

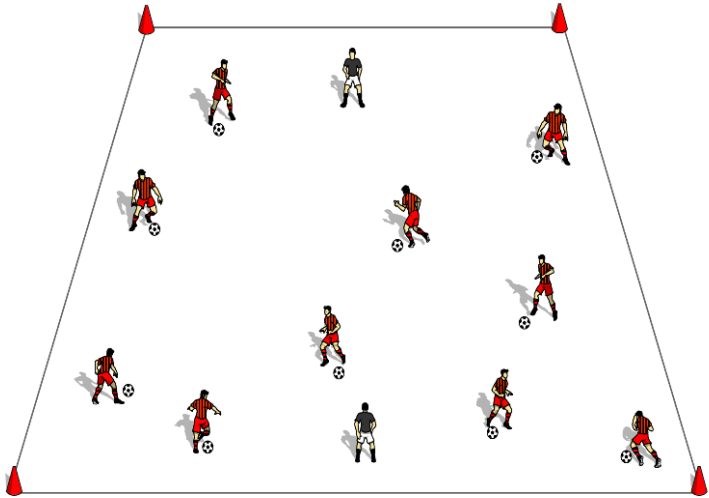


U7 Academy Session 4

Main Topic: Attacking Move - Scissors

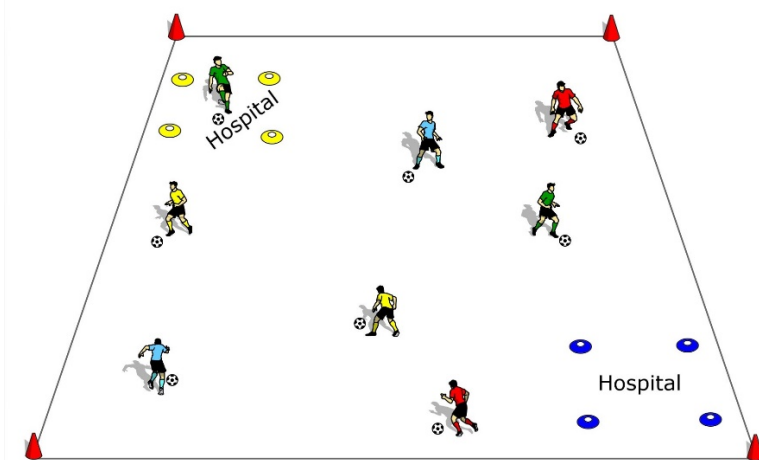
The scissors move is an attacking move that has the player fake with the outside of the foot and then take the ball away in the opposite direction with the outside of the other foot.

Activity Name/Description	Diagram	Instruction/Coaching Points
Warmup Activities		
Warm Up Game <ul style="list-style-type: none"> - As players arrive, assign them to a team to start playing 1v1 and adding players as more arrive. - The coaches should have a couple of soccer balls in their hand so if a ball goes outside the area they can immediately call "new ball" and provide one to a player. Identify the players who are not getting the ball and try to provide them the "new ball." 	<p>The diagram shows a rectangular field with four red cones at the top corners and four yellow cones at the bottom corners. There are ten players on the field, represented by small figures in yellow and red jerseys. A soccer ball is shown near the left side of the field. The players are positioned in a way that suggests a 1v1 game or a small-sided game.</p>	<ul style="list-style-type: none"> - This should be a game without much coaching to get the players warmed up, expend some pent up energy from being in school, and focused on soccer. - Goals are scored by dribbling through one of the two "gates." This will encourage dribbling to beat the defenders.

