# SCOTTISH FA

PHASE 3: RETURN TO TRAINING

CHILDREN & YOUNG PEOPLE (5-17 YEARS OLD)

**COACHING SESSIONS** 



# RETURN TO TRAINING

- Before you return to the pitch please make sure you have read and understood all the updated guidelines for what you need to put in place for a safe return to training.
- Within the following document you will find a bank of content that we hope will help you create suitable sessions for working with Children & Young People as they return to football.
- Whilst you will be keen to return to training we also would strongly recommend the use of the variety of 4v4 and other small sided game formats – Let Them Play!
- The emphasis should be on fun and enjoyment and coaches should create sessions which as far as possible use limited equipment and maximise game time.



# RETURN TO TRAINING

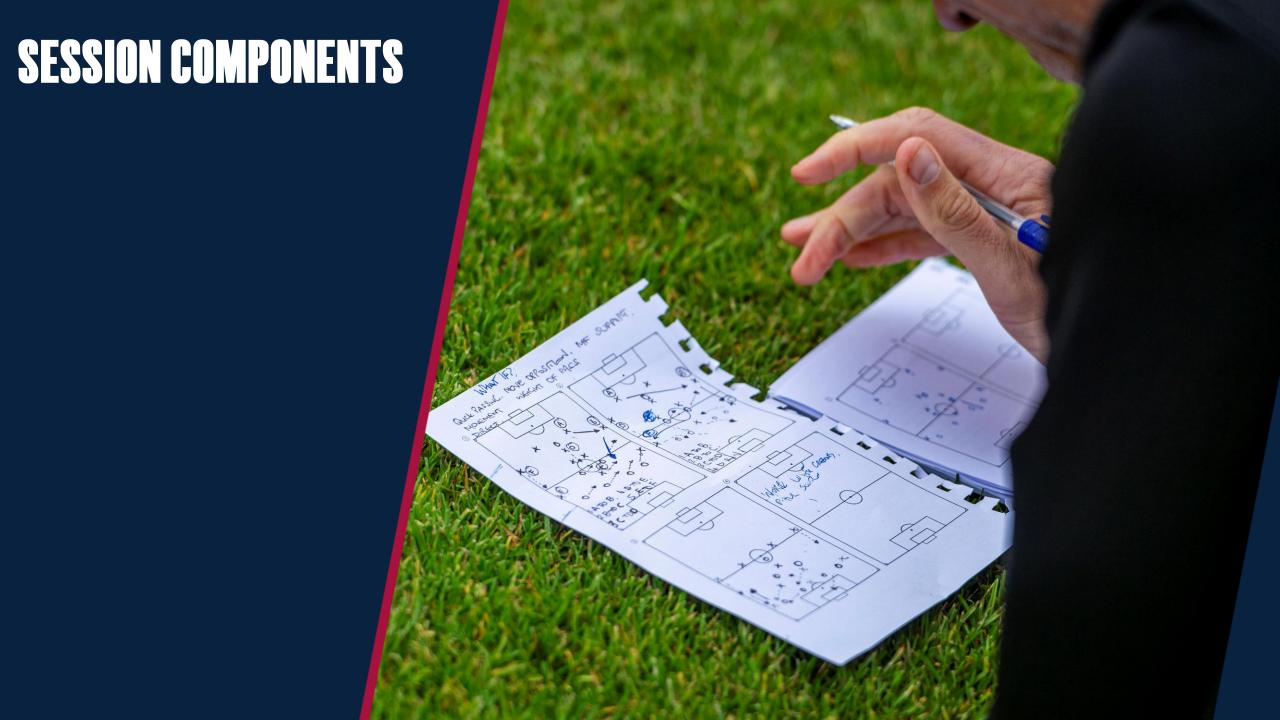
- After a break from training it is important that we don't push ourselves too hard and cause an increased risk of injury.
- Although 'physical fitness' is something that may have decreased during this break we should still keep our main focus on fun and enjoyment in addition to technical & tactical development.
- Although we can work on these areas and improve 'physical fitness' using some of the following activities in this document.



# RETURN TO TRAINING

- The activities in this document cover a variety of different technical session components as well as physical fitness activities.
- You should make sure that the activity is appropriate for the age and stage of player.
- The work:rest ratios should also be used for that specific activity.
- Finally players should stay well hydrated at all times drinking plenty of water with regular small sips from their own bottle.





# **SESSION COMPONENTS**

Coaches should plan sessions in advance and ensure games and fun activities form the cornerstone of every session. Below is a suggested approach but please ensure the focus is on letting them play!

### Warm Up

A vital part of a teams preparation for training. They should aim to do increase heart rate, body temperature and help prepare players mentally for the session. Can be delivered with or without the ball.

### **Skill Practice/Drills**

Activities that allow for the maximum repetition of a particular technical skill without opposition.

### **Challenge Games**

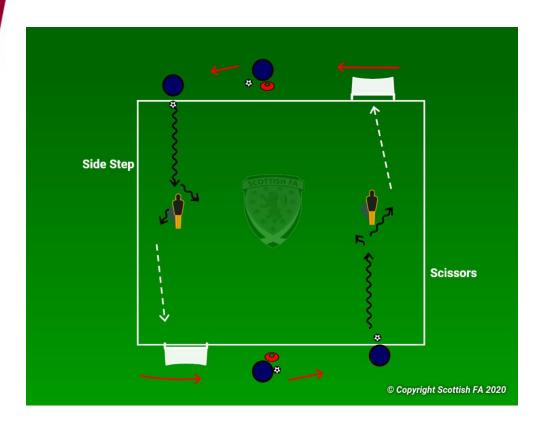
Can be used to create a fun but competitive learning environment for your players with an opportunity for "hidden learning" to take place on technical aspects of the game.

### **Conditioning Activities**

Football related activities that focus both on physical fitness and conditioning as well as technical skill development.

# **WARM UPS**





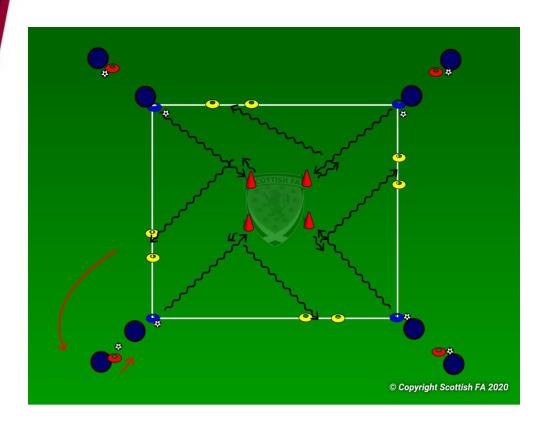
Mini Goals (Or cones); Cones; Ball each for players

### Instructions

- 1<sup>st</sup> players drive out towards mannequin (cones) and complete Side Step/Scissors move to beat defender and then score into mini goal.
- Next Player goes.
- Collect ball and move to red cones to await turn to go other way.

