U10 | WEEK 1: DRIBBLING & POSSESSION

90-MINUTE SESSION

AGE-GROUP PURPOSE

Technique at speed and under pressure. Add scanning, purposeful first touches, combinations, possession and transition.

PLAY / ARRIVAL - Scissors + Ball Mastery — 15 min

SETUP	Mark a 20x20-yard grid with four color cones in the corners and four small cone stations inside. One ball per player; players spread evenly with no lines.
SHOW IT	Show the named move slowly from the front and side: supporting knee bent, correct foot surface on the ball, then a positive touch away. Repeat at game speed and point out the change of direction or speed.
RUN IT	Players dribble freely. Every 30-45 seconds call a move and corner color; players perform the move then accelerate into open space toward that color. Coach corrects individuals while everyone stays active.
COACH	Many soft touches; head up between touches; both feet; after the move, take a larger escape touch.

ACTIVITY 1 - 1v1 Pressure Dribbling — 20 min

SETUP	Make two 15x10-yard fields, each with a 3-yard gate on both end lines. Attacker and defender start 2 yards apart at one end; balls with coach on the sideline.
SHOW IT	Show attacker's first touch toward one gate, a clear body feint, then acceleration. Show defender approaching quickly, slowing at arm's length and steering play toward a sideline.
RUN IT	Coach serves to attacker. A controlled dribble through the far gate scores; if defender wins it, they attack the opposite gate. Limit each duel to 25 seconds and rotate immediately.
COACH	Attacker: creativity and fearlessness, change speed after the move. Defender: delay, deny the direct route and dictate direction.

ACTIVITY 2 - 4v2 Possession — 25 min

SETUP	Mark a 15x15-yard square. Place 4 attackers around the outside and 2 defender(s) inside; keep spare balls with the coach. If numbers differ, create two identical grids.
SHOW IT	Walk the ball around the outside once: show an open passing lane, side-on receiving shape and first touch away from pressure. Then let a defender apply half speed so players see when to pass rather than hold it.
RUN IT	Attackers keep possession; defenders switch with the player whose pass is intercepted or leaves the grid. Restart from a coach-served ball within three seconds. Begin unlimited-touch, then reduce only if successful.
COACH	Move to create an angle; scan before receiving; firm ground pass; defender curves the run and blocks one option.

FINAL GAME - 5v5 Game — 30 min

SETUP	Build a 45x30-yard field with two 5-yard end lines and a 3-yard cone goal centered on each end. Make teams of 5; place spare balls beside both goals for immediate restarts.
SHOW IT	Show one 10-second example: attack the open goal, spread out when your team has the ball, and recover goal-side when it is lost. Demonstrate a scored goal followed by an immediate restart from the opposite end.
RUN IT	Play 5v5. No goalkeepers unless your normal game format uses them. Coach serves a new ball whenever one leaves. Rotate substitutes every 2-3 minutes; stop only for safety or one brief coaching picture.
COACH	Let players solve the game; praise the week's theme when it appears. Width in attack; quick recovery in defense; closest player pressures the ball.

New coach: set up before players arrive; show one complete repetition; ask "Where do you start?" and "How do you score?"; then begin.

U10 | WEEK 2: FIRST TOUCH & TURNING

90-MINUTE SESSION

AGE-GROUP PURPOSE

Technique at speed and under pressure. Add scanning, purposeful first touches, combinations, possession and transition.

PLAY / ARRIVAL - Receiving Shapes — 15 min

SETUP	Set four 12x8-yard rectangles. In each, a server stands at one end, receiver begins at a central cone and a target player or gate is at the opposite end. One ball per group.
SHOW IT	Receiver checks away, scans over the shoulder, returns side-on and receives with the back foot. Show the first touch traveling past the cone into the next action, then pass to the target.
RUN IT	Ball travels server-receiver-target; each player follows the pass. After two minutes reverse direction. Add a passive defender behind the receiver, then allow live pressure if success remains high.
COACH	Scan before the pass; open hips; cushion across the body; protect with the arm and play the next action quickly.