<p>1st Activity – Body Awareness</p> <ul style="list-style-type: none"> - Start out with the stationary and dynamic balance and agility exercise from previous weeks. <p>Now add a ball</p> <ul style="list-style-type: none"> - Have them stand on one foot and move the ball forward and backward with the sole of the foot. They should go all the way from the heel to the toe. - Next have them move the ball left and right with the sole of the foot. - Next see if they can stand on one foot and move the ball around them using the other foot. Switch feet. 	<p>WITHOUT AND WITH A BALL.</p>	<ul style="list-style-type: none"> - Continue to make the movements more difficult and challenging. - Start by demonstrating the movements and then asking the players to show you movements they can do. - Take it slow at first showing them the proper way to do the exercise and speed up slowly once they understand.
<p>Individual and small group activities</p>		
<p>2nd Activity – Dribbling with the 6 parts of the foot</p> <ul style="list-style-type: none"> - For this activity we want the players to move around experimenting with each part of the foot they can dribble with. - The 6 parts of the foot that can be used to dribble a soccer ball are the Inside, Outside, Toe, Heel, Sole (bottom), Instep (Laces). - Incorporate the pullback and the lean and push by having the players execute either whenever the coach directs it. 		<ul style="list-style-type: none"> - Have the players try using each part of their foot. They may not know their left foot from right so have them make two touches with one foot and then two touches with the other. - Verify they are using the part of the foot that was directed and give them a high five if they are. - For those that aren't, show them the part of the foot they are supposed to be using and then give them a high five when they use it correctly.

3rd Activity – Hospital Tag

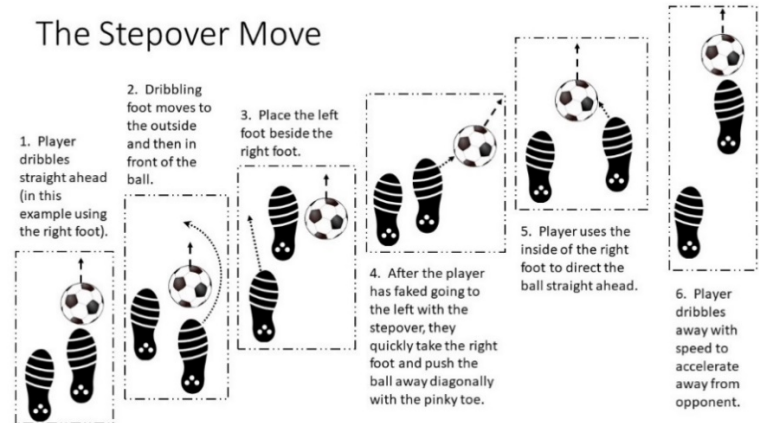
- Set up two small squares with four cones inside your training grid. These squares will be the “Hospital” for the players to go to once they have been tagged two times.
- Each player must keep their ball within playing distance (generally no further away than it would be if they were dribbling it like a basketball).
- Introduce this activity without a ball so they can understand than game, then have them play while dribbling.
- Player must be in control of their ball to tag another player



- Players dribble their ball around the grid trying to tag the other players with their hand while at the same time trying not to be tagged.
- If a player is tagged they must place their hand (“Band-Aid”) over the tagged area and continue to dribble.
- Once they have been tagged two times they must go to the “hospital.” At the hospital they perform 5 toe taps (or another move assigned by the coach) to get well.

4th Activity – Review Step Over

- Approach the ball as if you are going to pass or strike it with the inside of the foot.
- Step in front of the ball instead so your foot lands on the other side of it.
- Place the opposite foot along the step over foot.
- Push the ball in the opposite direction with the outside of the step over foot (pinky toe).
- Accelerate past your opponent.