### **Coaching Points**

Dribbling; Skills; Shooting



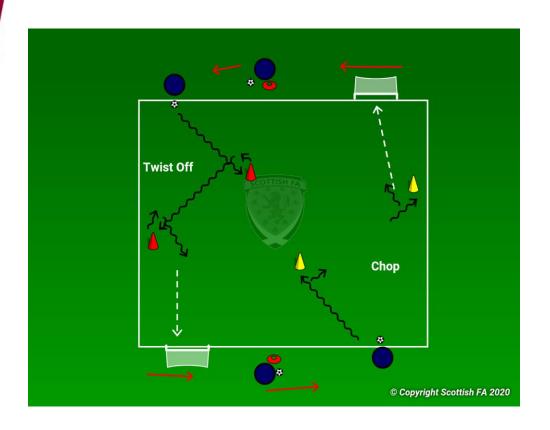
- Supply of balls; Cones
- Square area with cones at required social distance

### **Instructions**

- First player in each group drives towards cone and completes Twist off/Chop move and dribbles through the yellow gates.
- Shown as players going in a anti-clockwise direction

### **Coaching Points**

Dribbling; Skills; Speed



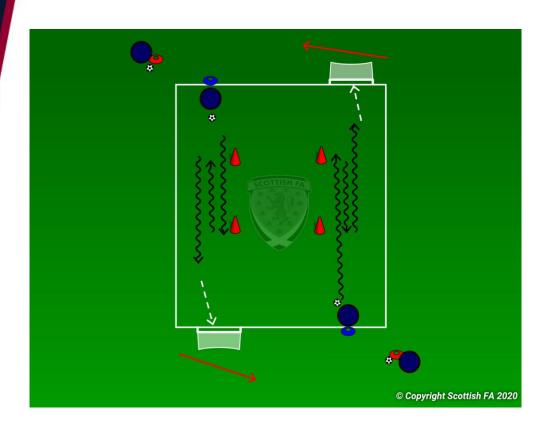
• Mini goals; Cones; Supply of footballs

### **Instructions**

- First two players on either side travel towards first and second cones and complete Twist Off/ Chop and shoot into goal.
- Next players go
- Challenge players to create own moves

### **Coaching Points**

Dribbling; Skills; Shooting



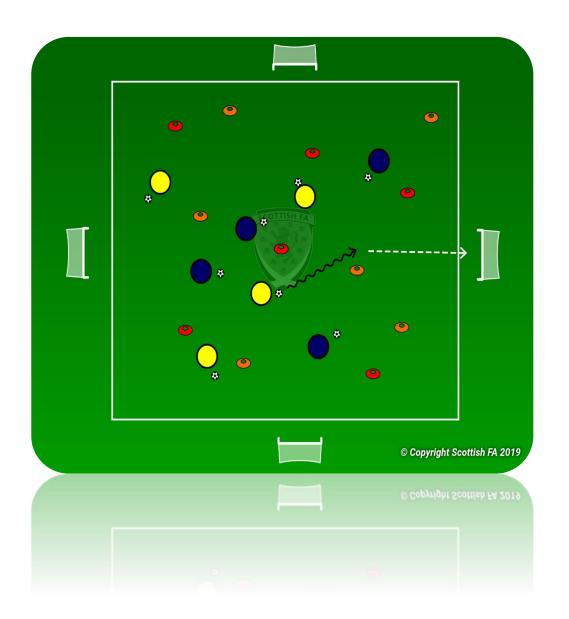
- Mini goals; Cones; Balls
- Set up as shown

### **Instructions**

- First players on each side drive towards 2<sup>nd</sup> cone and execute a stop turn/ Step Over and Go back towards 1<sup>st</sup> cone, do move again and shoot into mini goal; They collect their ball and join other side.
- Next player goes.

### **Coaching Points**

 Dribbling; Skill Moves; C.O.D; Speed; Shooting



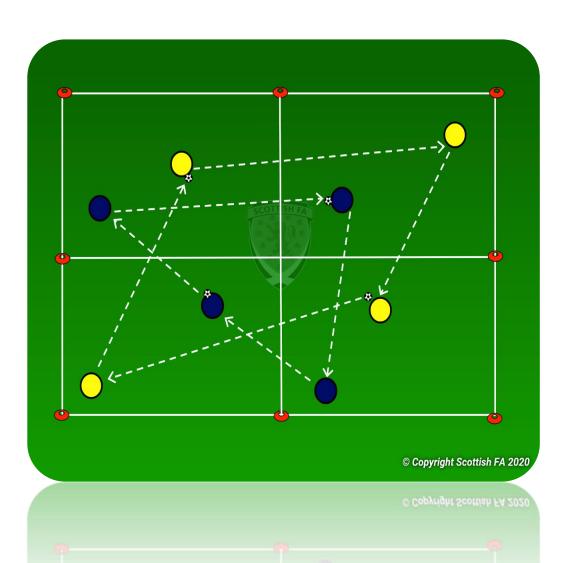
- Different coloured cones randomly spread around 35x35 area
- All players with a ball each

### Instructions

- Players start by dribbling around the area from cone to cone
- Following the coaches instruction 4 players break out of the area and shoot into a goal

### **Coaching Points**

 Small touches; Use both feet (inside & out); Keep on balls of feet; Awareness of space, players and ball; Shooting technique



- 30 x 30 yard area
- 2 teams of 4 with two balls each

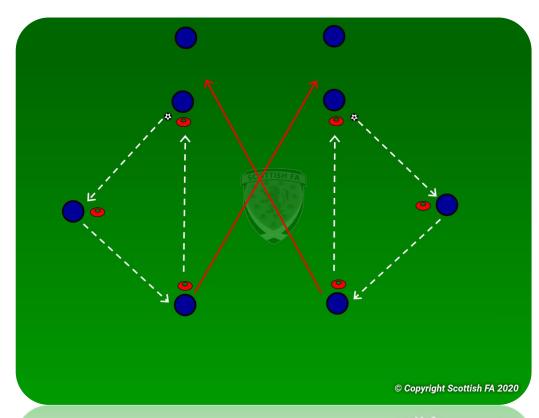
### Instructions

- Balls are passed around both teams
- Players can only stay within their box
- Coaches can add various options

   Limit touches; Set number of touches before passing; Dynamic stretches and movements

