# SKILL ACQUISITION PHASE: FIRST TOUCH



#### **Suggested equipment list:**

6 cones, 4 balls, 4 mini goals, 2 portable goals (age-specific) and 2 sets of bibs



## **FUNctional Activity: 'Football Tennis'**

- Serving team begins 'rally' by kicking the ball into the receiving team's area.
- The receiving team has a maximum of two bounces before they must kick ball back over to the serving team's area
- Team wins a point if the ball bounces three times inside other team's area, or the ball is kicked by the other team and the ball lands outside the team's area
- Change rules based on ability of players. For example, 1 bounce



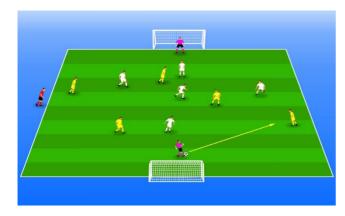
## **Recognition Phase: Game**

- Split players into two teams
- Normal game, 1 point for a goal
- Teams awarded 3 points if they score a goal using two-touches only in their build-up play
- Create one or two games



### Intervention: Skill breakdown

- Two groups of attackers and defenders
- Attackers pass ball inside area against defenders
- Two-touch rule to encourage attackers to recognise the importance of their first touch
- If attackers score a goal, they receive 1 point for their team
- If defenders win the ball, they have unlimited touches to score in goal at the opposite end
- Defenders rotate frequently



#### **Evaluation Phase: Free Game**

- Normal game, 1 point for a goal
- All players involved including 2 goalkeepers
- Coach is advised to 'coach on the run' by praising and encouraging desired actions linked to the session topic without stopping the game