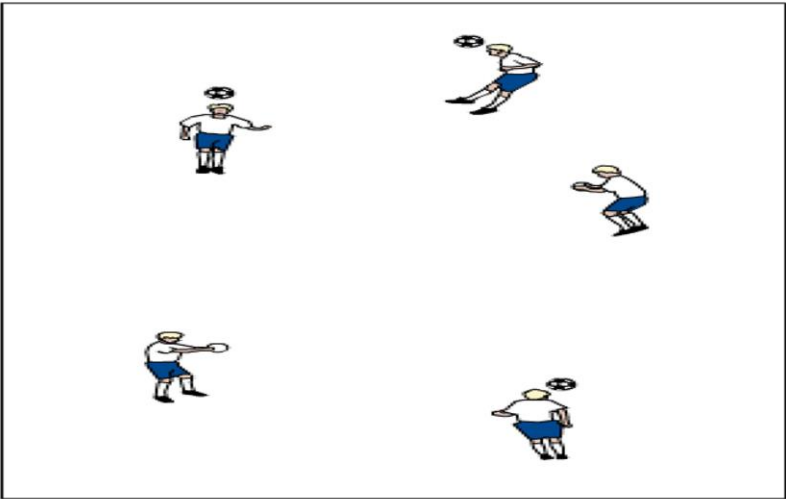



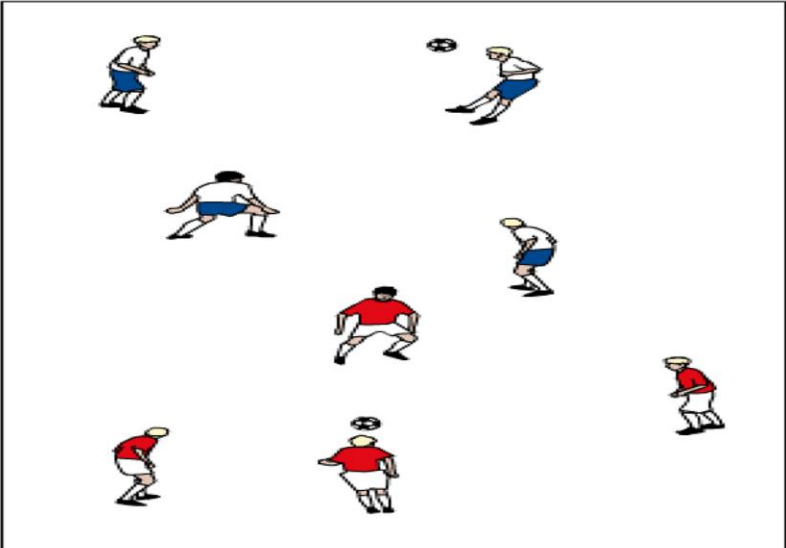


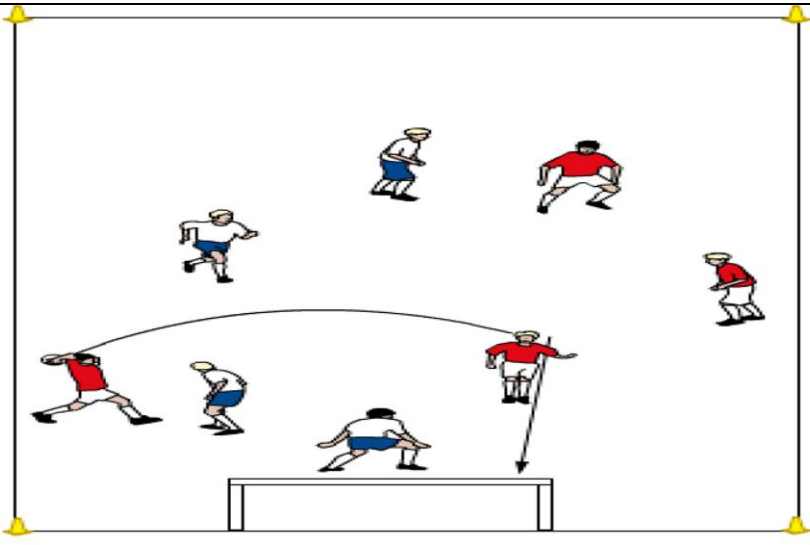

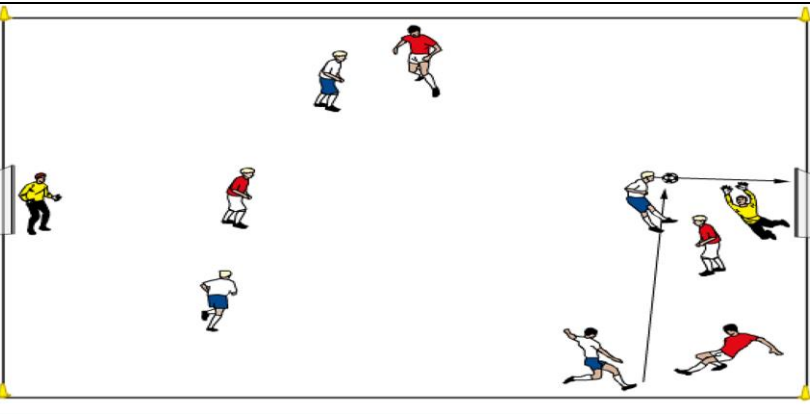



Activity Name	Description	Diagram	Coaching Points
<p>1 Warm-up</p> <p>Players move about in an unrestricted area tossing their ball in the air and heading it to themselves.</p>	<p>Continue by accelerating the speed of movement and the number of times the ball must be headed.</p> <p>Stretch once the players are moving with an increased heart rate.</p>		<ul style="list-style-type: none">  Look for eyes open and mouths closed.  See which players display confidence while moving.  Let one or two players direct the stretching.
<p>2 Technical Emphasis - Heading</p> <p>As in the above activities, each player tosses the ball in the air, heads it twice, and then heads it to another player.</p>	<p>Progression – in groups of three or four, players try to keep the headed ball alive. Condition – that no player can head the ball more than once before each of the other players head it.</p>		<ul style="list-style-type: none">  At first the balls will be all over the place, but they'll solve it. As soon as two players do it correctly, stop the session and praise them.  Create a competition between groups of players. Encourage groups to move as they head the ball.

3 Small Sided Activity			
<p>Using small-sided teams (3 v 3 or 4 v 4), play to a goal by hand passing to the head.</p>	<p>Points are awarded for heading balls properly while progressing toward the goal. A grand slam is a goal scored from a headed ball.</p>		<p> Since this is a game situation, tactics will be employed. Though emphasis is on heading, watch the choices made by the players.</p>
4 Group Activity (Tactics – Decisions)			
<p>Play a 4 vs. 4 + goalkeepers match.</p>	<p>Divide the players into two teams and play on half a field with emphasis on completing a headed pass or scoring a goal with a head ball.</p>		<p> Watch for players who move to receive a headed pass. Successful passing indicates good decisions. Stop the play to praise players for sound tactical choices.</p>
5 Cool-down			
<p>Spinal Extension – lie face down with arms by the sides. Tuck chin, pinch shoulder blades back & raise chest off the ground.</p>	<p>Body Curl – lie on back, bend knees into chest & put hands behind head. Exhale & curl upper body & pelvis toward each other & crunch into a ball.</p>	<p>Hip Adduction – lie on side with top leg bent & resting on the ground perpendicular to body. Lift bottom leg straight up, keeping the bottom foot parallel to the ground.</p>	<p>Neck – slow rotation of the head in all directions.</p>