### **Coaching Points**

Passing and receiving technique;
 Dynamic Stretching; Technical points



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### Set Up

- 2 x triangle each side of area
- 2 x groups of 4/5 players

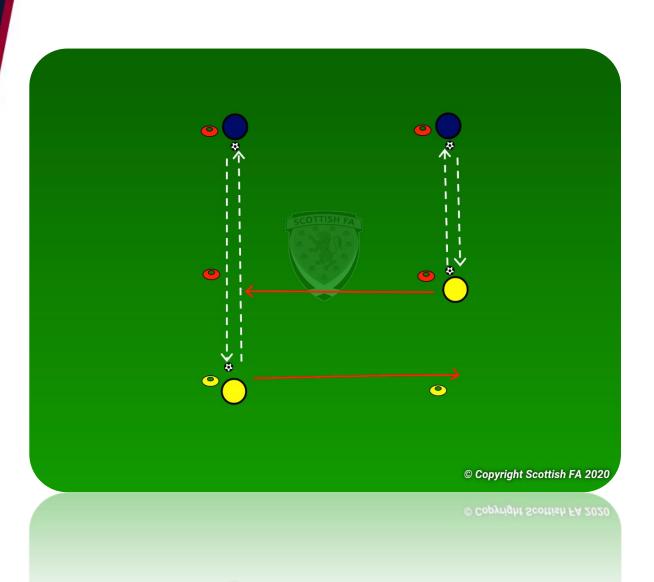
### **Instructions**

- Players pass and follow their pass working in own triangle
- Progression after passing back to start join the back of the opposite group
- Coaches can add various options

   Limit touches; Set number of touches before passing; Dynamic stretches and movements

### **Coaching Points**

Passing and receiving technique;
 Dynamic Stretching; Technical points



- All markers 10 yards apart
- 4 players per group

### Instructions

- Blue players are the feeders and the Yellow players are working
- Blues play a pass to the Yellow for them to control and pass back
- Both Yellows perform dynamic stretches and movements between passes
- Coaches can add various options 1<sup>st</sup> time pass, alternative touches with both feet

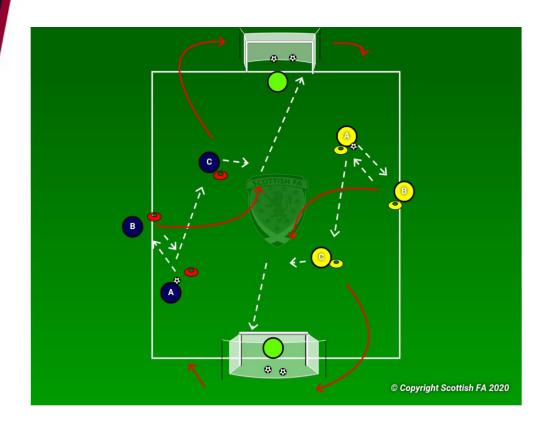
### **Coaching Points**

Passing and receiving technique;
 Dynamic Stretching;

# SKILL PRACTICES/ DRILLS



# SHOOTING



### Set Up

- 2 Goals; Supply of Footballs; Cones
- Set up as shown on diagram

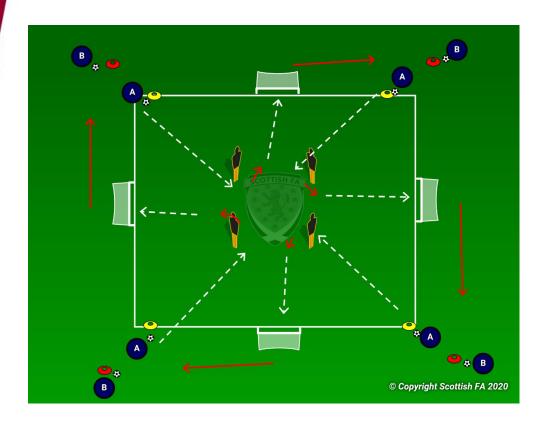
### Instructions

- Player A plays a 1-2 pass with Player B and then passes to Player C; Player C then lays a pass off to Player B (who has made a support run inside the pitch); Player B shoots, Player C follows shot in.
- Players move up one position with Player C collecting the ball and joining other side.

### **Coaching Points**

Shooting; Passing; Movement

# **DRIBBLE & SHOOT**



### Set Up

- 4 mini goals
- Supply of footballs
- Cones/mannequins

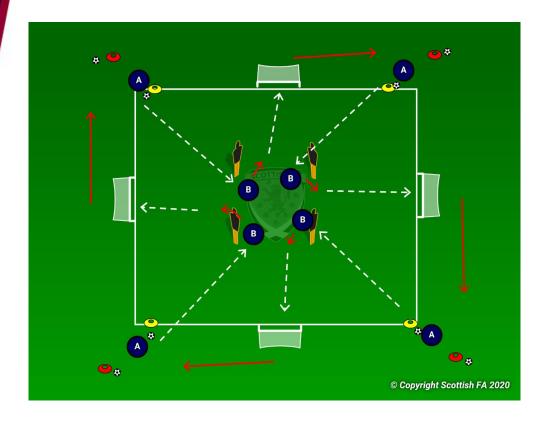
### **Instructions**

- Player A dribbles forward around mannequin and shoots.
- Player B then follows sequence.
- After shooting the player collects ball and moves round in a clockwise direction.

### **Coaching Points**

Dribbling; Shooting

# **CONTROL & SHOOT**



### Set Up

- 4 mini goals; Supply of footballs; Cones/mannequins
- Set up as shown

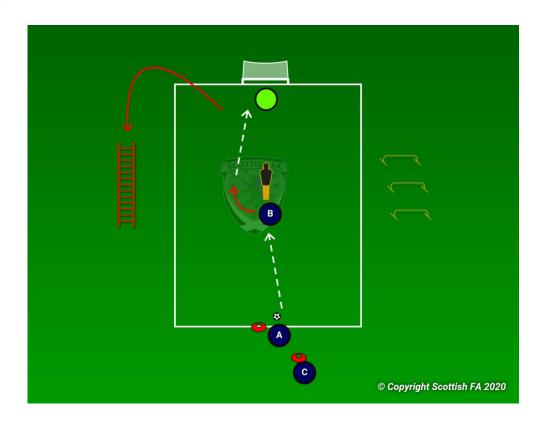
### Instructions

- Player A passes into Player B to take a positive 1<sup>st</sup> touch and then shoot into mini goal; Player B collects ball and moves round to next part in clockwise direction.
- Player A becomes middle player.

### **Coaching Points**

Passing; Control; Shooting

# **TURN & SHOOT**



### Set Up

7s Goal; SAQ Equipment; Cones; Balls

### Instructions

- Player B receives a pass from Player A with their back to goal, executes a turn to beat mannequin and shoots on goal; they collect their ball, go up the side and complete SAQ exercise.
- Player A moves into middle, Player C becomes feeder.

### **Coaching Points**

Passing; Skill move to turn; Shooting;
 Agility

# PASS & MOVE



### Set Up

- Cones; 1 ball between 2;
- Triangle shaped around 10 15 yards apart depending on age/stage.