ACTIVITY 1 - Receive-Turn-Play — 20 min

SETUP	Set four 12x8-yard rectangles. In each, a server stands at one end, receiver begins at a central cone and a target player or gate is at the opposite end. One ball per group.
SHOW IT	Receiver checks away, scans over the shoulder, returns side-on and receives with the back foot. Show the first touch traveling past the cone into the next action, then pass to the target.
RUN IT	Ball travels server-receiver-target; each player follows the pass. After two minutes reverse direction. Add a passive defender behind the receiver, then allow live pressure if success remains high.
COACH	Scan before the pass; open hips; cushion across the body; protect with the arm and play the next action quickly.

ACTIVITY 2 - 3v3+2 Neutrals — 25 min

SETUP	Mark a 15x15-yard square. Place 3 attackers around the outside and 3 defender(s) inside; keep spare balls with the coach. If numbers differ, create two identical grids.
SHOW IT	Walk the ball around the outside once: show an open passing lane, side-on receiving shape and first touch away from pressure. Then let a defender apply half speed so players see when to pass rather than hold it.
RUN IT	Attackers keep possession; defenders switch with the player whose pass is intercepted or leaves the grid. Restart from a coach-served ball within three seconds. Begin unlimited-touch, then reduce only if successful.
COACH	Move to create an angle; scan before receiving; firm ground pass; defender curves the run and blocks one option.

FINAL GAME - 5v5 Game — 30 min

SETUP	Build a 45x30-yard field with two 5-yard end lines and a 3-yard cone goal centered on each end. Make teams of 5; place spare balls beside both goals for immediate restarts.
SHOW IT	Show one 10-second example: attack the open goal, spread out when your team has the ball, and recover goal-side when it is lost. Demonstrate a scored goal followed by an immediate restart from the opposite end.
RUN IT	Play 5v5. No goalkeepers unless your normal game format uses them. Coach serves a new ball whenever one leaves. Rotate substitutes every 2-3 minutes; stop only for safety or one brief coaching picture.
COACH	Let players solve the game; praise the week's theme when it appears. Width in attack; quick recovery in defense; closest player pressures the ball.

New coach: set up before players arrive; show one complete repetition; ask "Where do you start?" and "How do you score?"; then begin.

U10 | WEEK 3: PASSING COMBINATIONS

90-MINUTE SESSION

AGE-GROUP PURPOSE

Technique at speed and under pressure. Add scanning, purposeful first touches, combinations, possession and transition.

PLAY / ARRIVAL - Passing Rhythm — 15 min

SETUP	Build a 16x16-yard diamond with one player at each cone and 2-3 players with balls at the start cone. Add a 2-yard target gate beyond the final cone.
SHOW IT	Walk through the pattern once without pressure: pass, move immediately, receive side-on and play the next teammate. For a wall pass, show pass-and-go around a cone; for an overlap, show the runner going outside the ball carrier.
RUN IT	Run clockwise for three minutes, then reverse so both feet are used. Players follow their pass. Progress by adding one passive defender in the middle or finishing through the target gate.
COACH	Correct passing weight; communicate; time the run after the pass; first touch points toward the next action.

ACTIVITY 1 - Give-and-Go / Wall Pass — 20 min

SETUP	Build a 16x16-yard diamond with one player at each cone and 2-3 players with balls at the start cone. Add a 2-yard target gate beyond the final cone.
SHOW IT	Walk through the pattern once without pressure: pass, move immediately, receive side-on and play the next teammate. For a wall pass, show pass-and-go around a cone; for an overlap, show the runner going outside the ball carrier.
RUN IT	Run clockwise for three minutes, then reverse so both feet are used. Players follow their pass. Progress by adding one passive defender in the middle or finishing through the target gate.
COACH	Correct passing weight; communicate; time the run after the pass; first touch points toward the next action.

ACTIVITY 2 - Combination Square — 25 min

SETUP	Build a 16x16-yard diamond with one player at each cone and 2-3 players with balls at the start cone. Add a 2-yard target gate beyond the final cone.
SHOW IT	Walk through the pattern once without pressure: pass, move immediately, receive side-on and play the next teammate. For a wall pass, show pass-and-go around a cone; for an overlap, show the runner going outside the ball carrier.
RUN IT	Run clockwise for three minutes, then reverse so both feet are used. Players follow their pass. Progress by adding one passive defender in the middle or finishing through the target gate.
COACH	Correct passing weight; communicate; time the run after the pass; first touch points toward the next action.

