

## USF Clinic Session Planner

DATE: 12/4/12

SESSION TOPIC: Multi purpose (leadership – competing)

SESSION INFORMATION

| Number | Duration                          | Activity   |
|--------|-----------------------------------|--|
| 1      | 30 minutes<br>6:00pm              | Leadership warmup with entire group. Questions: a. What does competitive mean? b. How is that important for a leader? c. How do you show competitiveness?  Coaches will shout out numbers 1-5. Last 2 finished are eliminated from the game  1 = first one down 2 = 2s on back 3 = row the boat 4 = star 5 = pyramid                                   |
| 2      | 15 min<br>6:30-7:30p<br>Station 1 | Technical Exercise (Armand) Passing in squares combination and technique 1 touch (follow pass)   |
| 3      | 15 min<br>6:30-7:30p<br>Station 2 | Possession Exercise (Clifford/Taylor)  2 teams. Compete in some way (# of passes in a row # of 1 total 1-touch passes) play best 2 out of 3 for further competition inbetween games allow for teams to discuss strategy to improve (encouraging leadership)  |
| 4      | 15 min<br>6:30-7:30p<br>Station 3 | Transition Exercise (Krak/Cara) 2 grids. 2 teams. 4 from one teams defends the other team on one side. Attacking team gets a point for 7 passes. Defending team wins and plays ball to other grid to connect 7 passes. Play to a set score Play best 2 of 3 allow time inbetween games for teams to discuss strategy to improve (encourage leadership) |
| 5      | 15 min<br>6:30-7:30p<br>Station 4 | Finishing/Attacking Exercise (Denise/Charlie)  3v2 target game to goal. Play first team to certain amount of wins to make competitive.   |
| 6      | 5 minutes                         | Cool down  |
| 7      | 5 minutes<br>End: 7:40            | Debriefing Denise with parents AD with players.  |