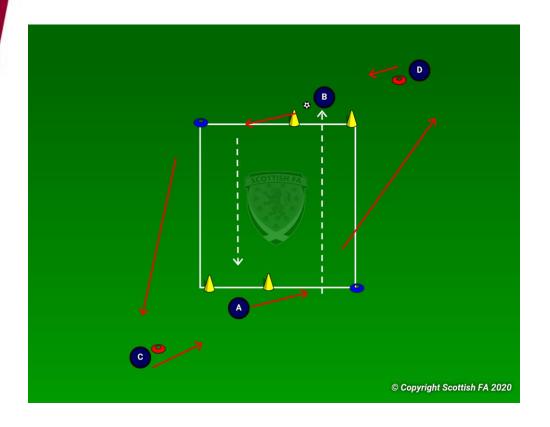
### **Instructions**

- Player B moves to the side of the mannequin to receive a pass from Player A, Player B then dribbles towards the spare cone to continue sequence.
- Change direction; Add in a 1-2 pass around the mannequin

### **Coaching Points**

Passing; Control; Movement; Dribbling

# **PASSING & CONTROL**



### Set Up

- Supply of balls; Cones
- Square or rectangle area as shown

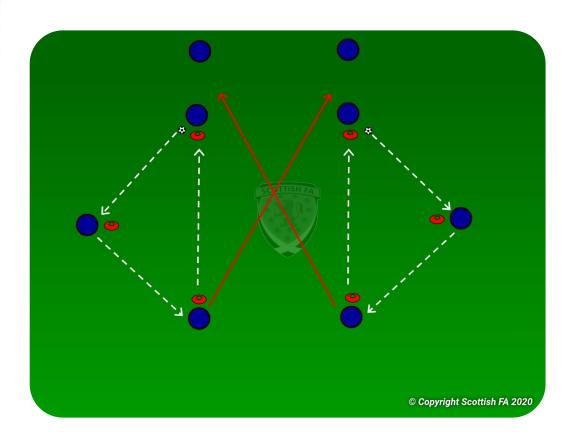
### **Instructions**

- Player A starts with the ball, takes a touch to the side and plays a right foot pass to Player B; Player B takes positive 1<sup>st</sup> touch diagonally and continues sequence of passing to Player C and so on.
- Players follow their pass at speed to red cone at corner.
- Change direction; Incorporate a 1-2 pass.

### **Coaching Points**

Passing; Control; Movement

# PASS & MOVE



### Set Up

- 2 x triangle each side of area
- 2 x groups of 4/5 players

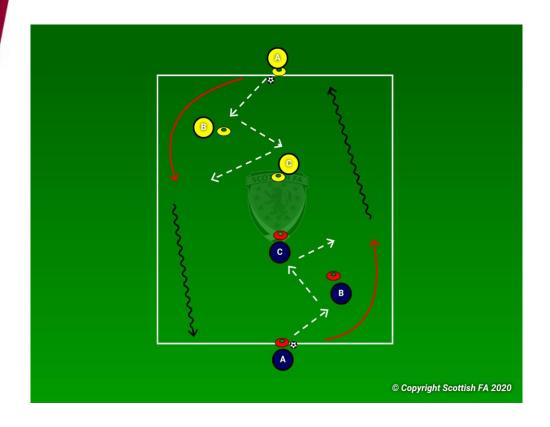
### **Instructions**

- Players pass and follow their pass working in own triangle
- Progression after passing back to start join the back of the opposite group
- Coaches can add various options Limit touches; Set number of touches before passing; Dynamic stretches and movements

### **Coaching Points**

 Passing and receiving technique; Dynamic Stretching; Technical points

# **PASSING OVERLAP**



### Set Up

- Cones; Balls
- Area as shown

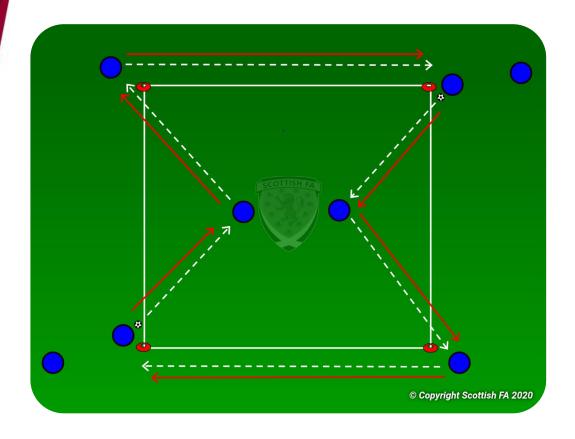
### **Instructions**

- Player A passes to Player B and begins overlapping run; Player B passes to Player C, who plays a pass to the overlapping Player A; Player dribbles down to other side.
- Overlapping players work for set time/set amount of passes.
- Rotate all players

### **Coaching Points**

• Passing; Movement; Speed; Endurance

# PASSING - ANGLES



### Set Up

- 25x25 yard square
- 2 balls working at same time
- Players pass and follow

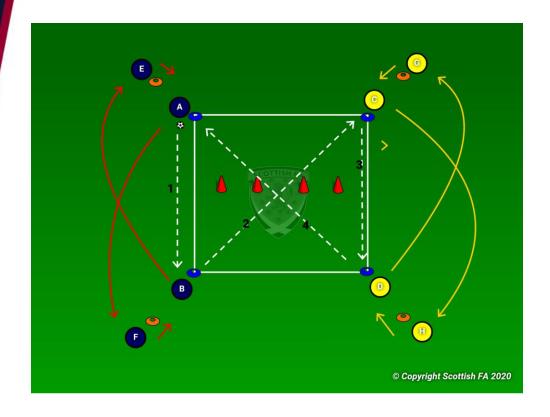
### **Instructions**

- Players on the ball pass into middle player who opens up and passes on to next marker
- Pass played across then back into central player
- Progression Add a 1-2 off central player

### **Coaching Points**

 Passing technique: Accuracy: Receiving Technique

# PASSING - THROUGH



### Set Up

- Supply of balls; Cones
- Square area dependent on age/stage

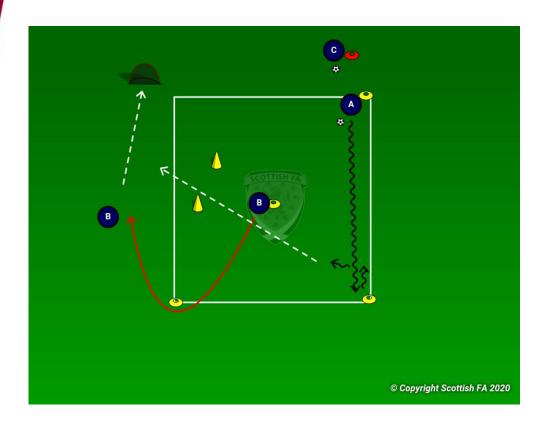
### **Instructions**

- Player A passes to Player B who passes through the middle coned area to Player C to continue the sequence to D etc.
- Players A D rotate around their own side while C-H also do the same.