FINAL GAME - 5v5 Game — 30 min

SETUP	Build a 45x30-yard field with two 5-yard end lines and a 3-yard cone goal centered on each end. Make teams of 5; place spare balls beside both goals for immediate restarts.
SHOW IT	Show one 10-second example: attack the open goal, spread out when your team has the ball, and recover goal-side when it is lost. Demonstrate a scored goal followed by an immediate restart from the opposite end.
RUN IT	Play 5v5. No goalkeepers unless your normal game format uses them. Coach serves a new ball whenever one leaves. Rotate substitutes every 2-3 minutes; stop only for safety or one brief coaching picture.
COACH	Let players solve the game; praise the week's theme when it appears. Width in attack; quick recovery in defense; closest player pressures the ball.

U10 | WEEK 4: ATTACKING 1V1 / 2V1

90-MINUTE SESSION

AGE-GROUP PURPOSE

Technique at speed and under pressure. Add scanning, purposeful first touches, combinations, possession and transition.

PLAY / ARRIVAL - Move + Explode — 15 min

SETUP	Mark a 20x20-yard grid with four color cones in the corners and four small cone stations inside. One ball per player; players spread evenly with no lines.
SHOW IT	Show the named move slowly from the front and side: supporting knee bent, correct foot surface on the ball, then a positive touch away. Repeat at game speed and point out the change of direction or speed.
RUN IT	Players dribble freely. Every 30-45 seconds call a move and corner color; players perform the move then accelerate into open space toward that color. Coach corrects individuals while everyone stays active.
COACH	Many soft touches; head up between touches; both feet; after the move, take a larger escape touch.

ACTIVITY 1 - 1v1 to Goal — 20 min

SETUP	Make two 15x10-yard fields, each with a 3-yard gate on both end lines. Attacker and defender start 2 yards apart at one end; balls with coach on the sideline.
SHOW IT	Show attacker's first touch toward one gate, a clear body feint, then acceleration. Show defender approaching quickly, slowing at arm's length and steering play toward a sideline.
RUN IT	Coach serves to attacker. A controlled dribble through the far gate scores; if defender wins it, they attack the opposite gate. Limit each duel to 25 seconds and rotate immediately.
COACH	Attacker: creativity and fearlessness, change speed after the move. Defender: delay, deny the direct route and dictate direction.

ACTIVITY 2 - 2v1 Decision Game — 25 min

SETUP	Create a 30x22-yard directional field with a 5-yard goal at one end and two 2-yard counter-gates at the other. Attackers begin at three spaced cones; defenders start 5 yards inside the field. Balls with coach.
SHOW IT	Walk through the ball carrier drawing the defender, then either passing to the free teammate or attacking the open lane. Show support players staying wide and slightly behind the ball until the moment to run forward.
RUN IT	Coach serves to attackers. Play live to the main goal; if defenders win it, they counter through either small gate. End on a goal, ball out or 30 seconds, then rotate roles.
COACH	Attack with speed but keep spacing; commit one defender before passing; defender delays and protects the center.

FINAL GAME - 5v5 Game — 30 min

SETUP	Build a 45x30-yard field with two 5-yard end lines and a 3-yard cone goal centered on each end. Make teams of 5; place spare balls beside both goals for immediate restarts.
SHOW IT	Show one 10-second example: attack the open goal, spread out when your team has the ball, and recover goal-side when it is lost. Demonstrate a scored goal followed by an immediate restart from the opposite end.
RUN IT	Play 5v5. No goalkeepers unless your normal game format uses them. Coach serves a new ball whenever one leaves. Rotate substitutes every 2-3 minutes; stop only for safety or one brief coaching picture.
COACH	Let players solve the game; praise the week's theme when it appears. Width in attack; quick recovery in defense; closest player pressures the ball.

New coach: set up before players arrive; show one complete repetition; ask "Where do you start?" and "How do you score?"; then begin.

