

U10 Session 3



Objectives

Run, catch, pass. Tackle. Space.

Warm Up

Butt Kicks. Hop & Land. Here-There-Where. Alphabet game. High Knees. Monkey Run. Fast Feet + (turns / down). LOG / BIG. Mountain Climber. Knee Boxing. Rock n' Roll. Bench Ball. Gotcha Name. Lunge Push. Army Army. Jump and Land. Grab It (on your feet). Shoulder Bumps.

Dog and Bone. Bear Crawls.

Duck Walks.

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Activity 1: 2 to score

Objective:

Practice the draw and pass or dummy.

Equipment:

One ball per two attackers.

Group size:

3 - 4 defenders / 10 - 12 attackers.

Area:

7 x 20 metre grid.

Drill explanation:

- ▶ Two attackers run up the grid with the ball..
- Defenders are placed every five metres but can only move sideways not forwards or backwards.
- ▶ The attacker's aim is to score at the other end.
- ▶ The attackers and the defenders swap positions after the attackers have been up and down the channel twice.

Observation:

Questions:

- Run straight with the ball.
- Pass the ball out in front.
- ▶ How can we get the defender to move?
- ▶ Why is this harder with opposition?



U10 Session 3



Progression:

- ▶ Defenders move forward or back to put pressure on the defenders.
- ▶ Decrease the grid size to give the attackers less time and space.

Activity 2: Grid Tackling

Objective:

To practice tackling from a side-on approach.

Equipment:

Four cones and 3 balls.

Group size:

6-7 players.

Area:

10 x 10 metre grid.

10m Grid

Drill explanation:

- ► The tackler stands/kneels in the middle of the grid with three players lined up on cones A and B.
- ▶ The aim of the players at cone A is to pass through the grid and to run though to cone C, and for players at cone B to pass through the grid and run through to cone D.
- ▶ The player in the middle of the grid attempts to tackle alternating runners.
- As soon as the tackler stands up from making the tackle the next player from the opposite cone sets off.

Observation:

Questions:

- Head on correct side.
- Good wrap.

- ▶ How do we remember what side to put our head?
- ▶ How do we fall in a tackle?

Progression:

▶ All standing.

Game Activity: Memory

Objective:

To practise ball handling skills remembering who you passed it to.

Equipment:

2 or more balls.

Group size:

5-15 players.



U10 Session 3

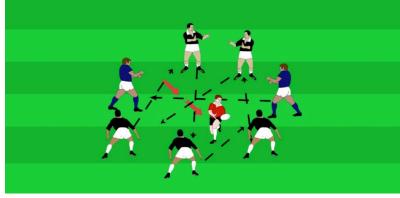


Area:

Circle of players 1m apart.

Drill explanation:

- Make a circle with players all sitting down – one person starts with ball.
- First player runs, passes ball to another player and stays standing (Cannot be someone NEXT to themselves).
- Continue with this pattern until all players have had the ball, then ball goers to player who started it all.
- ▶ When pattern is set this will be repeated but all players are standing, and tempo is fast.
- ▶ On "GO" player goes to player who they REMEMBER got the ball. Drill keeps going.



Observation:

- Accurate pass.
- ▶ Soft hands.

Questions:

- ▶ How do we let the passer know where we are?
- ▶ How do we avoid bumping into each other?

Progression:

- Introduce more than one ball.
- ▶ Make it a pass first then run.
- ▶ Reverse pattern so you go to person who you received it from first.