### **Coaching Points**

Passing; Movement; Control

# **SKILL MOVE & KILLER PASS**



### Set Up

• Mini goal; Cones; Supply of balls

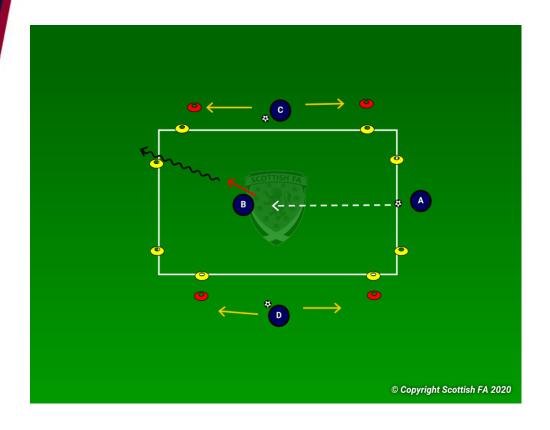
### Instructions

 Player A drives towards bottom cone; this initiates a run from Player B; when Player A gets toward bottom cone they complete a skill move to change direction( Twist Off, Cruyff turn, Stop turn; Drag back) then plays a killer pass through the yellow cones for Player B to shoot into goal

### **Coaching Points**

Passing

# **DRIBBLE TO SPACE**



### Set Up

- Rectangle area appropriate to age/stage
- Cones; Balls.

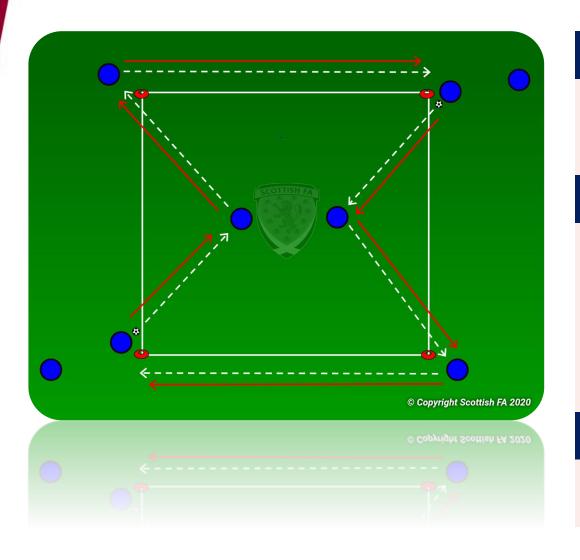
### **Instructions**

- Player B receives a pass from Player A and attempts to dribble through any of the 4 gates; Players C,D try to block the two gates on their side.
- Social Distancing rules apply (Gates considered locked if Defenders reach red cone)

### **Coaching Points**

Dribbling; Speed; C.O.D; Disguise; Control

# **PASSING**



### Set Up

- 25x25 yard square
- 2 balls working at same time
- Players pass and follow

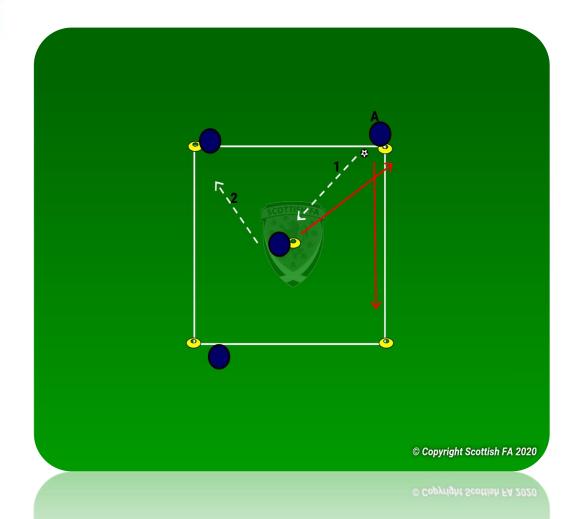
### Instructions

- Players on the ball pass into middle player who opens up and passes on to next marker
- Pass played across then back into central player
- Progression Add a 1-2 off central player

### **Coaching Points**

 Passing technique: Accuracy: Receiving Technique

# **PASSING & MOVING**



### Set Up

- 15x15 square box
- 4 players per group

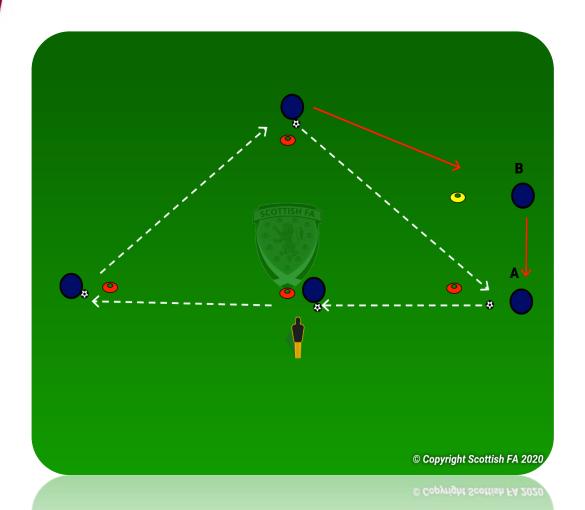
### **Instructions**

- 3 players on outside cones 1 in middle
- Player A passes the ball and moves to spare cone, middle player receives the ball and passes to any of the other 2 players and again moves to spare cone
- Progression Passes must be first time

### **Coaching Points**

Positive 1<sup>st</sup> touch; Scanning to receive;
 Weight of pass/ direction of pass

# **PASSING & RECEIVING**



### Set Up

- 20x15 triangle
- 5 players per group

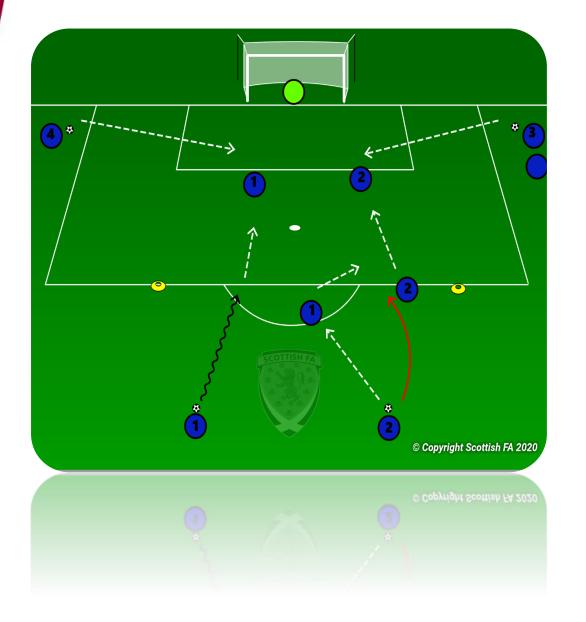
### Instructions

- Pass & follow Player B takes position of Player A after initial pass
- Ball can be passed both ways round the triangle to work both feet.
- Progression is the middle player stepping off, turning so their back is to the mannequin and again receiving on the half turn.

### **Coaching Points**

Positive 1<sup>st</sup> touch; Scanning to receive
 ; Weight of pass/ direction of pass

# **CROSSING & FINISHING**



### Set Up

- 6 players including GK could be more at each position.
- Side with supply of balls.