U10 | WEEK 5: FINISHING

90-MINUTE SESSION

AGE-GROUP PURPOSE

Technique at speed and under pressure. Add scanning, purposeful first touches, combinations, possession and transition.

PLAY / ARRIVAL - Striking Technique — 15 min

SETUP	Set a 28x22-yard area with a 5-yard goal on one end and a shooting line 10-14 yards away. Create two angled starting cones; balls at both lines and a goalkeeper or cone targets in goal.
SHOW IT	Show the approach at a slight angle: plant foot beside ball, ankle locked, head steady. Demonstrate laces for power and inside of foot for placement, finishing toward a named corner.
RUN IT	Players alternate lines, shoot, retrieve outside the field and join the other line. Add a pass or passive defender after technique is clean. Count accurate shots, not only goals.
COACH	First touch sets the shot; select power or placement; follow through toward target; react for rebounds.

ACTIVITY 1 - Power & Finesse — 20 min

SETUP	Set a 28x22-yard area with a 5-yard goal on one end and a shooting line 10-14 yards away. Create two angled starting cones; balls at both lines and a goalkeeper or cone targets in goal.
SHOW IT	Show the approach at a slight angle: plant foot beside ball, ankle locked, head steady. Demonstrate laces for power and inside of foot for placement, finishing toward a named corner.
RUN IT	Players alternate lines, shoot, retrieve outside the field and join the other line. Add a pass or passive defender after technique is clean. Count accurate shots, not only goals.
COACH	First touch sets the shot; select power or placement; follow through toward target; react for rebounds.

ACTIVITY 2 - 2v1 to Goal — 25 min

SETUP	Create a 30x22-yard directional field with a 5-yard goal at one end and two 2-yard counter-gates at the other. Attackers begin at three spaced cones; defenders start 5 yards inside the field. Balls with coach.
SHOW IT	Walk through the ball carrier drawing the defender, then either passing to the free teammate or attacking the open lane. Show support players staying wide and slightly behind the ball until the moment to run forward.
RUN IT	Coach serves to attackers. Play live to the main goal; if defenders win it, they counter through either small gate. End on a goal, ball out or 30 seconds, then rotate roles.
COACH	Attack with speed but keep spacing; commit one defender before passing; defender delays and protects the center.

FINAL GAME - 5v5 Game — 30 min

SETUP	Build a 45x30-yard field with two 5-yard end lines and a 3-yard cone goal centered on each end. Make teams of 5; place spare balls beside both goals for immediate restarts.
SHOW IT	Show one 10-second example: attack the open goal, spread out when your team has the ball, and recover goal-side when it is lost. Demonstrate a scored goal followed by an immediate restart from the opposite end.
RUN IT	Play 5v5. No goalkeepers unless your normal game format uses them. Coach serves a new ball whenever one leaves. Rotate substitutes every 2-3 minutes; stop only for safety or one brief coaching picture.
COACH	Let players solve the game; praise the week's theme when it appears. Width in attack; quick recovery in defense; closest player pressures the ball.

New coach: set up before players arrive; show one complete repetition; ask "Where do you start?" and "How do you score?"; then begin.

U10 | WEEK 6: DEFENDING PRINCIPLES

90-MINUTE SESSION

AGE-GROUP PURPOSE

Technique at speed and under pressure. Add scanning, purposeful first touches, combinations, possession and transition.

PLAY / ARRIVAL - Defensive Footwork — 15 min

SETUP	Mark a 16x12-yard channel with a 3-yard gate at each end. Pair players; attacker with ball starts on one end and defender begins 6 yards away, slightly goal-side.
SHOW IT	Demonstrate the defender sprinting halfway, then shortening steps into a low side-on stance. Show the three D's: delay the attack, deny the central route and dictate play toward the sideline.
RUN IT	Attacker tries to dribble through the far gate; defender wins and counters. Play 20-second rounds, switch roles, then rotate partners. Add a second pair only after spacing is understood.
COACH	Approach under control; stay an arm's length away; watch the ball; tackle when the touch escapes the attacker.

