

David Baird


## Technical Games

Small sided games with a scoreboard to develop technical skills

## Technical Games

## 1. Passing

At the coaches discretion players are rewarded by being sent to the scoreboard. The game will continue as this is happening.

The scoreboard in this game consists of two $5 \times 5$ boxes. One box represents the red teams' scoreboard and the other represents the blue teams' scoreboard. Players attempt to pass a ball from a central passing zone into their teams' scoreboard. If the pass stops inside the scoreboard that will be a point to their team, however any balls sitting outside a scoreboard remain in play for a future attempt. When all balls are in a scoreboards the game is over and teams count to see who wins before re-setting the scoreboard to play again. At this point you may want to mix the teams or alternate opposition for the players if you have more than one pitch running at the same time.

Rewarding positive behaviors will likely motivate players to repeat them. As the scoreboard is focused on passing, you may encourage and praise this during the games. The scoreboard can give coaches an opportunity to coach passing technique on an individual basis.

Variation: You can just use 1 ball and 1 box as the scoreboard. Set up the passing challenge so players have 1 attempt to try and land the ball in the box. If successful a goal is added to their teams score in the ongoing game.


## Technical Games

## 2. Dribbling

At the coaches discretion players are rewarded by being sent to the scoreboard. The game will continue as this is happening.

Players at the scoreboard have one attempt to dribble a ball through a line of cones and into their teams' scoreboard. If the players hits a cone before reaching the scoreboard they must return the ball to the central pile and re-join the game without getting that point. When all balls are in a scoreboards then the game is over and teams count to see who wins before re-setting the scoreboard to play again. At this point you may want to mix the teams or alternate opposition for the players if you have more than one pitch running at the same time.

Rewarding positive behaviors will likely motivate players to repeat them. As the scoreboard is focused on dribbling, you may encourage and praise this during the games. The scoreboard can give coaches an opportunity to coach dribbling technique on an individual basis.

Variation: You can just use 1 ball and 1 set of cones as the scoreboard. Set up the dribbling challenge so players have 1 attempt. If successful a goal is added to their teams score in the ongoing game.


## Technical Games

## 3. Control

At the coaches discretion players are rewarded by being sent to the scoreboard. The game will continue as this is happening.

The scoreboard in this game consists of a $6 \times 6$ box, a feeding player, a large goal and a goalkeeper. Players at the scoreboard receives a pass from the feeder on their team. They have one attempt to control the ball within the box and then shoot on goal. If they score then a bonus goal is rewarded to their team on top of the current score line from the ongoing game. The shooting player will now swap places with the feeder who rushes to join the game. Play for a set time limit before re-setting the scoreboard to play again. At this point you may want to mix the teams or alternate opposition for the players if you have more than one pitch running at the same time.

Rewarding positive behaviors will likely motivate players to repeat them. As the scoreboard is focused on control, you may encourage and praise this during the games. The scoreboard can give coaches an opportunity to coach control technique on an individual basis.

Variation: Ask feeders to throw the ball in the air so their teammates can work on control with different parts of the body.


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## Technical Games

## 4. Throw Ins

At the coaches discretion players are rewarded by being sent to the scoreboard. The game will continue as this is happening.

Players at the scoreboard collect a ball and attempts to bounce it in the box with a throw in. They have one attempt and if successful a goal is added to the score of the game. The coach should be on hand to judge the throw in technique and ensure it is within the laws of the game, players may need some feedback and help to work on their throw ins while at the scoreboard.

Rewarding positive behaviors will likely motivate players to repeat them. As the scoreboard is focused on throw ins, you may encourage and praise this during the games. The scoreboard can give coaches an opportunity to coach throw in technique on an individual basis.

Variation: Replace the box with a player who must control and shoot from the throw in to allow players to practice throwing the ball to a teammate.


## Technical Games

## 5. Panenka

At the coaches discretion players are rewarded by being sent to the scoreboard. The game will continue as this is happening.