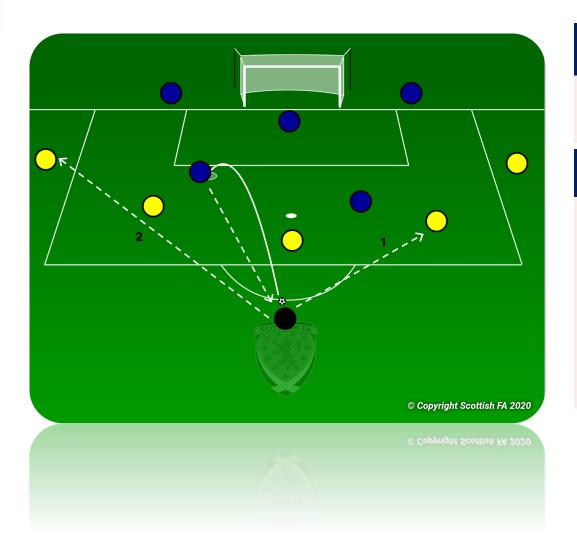
### Instructions

- Player 1 dribbles and shoots
- Player 2 plays 1-2 and shoots
- Cross delivered by Player 3 Player 1&2
- Cross delivered by Player 4 Player 1&2

### **Coaching Points**

 Accuracy; Body shape; First touch; timing of runs

# **CROSSING & FINISHING**



### Set Up

- 2 x teams of 5
- 5 attackers/5 defenders

### **Instructions**

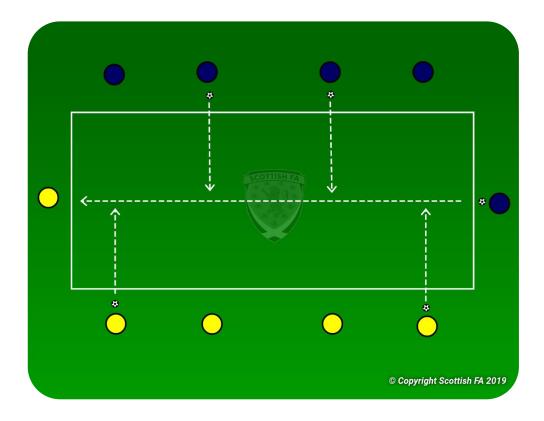
- Coach feeds a ball to any defender who plays it back to the coach
- Coach then plays into any of the 3 attackers
- 2<sup>nd</sup> ball then played out to wide player to cross
- Defenders/Attackers rotate each attack

### **Coaching Points**

 Accuracy; Body shape; First touch; timing of runs

# CHALLENGE GAMES

# **PASSING IN PAIRS**



### Set Up

- 25 x 15 area
- Players with a ball between two facing your partner

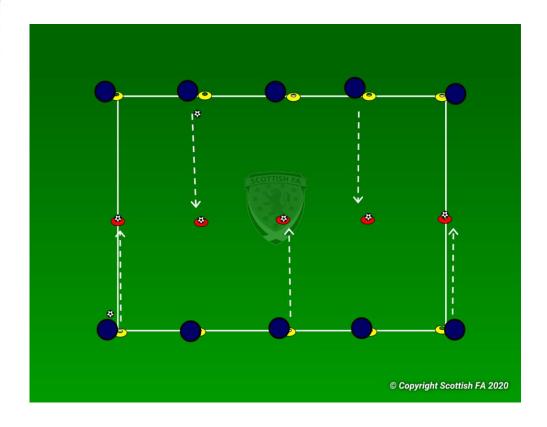
### Instructions

- End players pass the ball across the ground to each other
- Other players try to hit end players ball

### **Coaching Points**

Passing

# **SKITTLE PASSING**



### Set Up

- Players in pairs with a ball between 2
- Cone in middle with ball on top.
- Distance may vary dependent on age/stage.

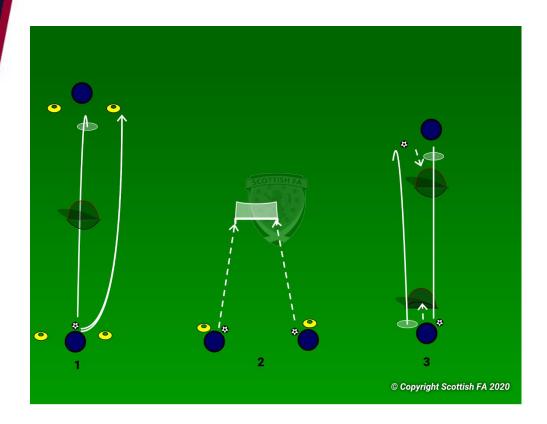
### **Instructions**

- Aim of the game is for players to try and hit the ball off the cone in between them.
- Keep scores and can be done as an individual score/Paired/Team

### **Coaching Points**

Passing technique/accuracy

# **CHALLENGE GAMES**



### Set Up

- Supply of balls; Mini goals; 7s goal; Cones
- 3 stations set up; 2 players per station

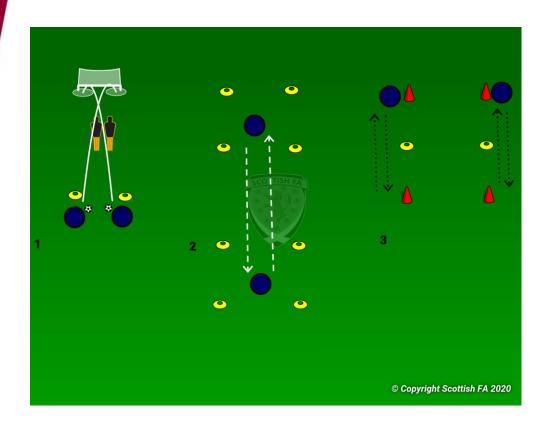
#### Instructions

- 1 Lofted/Curled pass over/round the mini-goal to teammate (1 point for every successful pass)
- 2 Post/Post/Crossbar game (1 point per part)
- 3 Lofted Pass for teammate to volley into goal ( younger age may be thrown pass to teammate, 1 point for every successful volley)

### **Coaching Points**

Types of passing; Accuracy; Volleys

# **CHALLENGE GAMES**



### Set Up

Cones; Mannequins; Goal; Supply of balls

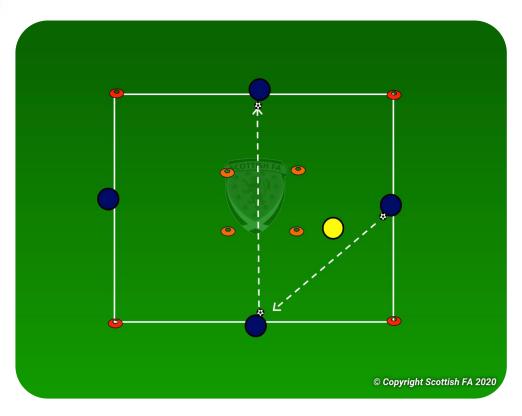
#### Instructions

- 1 Free Kicks over mannequins (1 point for every successful goal).
- 2 Passing in pairs (1 point for every successful pass into square).
- 3 Keepy-uppies; Variety of challenges, dominant Foot; Less dominant foot; Both feet; Thighs etc.