ACTIVITY 1 - 1v1 Delay-Deny-Dictate — 20 min

SETUP	Make two 15x10-yard fields, each with a 3-yard gate on both end lines. Attacker and defender start 2 yards apart at one end; balls with coach on the sideline.
SHOW IT	Show attacker's first touch toward one gate, a clear body feint, then acceleration. Show defender approaching quickly, slowing at arm's length and steering play toward a sideline.
RUN IT	Coach serves to attacker. A controlled dribble through the far gate scores; if defender wins it, they attack the opposite gate. Limit each duel to 25 seconds and rotate immediately.
COACH	Attacker: creativity and fearlessness, change speed after the move. Defender: delay, deny the direct route and dictate direction.

ACTIVITY 2 - 2v2 Defend & Counter — 25 min

SETUP	Mark a 16x12-yard channel with a 3-yard gate at each end. Pair players; attacker with ball starts on one end and defender begins 6 yards away, slightly goal-side.
SHOW IT	Demonstrate the defender sprinting halfway, then shortening steps into a low side-on stance. Show the three D's: delay the attack, deny the central route and dictate play toward the sideline.
RUN IT	Attacker tries to dribble through the far gate; defender wins and counters. Play 20-second rounds, switch roles, then rotate partners. Add a second pair only after spacing is understood.
COACH	Approach under control; stay an arm's length away; watch the ball; tackle when the touch escapes the attacker.

FINAL GAME - 5v5 Game — 30 min

SETUP	Build a 45x30-yard field with two 5-yard end lines and a 3-yard cone goal centered on each end. Make teams of 5; place spare balls beside both goals for immediate restarts.
SHOW IT	Show one 10-second example: attack the open goal, spread out when your team has the ball, and recover goal-side when it is lost. Demonstrate a scored goal followed by an immediate restart from the opposite end.
RUN IT	Play 5v5. No goalkeepers unless your normal game format uses them. Coach serves a new ball whenever one leaves. Rotate substitutes every 2-3 minutes; stop only for safety or one brief coaching picture.
COACH	Let players solve the game; praise the week's theme when it appears. Width in attack; quick recovery in defense; closest player pressures the ball.

U10 | WEEK 7: WIDTH, DEPTH & TRANSITION

90-MINUTE SESSION

AGE-GROUP PURPOSE

Technique at speed and under pressure. Add scanning, purposeful first touches, combinations, possession and transition.

PLAY / ARRIVAL - Passing + Scan — 15 min

SETUP	Build a 16x16-yard diamond with one player at each cone and 2-3 players with balls at the start cone. Add a 2-yard target gate beyond the final cone.
SHOW IT	Walk through the pattern once without pressure: pass, move immediately, receive side-on and play the next teammate. For a wall pass, show pass-and-go around a cone; for an overlap, show the runner going outside the ball carrier.
RUN IT	Run clockwise for three minutes, then reverse so both feet are used. Players follow their pass. Progress by adding one passive defender in the middle or finishing through the target gate.
COACH	Correct passing weight; communicate; time the run after the pass; first touch points toward the next action.

ACTIVITY 1 - 4 Goal Game — 20 min

SETUP	Create a 35x28-yard field with two 3-yard goals on each end line, placed near the corners. Mark a 6-yard central zone with flat cones. Form two equal teams; balls with coach at halfway.
SHOW IT	Show the team in possession spreading to both sides. Walk through switching from a crowded goal to the opposite goal with two quick passes. On loss, nearest player pressures while teammates recover inside.
RUN IT	Teams score by passing or dribbling through either attacking goal. Coach serves immediately to the team that reacts first after each ball out. For transition emphasis, a goal within six seconds counts double.
COACH	Create width and depth; scan the far side; move as the ball travels; secure the middle immediately after losing possession.

ACTIVITY 2 - Transition to Targets — 25 min

SETUP	Create a 35x28-yard field with two 3-yard goals on each end line, placed near the corners. Mark a 6-yard central zone with flat cones. Form two equal teams; balls with coach at halfway.
SHOW IT	Show the team in possession spreading to both sides. Walk through switching from a crowded goal to the opposite goal with two quick passes. On loss, nearest player pressures while teammates recover inside.
RUN IT	Teams score by passing or dribbling through either attacking goal. Coach serves immediately to the team that reacts first after each ball out. For transition emphasis, a goal within six seconds counts double.
COACH	Create width and depth; scan the far side; move as the ball travels; secure the middle immediately after losing possession.

