

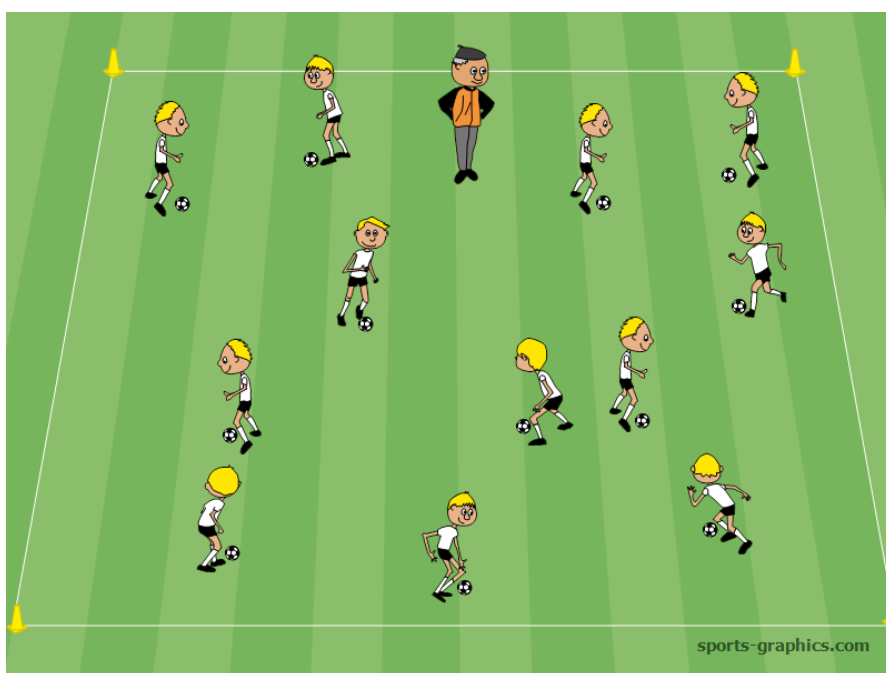
KICK OUT

To introduce the basic concepts of the game in a fun and positive learning environment

TECHNICAL

Fun Games

Foundation Football



Arrange players with a ball each within a 20x20 playing area.

Adjust size of area to suit number of players.

Encourage good technique as players dribble within the area.

On command, players try to kick another player's ball out of the area while keeping control of their own ball.

When a player's ball goes out they collect their ball and sit on it outside of the area, and wait for the next game. This is generally not 'best practice' but providing it is only for a very short period of time it is deliberate as it can be used for the outside players to encourage those still remaining in the game (helps develop social skills). Play continues until there is only one player left.

VARIATIONS AND PROGRESSIONS

Each practice can be varied to adapt to the needs of players. Simple changes can increase or decrease the challenge. Examples such as changing the rules, the size of the area, overloading the advantage of one team, varying the focus, or setting team challenges will keep players motivated and all attribute to good coaching methodology.

LEARNING OUTCOMES

- How to keep close control of the ball.
- How to use different parts of the foot.
- Learn how to move the ball at different speeds.
- Players begin to understand spatial awareness.

KEY FACTORS

- Always encourage players
- Close control of the ball
- Enjoyment of the session
- Ensure the session is relevant and age appropriate
- Space awareness within playing area

FOCUS AREAS

- Ensure every player is taking part in the session.
- Ensure the session is fun and that players are enjoying playing the game.
- Facilitation of the practice is more important than 'coaching' the players – let the game be the teacher.

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