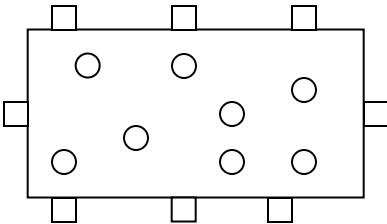
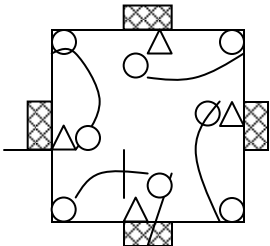

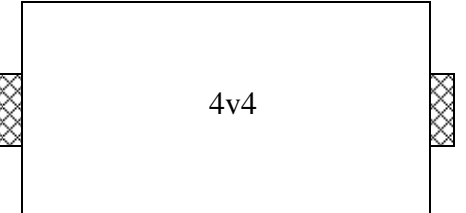




Name:

Topic: Heading for attack

Date:

<p>FUNDAMENTAL – WARM UP</p> 	<p>ORGANIZATION</p> <ul style="list-style-type: none"> ▪ Set up a 25-x-35 yard grid ▪ Half of team on outside of grid (half of those players need a ball), and the other half moving on the inside ▪ Players on the inside show for a ball, receive a pass, and then head the ball back to the outside player ▪ Stretch then switch inside/outside players 	<p>KEY COACHING POINTS</p> <ul style="list-style-type: none"> ▪ Read the flight of the ball ▪ Keep eye on the ball ▪ Get in the line of flight of the ball ▪ Time jump to hit ball at highest point ▪ Lock neck and keep upper body rigid ▪ Thrust forward from waist ▪ Direct ball down and with force
<p>MATCH RELATED ACTIVITY</p> 	<ul style="list-style-type: none"> ▪ Four goals are placed in a square facing a 40-x-40 yard area ▪ Each goal has a server, attacker, and goalkeeper ▪ Server plays ball to attacker who tries to score on a header ▪ Switch roles after 4 minutes 	<ul style="list-style-type: none"> ▪ Read the flight of the ball ▪ Keep eye on the ball ▪ Get in the line of flight of the ball ▪ Time jump to hit ball at highest point ▪ Lock neck and keep upper body rigid ▪ Thrust forward from waist ▪ Direct ball down and with force
<p>MATCH RELATED ACTIVITY</p> 	<ul style="list-style-type: none"> ▪ Play 4v4 (no GK) in a 36-x-44 yard area ▪ Teams throw the ball to teammates who must head ball to another teammate that can then catch the ball ▪ Defenders not allowed in own 6 yard box and cannot disrupt thrown balls, only headed balls ▪ First team to five goals wins 	<ul style="list-style-type: none"> ▪ Read the flight of the ball ▪ Keep eye on the ball ▪ Get in the line of flight of the ball ▪ Time jump to hit ball at highest point ▪ Lock neck and keep upper body rigid ▪ Thrust forward from waist ▪ Direct ball down and with force
<p>MATCH CONDITION GAME</p> 	<ul style="list-style-type: none"> ▪ Play 4v4 ▪ No restrictions on players ▪ Give extra points for goals scored by headers 	<ul style="list-style-type: none"> ▪ Observe to see if session has helped with heading