### **Coaching Points**

Shooting; Passing; Control; Ball Mastery

# **CHALLENGE GAMES— POSSESSION**



### Set Up

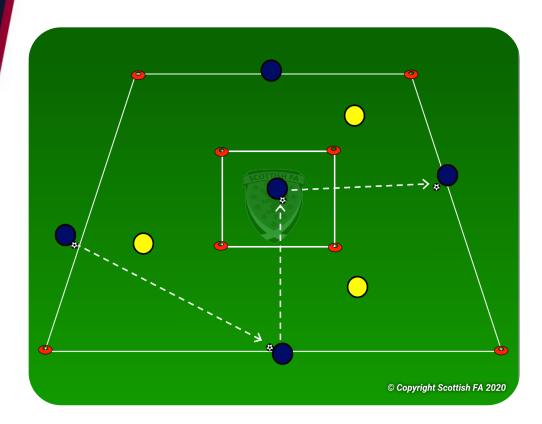
- 15 x 15 area
- Small 4 x 4 box
- 1 defender; 4 attackers

### **Instructions**

- Blue players pass around square and must stay on the line their positioned on
- Objective is to Pass/receive through small box to score
- Defender attempts to stop passes through small box

### **Coaching Points**

# **CHALLENGE GAMES— POSSESSION**



### Set Up

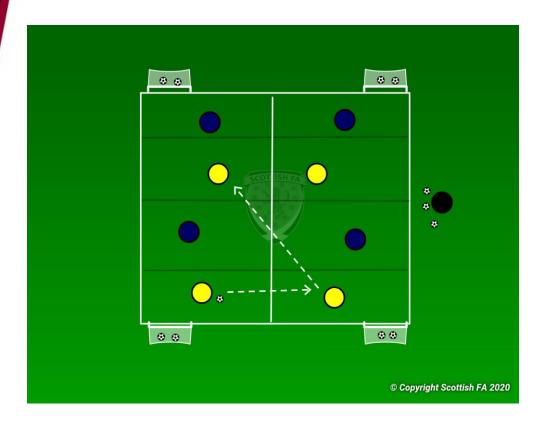
- 20x20 outer box and 10x10 inner box
- 5 attackers and 3 defenders

#### **Instructions**

- Blue players pass around square and must stay on the line their positioned on
- Blues limited to 2 touch
- Objective is to pass into the player within the inner box
- Defenders attempts to intercept without tackling – If they win it back they play 3v1 in the inner box with the same rules applying

### **Coaching Points**

# **POSSESSION 4 v 4**



### Set Up

4 mini goals; Cones; Pitch split into zones;
 Supply of footballs; 2 teams of 4

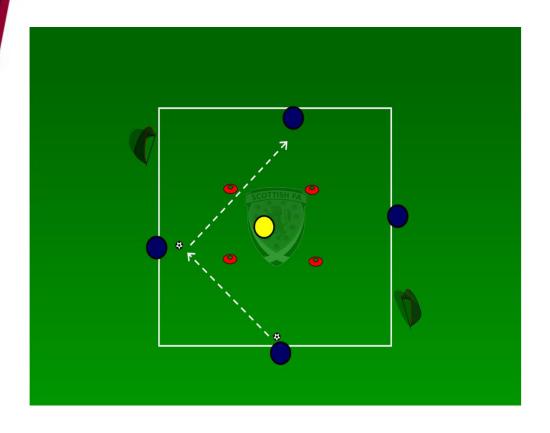
### Instructions

- Each Player stays within their own zoned areas.
- In this example the two deeper yellow players are trying to pass the ball through to either yellow players further up to then try and score into either mini goal the 2 defending blues are in front of.
- If blues intercept they try and do the same

### **Coaching Points**

Passing; Angle of support; Speed of play.

# **POSSESSION 4 v 1**



### Set Up

12 x 12 box with a 7 x 7 box marked in middle;
 Footballs; Cones; Small goals

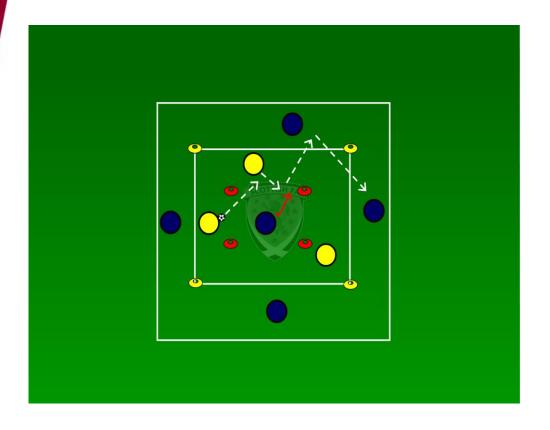
### Instructions

- Blues keep possession of the ball on the outside; They gain a point for every successful pass they can play through the red box to a team mate.
- Yellow player's aim is to intercept the pass from within the red box and then shoot into either mini goal.

### **Coaching Points**

Passing; Angle of support; Speed of play

# **POSSESSION – 3 v 1 / 5 v 3**



### Set Up

- Outside box 18 x 18, middle box 12 x 12, Inner box 6 x 6
- Cones; Footballs

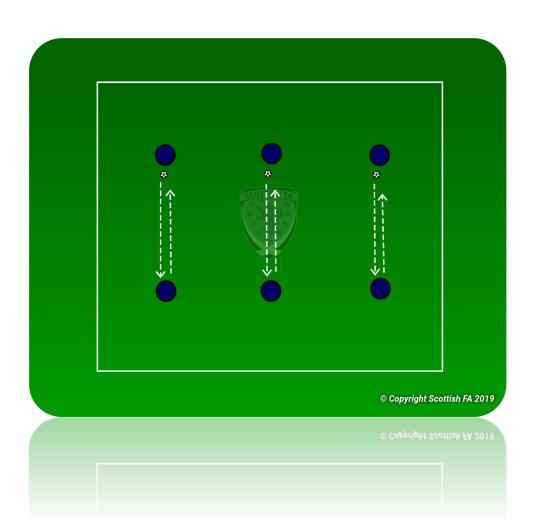
#### Instructions

- Yellow team start with a 3 v 1 possession against the blue player within inner box; Yellows score a point by passing through the inner box (1st one doesn't count)
- If the blue player intercepts they can use team mates to keep possession in a 5 v 3.
- Blues score a point every time they go through the middle player to keep possession.

