidence Competitveness Concentration Commitment Self Control Determination Priority K	1 1 4 3 4 3	1 1 3 3 3 3	1 1 2 3 2 2 2
Listening Co-operation Communication Sharing Problem-solving Decision- making Empathy Patience	2 3 1 3 3 3 3	2 3 1 2 2 2 2 2	1 1 1 1 2 1 2	Motivation Self Confidence Competitveness Concentration Commitment Self Control Determination Priority K High	1 1 4 3 4 3	1 1 3 3 3 3	1 1 2 3 2 2 2
Listening Co-operation Communication Sharing Problem-solving Decision- making Empathy	2 3 1 3 3 3	2 3 1 2 2 2	1 1 1 1 2 1	Motivation Self Confidence Competitveness Concentration Commitment Self Control Determination Priority K High Medium	1 1 4 3 4 3	1 1 3 3 3 3	1 1 2 3 2 2 2
Listening Co-operation Communication Sharing Problem-solving Decision- making Empathy Patience Respect /	2 3 1 3 3 3 3	2 3 1 2 2 2 2 2	1 1 1 1 2 1 2	Motivation Self Confidence Competitveness Concentration Commitment Self Control Determination Priority K High	1 1 4 3 4 3	1 1 3 3 3 3	1 1 2 3 2 2 2





## Learn to Train

## Station A - Physical Literacy

**Connect Four** 



#### Organization

Create an a 15x15m area with cones placed 5m apart as shown. Players are divided in to two teams of four.

This can be set up twice with teams of 3 and 9 cones to incorporate 12 players.

#### Procedure

Players must run out and look to 'connect 4' by standing on a cone. They can connect, diagonally, horizontally or vertically. First team to connect 4 players win a point. Once a point is scored the activity restarts

#### **Emphasis**

Creating a safe environment Positive reinforcement Allow players to make decisions Demonstration of activity

#### Progression

Players move in different ways: Bear-crawls, Crab walks, Hopping or running backwards,



Timing	Area
8 – 12 minutes	15m x 15m

#### Objective

Players are able to change speed and direction with the ball

#### Outcomes

**All players** - will be able to change speed and direction

**Most players** - will be able to identify when to change speed and direction to deceive a defender

**Some players** - will be able to identify when to change speed and direction to deceive a defender with both feet

Technical / Tactical	Psychological
Ball Mastery Dribbling Passing Receiving	Fun Safety Confidence Creativity
Socio - Emotional	Physical
Celebrating Problem Solving Communicating Teamwork	Agility Balance Co-ordination Change of Direction Change of Speed





## **FUNdamentals**

#### Station B - Small Sided Game

2v2 with retreat line



#### Organization

Create three mini fields, 12x15 yards. Balls around the perimeter.

#### Procedure

Players play 2v2. After 2 minutes. Rotate the teams. Can do a competition ladder and rock paper scissors to settle a tied game.

Include celebrations with team mates, high 5's, come up with their own etc.

#### **Emphasis**

Free Play and FUN!

#### Progression

N/A



Timing	Area
9 Minutes	15m x 40m 15m x 12m (Set up 3 times)

#### Objective

Players are able to change speed and direction with the ball

#### Outcomes

**All players** - will be able to change speed and direction

**Most players** - will be able to identify when to change speed and direction to deceive a defender

**Some players** - will be able to identify when to change speed and direction to deceive a defender with both feet

Technical / Tactical	Psychological
Dribbling	Fun
Receiving	Confidence
Passing	Being safe
Finishing	Reactions
Socio - Emotional	Physical
Problem Solving	Agility
Communicating	Balance
Listening	Co-ordination
Celebrating	Change of Direction
Teamwork	Change of Speed





## **FUNdamentals**

Station C - Analytical
Build Up Tag



#### Organization

9 players are placed inside the area with a ball. 3 players are placed in a different colour without a ball.

#### Procedure

The players in black must hold hands and work together to touch an opponents ball. If they manage do so, that player then becomes part of the defending team. Red players must stay in the area with their ball. If they go out of the area, they become part of the defending team. Last player remaining wins.

#### **Emphasis**

Imagination, creativity and celebrating!

#### Progression

Defending players face alternate ways. e.g.:



Timing	Area
9 Minutes	15m x 15m grid

#### Objective

Players are able to change speed and direction with the ball

#### Outcomes

**All players** - will be able to change speed and direction

**Most players** - will be able to identify when to change speed and direction to deceive a defender

**Some players** - will be able to identify when to change speed and direction to deceive a defender with both feet

Technical / Tactical	Psychological
Ball mastery	Fun
Running with the ball	Confidence
Dribbling	Being safe
Socio - Emotional	Physical
Problem Solving	Agility
Communicating	Balance
Listening	Co-ordination
Celebrating	Change of Direction
Teamwork	Change of Speed

Top Tip

The most important focus at this age is the continued development of physical literacy and the recognition that individual technique development is paramount. See this activity delivered online at: <a href="http://www.ontariosoccer.net/grassroots-video-practices">http://www.ontariosoccer.net/grassroots-video-practices</a> or directly at <a href="https://www.youtube.com/watch?v=oEMfkUvcq6g">https://www.youtube.com/watch?v=oEMfkUvcq6g</a>





## **FUNdamentals**

#### Station D - Small Sided Game

3v3 with retreat line



#### Organization

Two teams of 3v3 are placed on to a 20x15 field with 1 or 2 goals at each end.

#### Procedure

Players play 3v3 for two minutes. After time is up, rotate the teams so the two winning teams face each other. Repeat.

#### **Emphasis**

Fun, creativity and celebrating!

#### Progression

N/A



Timing	Area
9 Minutes	15m x 40m 15 m x 20 m (set up twice)

#### Objective

Players are able to change speed and direction with the ball

#### Outcomes

**All players** - will be able to change speed and direction

**Most players** - will be able to identify when to change speed and direction to deceive a defender

**Some players** - will be able to identify when to change speed and direction to deceive a defender with both feet

Technical / Tactical	Psychological
Free Play	Fun Confidence Being safe Reactions
Socio - Emotional	Physical
Problem Solving Communicating Listening Celebrating Teamwork	Agility Balance Co-ordination Change of Direction Change of Speed

Top Tip

When communicating with young players it's important to get down to their eye level rather than towering above them. This can be intimidating for young children.

## **Ontario Soccer Resources**



### Coaches' Guides

- Game Organisation Guide
- Field Organisation Guide
- Festival Guide
- 8 Ways to Develop the Grassroots Game
- How does the Inclusive Programming Model work at your Soccer Club?
- Incorporating Physical Literacy in our Practices

# Online Practice Videos Online Webinars

### **Grassroots Curriculum**

- FUNdamentals U6-U8/9 (Brochure)
- FUNdamentals Start Workbook and Practice Plan
- FUNdamentals U6-U8/9 (Curriculum)
- All other online Grassroots Practices