FINAL GAME - 6v6 Game — 30 min

SETUP	Build a 55x38-yard field with two 5-yard end lines and a 3-yard cone goal centered on each end. Make teams of 6; place spare balls beside both goals for immediate restarts.
SHOW IT	Show one 10-second example: attack the open goal, spread out when your team has the ball, and recover goal-side when it is lost. Demonstrate a scored goal followed by an immediate restart from the opposite end.
RUN IT	Play 6v6. No goalkeepers unless your normal game format uses them. Coach serves a new ball whenever one leaves. Rotate substitutes every 2-3 minutes; stop only for safety or one brief coaching picture.
COACH	Let players solve the game; praise the week's theme when it appears. Width in attack; quick recovery in defense; closest player pressures the ball.

New coach: set up before players arrive; show one complete repetition; ask "Where do you start?" and "How do you score?"; then begin.

U10 | WEEK 8: REVIEW & COMPETITION

90-MINUTE SESSION

AGE-GROUP PURPOSE

Technique at speed and under pressure. Add scanning, purposeful first touches, combinations, possession and transition.

PLAY / ARRIVAL - Technical Challenge — 15 min

SETUP	Mark a 20x20-yard grid with four color cones in the corners and four small cone stations inside. One ball per player; players spread evenly with no lines.
SHOW IT	Show the named move slowly from the front and side: supporting knee bent, correct foot surface on the ball, then a positive touch away. Repeat at game speed and point out the change of direction or speed.
RUN IT	Players dribble freely. Every 30-45 seconds call a move and corner color; players perform the move then accelerate into open space toward that color. Coach corrects individuals while everyone stays active.
COACH	Many soft touches; head up between touches; both feet; after the move, take a larger escape touch.

ACTIVITY 1 - Possession Challenge — 20 min

SETUP	Mark a 15x15-yard square. Place 4 attackers around the outside and 1 defender(s) inside; keep spare balls with the coach. If numbers differ, create two identical grids.
SHOW IT	Walk the ball around the outside once: show an open passing lane, side-on receiving shape and first touch away from pressure. Then let a defender apply half speed so players see when to pass rather than hold it.
RUN IT	Attackers keep possession; defenders switch with the player whose pass is intercepted or leaves the grid. Restart from a coach-served ball within three seconds. Begin unlimited-touch, then reduce only if successful.
COACH	Move to create an angle; scan before receiving; firm ground pass; defender curves the run and blocks one option.

ACTIVITY 2 - Small-Sided Tournament — 25 min

SETUP	Create two 24x18-yard fields with 3-yard cone goals. Make teams of 3-4 and post a rotation: Field A winner stays for one game; Field B teams rotate to the next field after every round. Balls with each field coach.
SHOW IT	Demonstrate the complete rotation before play: score, retrieve the ball, shake hands, then move to the named sideline. Show kick-in/dribble-in restarts and a new ball served immediately when one travels far away.
RUN IT	Play 3-minute games. Award 3 points for a win, 1 for a draw; every team plays each opponent. Keep results simple and guarantee equal playing time regardless of score.
COACH	Compete with composure; quick restarts; apply the week's skill; recognize good decisions as well as goals.

FINAL GAME - Free Match — 30 min

SETUP	Build a 55x38-yard field with two 5-yard end lines and a 3-yard cone goal centered on each end. Make teams of 6; place spare balls beside both goals for immediate restarts.
SHOW IT	Show one 10-second example: attack the open goal, spread out when your team has the ball, and recover goal-side when it is lost. Demonstrate a scored goal followed by an immediate restart from the opposite end.
RUN IT	Play 6v6. No goalkeepers unless your normal game format uses them. Coach serves a new ball whenever one leaves. Rotate substitutes every 2-3 minutes; stop only for safety or one brief coaching picture.
COACH	Let players solve the game; praise the week's theme when it appears. Width in attack; quick recovery in defense; closest player pressures the ball.

New coach: set up before players arrive; show one complete repetition; ask "Where do you start?" and "How do you score?"; then begin.