### **Coaching Points**

Passing; Angle of support; Speed of play

# TWO TOUCH



### Set Up

- 20 x 20 area
- One ball between two players

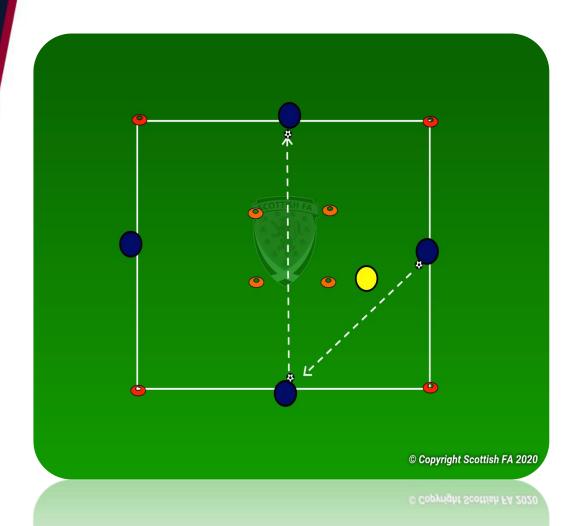
### **Instructions**

- Players work in pairs
- Keep the ball in the air
- Can't touch ball with hands

## **Coaching Points**

 Control using both feet; Different parts of the body

# **POSSESSION**



### Set Up

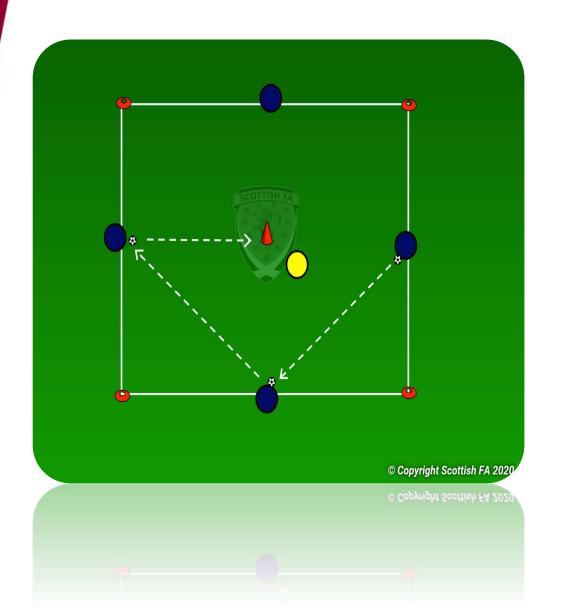
- 15 x 15 area
- Small 4 x 4 box
- 1 defender; 4 attackers

### **Instructions**

- Blue players pass around square and must stay on the line their positioned on
- Objective is to Pass/receive through small box to score
- Defender attempts to stop passes through small box

## **Coaching Points**

# **POSSESSION**



### Set Up

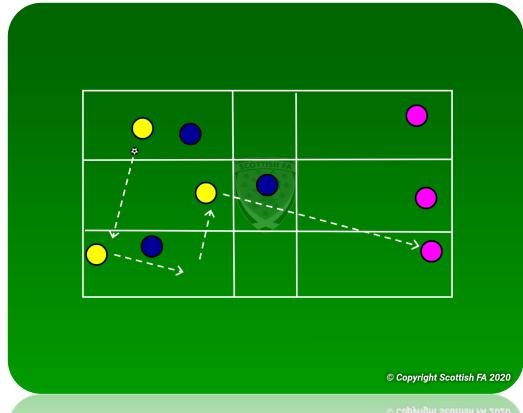
- 15 x 15 area
- Castle mark in centre of box
- 1 defender; 4 attackers per group

### **Instructions**

- Blue players pass around square and must stay on the line their positioned on
- Blues limited to 2 touch
- Objective is to Pass and hit the castle markers
- Defender attempts to protect castle markers

## **Coaching Points**

# TRANSFER GAME



### Set Up

- 3 x teams of 3 (add wall players if bigger numbers)
- 3 x channels dividing area
- 2 attacking teams/ 1 Defending Team

#### Instructions

- Blue players start in middle zone and act as defenders – they can only press in their channel
- Yellows & Pinks look to pass the ball between channels and switch the play to the opposite side of the area
- Rotate defenders are set time

### **Coaching Points**

Passing; Movement; Control; Decision Making, Awareness

# **POSSESSION**



### Set Up

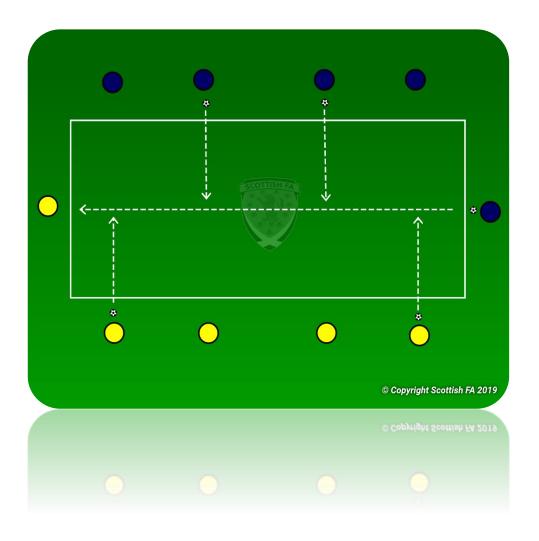
- 20x20 outer box and 10x10 inner box
- 5 attackers and 3 defenders

#### **Instructions**

- Blue players pass around square and must stay on the line their positioned on
- Blues limited to 2 touch
- Objective is to pass into the player within the inner box
- Defenders attempts to intercept without tackling – If they win it back they play 3v1 in the inner box with the same rules applying

### **Coaching Points**

# **PASSING IN PAIRS**



### Set Up

- 25 x 15 area
- Players with a ball between two facing your partner

### Instructions

- End players pass the ball across the ground to each other
- Other players try to hit end players ball

### **Coaching Points**

Passing

# **FOOTBALL TENNIS**



### Set Up

- 8x8 yard boxes
- Players work with a partner
- 1 player + 1 ball per group

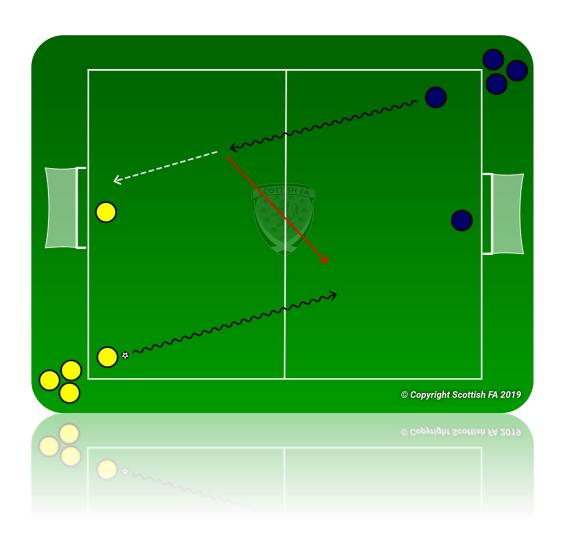
#### **Instructions**

- Ball played in the air into partners box (game starts using feet to get ball in air – no hands)
- Ball can bounce once with box
- 3 touch maximum before playing ball back
- Progression work on 2's with partner in the box next to them. Both players must touch the ball

### **Coaching Points**

Control: Accuracy: Communication

# **1v1 ATTACK**



### Set Up

- 30 x 20 area minimum
- 2 Goals
- 5 players per team

### **Instructions**

 Yellow player dribbles forward and shoots then defends against the blue player

## **Coaching Points**

Shooting; Dribbling; Defending



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