

2011 - U10 - Lesson Plan - Week Thirteen



Topic: Heading

Objective: To teach players the technical points of heading a soccer ball

Technical Warm up	Organization	Coaching Pts.
recinical warm up		
Step 2: Players serve to each other Step 3: Players serve to each other Step 4: Head challenge in groups www.aports-graphics.com	 Heading Introduction: Team is divided into two players with a single ball. Step 1: Player heads ball to teammate from his/her own hands Step 2: Player serves ball to him/herself and heads ball to teammate Step 3: Players serve balls to each other for return head balls Step 4: In small groups, players try to keep ball up with head juggling 	 Eye on the ball; read the flight of the ball Contact the ball with the upper half of the forehead; NOT TOP OF HEAD Body mechanics, shape and balance Time: 15 minutes
Small Sided Game	Organization	Coaching Pts.
	2v2 Heading Challenge: In an 8x10 yard grid, two teams with two players each will play to score goals with their heads. One team starts attacking by moving the ball from their end while serving (under handed serve) the soccer ball and heading it to get close to the opponent's goal, and score from a header. If the soccer ball gets by or through the defenders, the attackers score a point. If the defenders catch the ball, they counter as quickly as they can. Goals from your own zone are worth 5 points and from	 Read the flight of the ball Keep eye on the ball Get in the line of flight of the ball Lock neck and keep upper body rigid Thrust forward from waist Direct ball down and with force
www.sports-graphics.com	inside the opponent's zone 1 point.	Time: 15 minutes
Exp. Small Sided Game	Organization	Coaching Pts.
www.sports-graphics.com	Head, Catch & Throw: Two equal teams play a modified hand ball game in which a player with ball serves to a teammate who heads it to another or the same teammate who served him/her the ball. Goals are scored with the head only. The player serving the ball may only take three steps. The defending team regains possession if the ball hits the ground, they intercept it with a header, or it goes out of bounds.	 Use arms for balance, protection and to create space Players should bend at the waist for maximum power Communicate and demand the ball Area of contact (striking surface) Time: 20 minutes
Game	Organization	Coaching Pts.
	Play with Goalkeepers in a 45-60 yard long	• All of the above
6v6 Scrimmage	by 35-45 yard wide field.	Time: 30 minutes
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