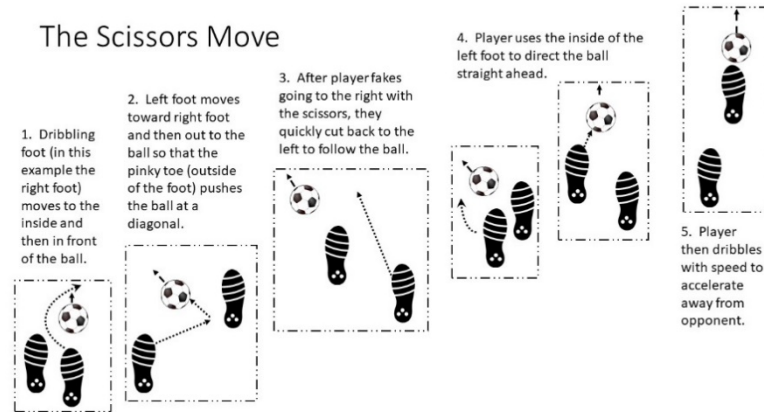


- Introduce the step over by breaking it up into the individual steps.
- We will introduce the step over move with the players performing it over a cone.
- Next we will have them perform the step over with a stationary ball.
- Once they become proficient we will have them dribble and perform the Step Over.

5th Activity - Scissors Move

- Approach the ball as if you are going to pass or strike it with the outside of the foot.
- Move the foot inside and then in front of the ball so your foot lands outside of it.
- Bring the opposite foot alongside the scissor foot and then immediately push it at a diagonal with the pinky toe.
- Accelerate past your opponent.

The Scissors Move



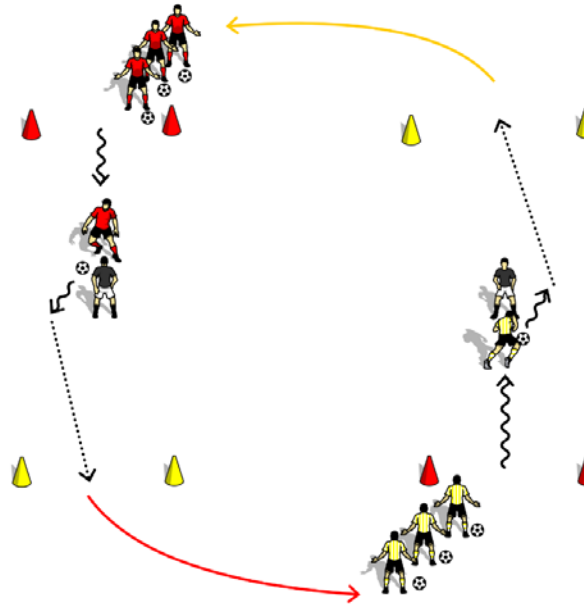
- We will introduce the scissor move with the players performing it over a cone.
- Next have them perform the step over with a stationary ball.
- Once they become proficient, have them dribble and perform the scissors.

6th Activity – Make your move

- The purpose of this drill is to start building player's confidence to beat a defender using a move.
- Player will dribble out to practice a move to get by a static coach or cone.

Moves to perform

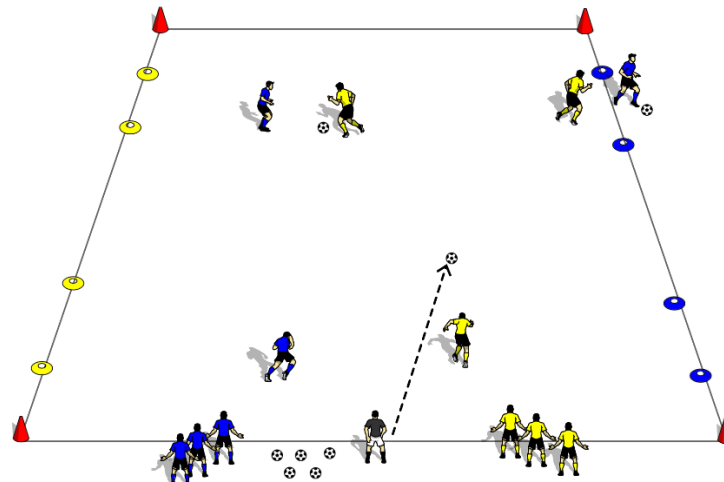
- Lean and Push
- Step Over
- Scissors
- Once a players uses their move to get past the opponent, we want them to dribble with speed to the end gate.



