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FUN WARM-UP GAMES (5-10 minutes) Choose 1 fun game from above and 1 drill from the right	Agility	Balance ↓ Mule Kicks		rdinat V		Running ↓ Shuttle Runs
CORE SKILL DEVELOPMENT (10-15 minutes)						
<u>Basic Drill:</u> Partner Kick	Intermediate Drill: Along The Line			<b>Fun Drill:</b> Empty The Circle		
ASSOCIATE & RE-FOCUS SKILLS DEVELOPMENT (10-15 minutes)						
<b>Solo Drill:</b> Toe Tap & Pass or Multiple Toe Tap	<b>Body Catch Drill:</b> Throw & Body Catch or Handball Bob			<u><b>Pick Up Drill:</b></u> Lift & Drop or A Race Against Time		
SMALL SIDED GO GAMES (20 minutes)						
Conditions: 1. Skill points awarded based on skills practiced above 2. Zonal pitch: Players must play within their own zone 3. 3 points for a score over the bar/1 point for a goal						
CHECK FOR LEARNING & GOAL SETTING (5 minutes)						
1. Did you enjoy the session?2. What did you learn from tonight's session?3. What skills are we going to practice for the next						