



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.

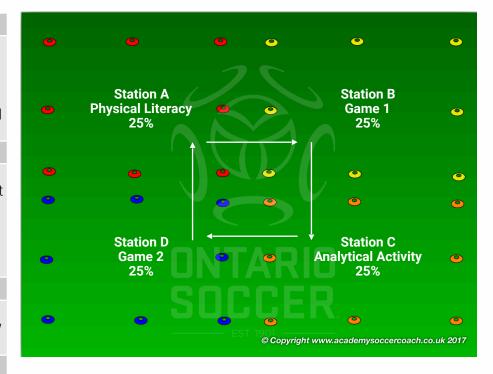
If working with a smaller group, simply move together through all 4 stations until all are complete.

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

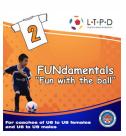
In these examples one station focuses on Physical Literacy, two stations on movements with the ball or small sided games and the 4th station is focused around technique with decision making.



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				Psychological			
Socio-Emotional	U6	U7	U8	Psychological	U6	U7	U8
Listening	2	2	1	Motivation	1	1	1
Listening	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	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	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	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 Patience	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





Station A - Physical Literacy Goal & Roll



Organization

Players are placed in the area, 4 goals are placed as shown and cones are scattered around the area.

Procedure

4 players move round the area and the other 4 are goalkeepers. Players score past the GK and get a new ball from the corner. Players count the goals they score.

Safety: Don't let them retrieve balls from the back of the net.

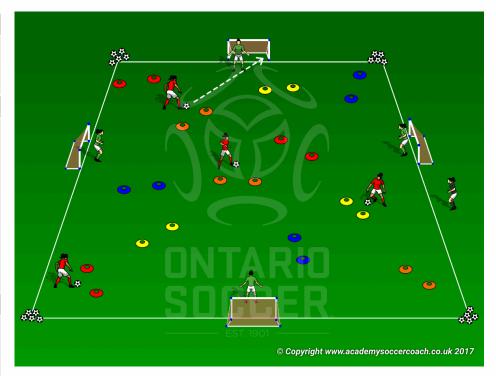
After the players have scored a goal, they must do a forward roll (or sideways roll) as a celebration. Play for 45 seconds and switch roles.

Emphasis

Decision Making, Awareness, Problem-Solving Movements FUN

Progression

Players must go through a gate and do a roll, bear crawl or crab walk as they go through the cone and then score on a goal.



Timing	Area
9 Minutes	15m x 15m

Objective

Players are able to shoot on target and score

Outcomes

All players - will be able to shoot on target

Most players - will be able to shoot on target and score

Some players - will be able to shoot and score by using both feet

Technical / Tactical	Psychological
Shooting Ball mastery Running with the ball	Fun Safety Confidence Creativity
Socio - Emotional	Physical
Problem-solving Decision-making Celebrating	Balance Coordination Strength Reaction Perception Awareness

Top Tip

Developing players physically is very important. Allowing them to develop their upper body strength in an environment that they will enjoy where they can make decisions is essential. Encourage different types of movements and disguise the 'work' with an emphasis on fun.





Station B - Small Sided Game

2v2 School Yard Soccer



Organization

4 teams of 2.

Red v Grey play north to south. Black v White play east to west.

Procedure

Balls are placed behind each team goal for restarts if the ball goes out of play.

Emphasis

Decision Making Awareness Movements Running with the Ball Problem-Solving FUN

Progression

N/A

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Timing	Area
9 Minutes	15 m x 12 m

Objective

Players are able to shoot on target and score

Outcomes

All players - will be able to shoot on target

Most players - will be able to shoot on target and score

Some players - will be able to shoot and score by using both feet

Technical / Tactical	Psychological
Shooting Ball mastery Running with the ball	Fun Safety Confidence Creativity
Socio - Emotional	Physical
Co-operation Communication Sharing Problem-solving Decision-making	Basic Motor Skills Perception Awareness Agility Balance Coordination

Top Tip

Encourage creativity and freedom by asking players to try different moves of their own or by thinking of moves or techniques that disguise their intentions. Praise any attempts at these moves and make sure the players know that making mistakes is part of the process.





Station C - Analytical Activity

1v1 with retreat line



Organization

Players are placed in the area to play 1v1. Goals are at each end of the mini field. A retreat line is marked by the large yellow cones.

Procedure

Play for 45 seconds.

When the ball goes out of play, the player must retreat to their own Goal and play as a goalkeeper. While their opponent restarts.

Emphasis

Decision Making, Awareness, Problem-Solving Movements FUN

Progression



Timing	Area
9 Minutes	10m x 24m (Each mini field is 10m x 6m)

Objective

Players are able to shoot on target and score

Outcomes

All players - will be able to shoot on target

Most players - will be able to shoot on target and score

Some players - will be able to shoot and score by using both feet

Technical / Tactical	Psychological
Shooting Ball mastery Running with the ball	Fun Safety Confidence Creativity
Socio - Emotional	Physical
Problem-solving Decision-making	Balance Coordination Strength Reaction Perception Awareness

Top Tip

Use an tablet or a cell phone to show players videos of the great players scoring goals. Inspire the players and let them take ideas into the 1v1 game. Encourage them to try and praise their efforts for trying moves. This creates an environment that encourages creativity.





Station D - Small Sided Game 4v4 with retreat line



Organization

Two teams of 4v4 are placed on to a 25m x 18m field with 1 or 2 goals at each end.

Procedure

Players play 4v4 for three minutes. All normal rules of the game are applied. After 3 minutes, players rotate.

Emphasis

Fun, creativity and celebrating!

Progression

N/A



Timing	Area
9 Minutes	25 m x 18 m

Objective

Players are able to shoot on target and score

Outcomes

All players - will be able to shoot on target

Most players - will be able to shoot on target and score

Some players - will be able to shoot and score by using both feet

Technical / Tactical	Psychological
Shooting Ball mastery Running with the ball	Fun Safety Confidence Creativity
Socio - Emotional	Physical
Co-operation Communication Sharing Problem-solving Decision-making	Basic Motor Skills Perception Awareness Agility Balance Coordination



Learning to read the movements going on around them are critical skills to be developed at this age. Playing small- sided games, 3v3, 4v4 etc. can develop players' ability to read what others are going to do based on their movements.

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