- To start, the player will dribble out slowly towards the defending target.
- If it is a coach, have the coach stand with one foot forward of the other. We want the player to attack the forward foot.
- Once they are the correct distance from the defending target, the player executes the move.
- After they have gotten comfortable performing the move, we want them to start working on selling the move by faking the defender with a fake pass, using a shoulder dip, or with their eyes.

7th Activity - Get Outta There (1v1)

- Set up the grid with two cone "gate" goals at both ends of the grid.
- Coach is in the middle of the sideline with all of the soccer balls.
- Players are divided equally with half to the left and half to the right of the coach. Players try to score by dribbling through one of their "gate" goals.
- If they use one of their moves to beat a defender, they get an additional point.

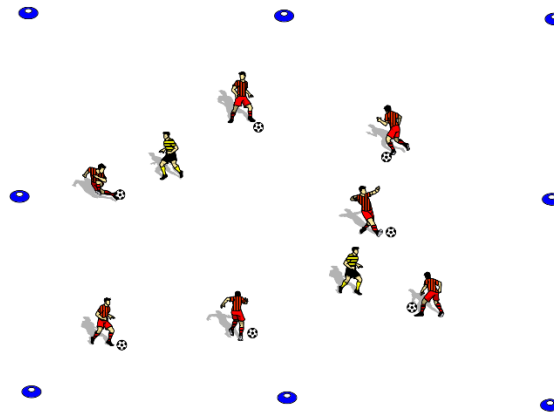


- Coach serves a soccer ball into play. First player from each team enters the field and plays 1v1 until a goal is scored or the soccer ball goes out of play.
- When the ball goes out of play both players leave the field and the coach sends out a new ball for the next 2 players.
- Coach can have more than one 1v1 going on at a time by sending balls to different areas in the grid.

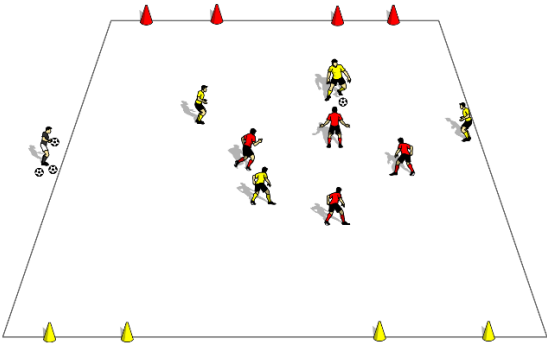
Final Game

Bandit

- All but 2 players dribble their ball.
- The 2 without soccer balls are bandits.
- When the coach says, "Watch Out for Bandits", the bandits try to steal the other player's soccer ball.
- Once they steal a soccer ball, they try to keep it and are no longer a bandit.



- If a player loses their soccer ball, they become the bandit and attempt to steal any soccer ball (it doesn't have to be their soccer ball).
- If a soccer ball is kicked out of the grid, it cannot be brought back in.
- At the end of each round, each player with a ball wins.
- Play for ~2 min. Determine the winners and play again.

<p>Final Game</p> <ul style="list-style-type: none"> - A 4v4 with goals scored when a player dribbles through the cone goal. - This provides appropriate targets to attack and numerous 1v1 opportunities. 		<ul style="list-style-type: none"> - Set up two cone goals at each end of the grid. - Players score only by dribbling through one of the cone goals. - Additionally, having two goals at each end will encourage players not to just stand in front of a goal.
Cool Down		
<p>Knee Juggling</p> <ul style="list-style-type: none"> - Players gently drop the ball, bounce it once off the thigh and catch it. - Some may not be able to initially drop the ball and bounce it off the thigh. Instead have them hold the ball out in front of them waist high and have them bring their thigh up to touch the ball. 		<ul style="list-style-type: none"> - Have the players alternate juggling it off one thigh and catching it, then juggle off the other thigh. - For those that get the hang of it, see they can juggle it twice off the same knee. Next see if they can juggle it off one knee and then the other before catching it. - We want each player to challenge themselves to the current limits of their ability.