The scoreboard in this game consists of a supply of footballs and two small goals with one placed 5 yards behind the other. Players at the scoreboard attempt to lift the ball over the first small goal and have it land in the second for a goal. Play for a set time limit and the team with the most combined goals from the game and the scoreboard wins. Then re-set the score to play again. At this point you may want to mix the teams or alternate opposition for the players if you have more than one pitch running at the same time.

Rewarding positive behaviors will likely motivate players to repeat them. As the scoreboard is focused on the technique of lofting the ball in a disguised fashion, you may encourage and praise this during the games. The scoreboard can give coaches an opportunity to coach the Panenka on an individual basis.

Variation: Implement a scoring system of one point for a successful Panenka that finishes in the back goal but five points if it goes in the goal without bouncing first.



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## Technical Games



PASSING
Praise and reward the behaviours you wish to see from the players. Place value on their effort and line up praise with individual ability.

dRIBbLING
Praise and reward the behaviours you wish to see from the players. Place value on their effort and
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## Creative Games

Small sided games with a scoreboard to embrace fun and creativity

## Creative Games

## 1. Connect 4

At the coaches discretion players are rewarded by being sent to the scoreboard. The game will continue as this is happening.

The scoreboard in this game consists of four blue cones and four red cones with a supply of footballs nearby. One set of four cones represents the blue scoreboard and the other the red. After a player scores or the coach instructs a player to go to the scoreboard due to positive play, they rush over and put a football on their teams' colored cones. The first group to fill all four cones wins. This game involves collaboration between the teams wearing the same colored bib and players will work hard because they know factors on the other pitch might result in them losing the game. When a team (the reds for example) fill all four cones then they have won the game.

As always, ensure to let players know you won't just praise goal scoring but positive behaviors as well. Rewarding such behaviors will likely motivate players to repeat them. Scoreboard Soccer is designed to help the holistic development of young people through praising and promoting characteristics such as team work, sportsmanship and respect.

Variation: Add the fun progression that players at the scoreboard can either put a ball on their teams' cone or kick one off the other teams cone.


## Technical Games

## 2. Crossbar Challenge

At the coaches discretion players are rewarded by being sent to the scoreboard. The game will continue as this is happening.

A simple scoreboard that the players always enjoy. Using a football from the pile, line up a shot at the crossbar from in-between the two yellow markers. If you hit the crossbar a goal is added to your teams score in the game. Play for a set amount of time or to a set amount of goals.

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Variation: Allow players to punt the ball from their hands or utilize a bounce if they are finding it difficult to reach the crossbar.


## Creative Games

## 3. Finding Nemo

At the coaches discretion players are rewarded by being sent to the scoreboard. The game will continue as this is happening.

Create the Great Barrier Reef by using a variety of different colored cones and explain to the players that while they are playing the games you will hid Nemo under a cone (a small coin). Use the scoreboard to reward goal scoring and praise effort such as skill, attitude and sportsmanship by letting players come over and quickly flip a cone to see if they can find Nemo. The first team to find Nemo wins so the more players score, work hard and display a good attitude, the more the coach will send them to the scoreboard and the greater chance they have to find Nemo and win the game for their team. Re-set the scoreboard and play again once Nemo has been found, this gives the coach a good opportunity to mix up the teams or rotate opponents if you have multiple pitches running.

Players only have five or six seconds to come and look under a cone, don't allow any peeking!

Variations: Progress this game by telling the players they don't need to put the cone back if Nemo is not underneath, just throw it away! This generates more excitement as the supply of cones diminishes.


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## Creative Games

## 4. Splat Attack

At the coaches discretion players are rewarded by being sent to the scoreboard. The game will continue as this is happening.

The scoreboard in this game consists of four $5 \times 5$ yard boxes that act as each team's scoreboard. There is also a pile of bibs in between the active pitches. When a team scores the goal scorer will run over, grab a bib, and throw it into their scoreboard. The team with the most bibs in their scoreboard after a set time limit wins. Progress to letting players steal bibs from the other teams' scoreboards when all bibs are gone from the central pile. This game can easily be adapted to use two central scoreboards, for example for a red and a blue team, however I am showing how scoreboards can work with four or more teams and this idea may be transferable to other scoreboards too. As a coach it's always good to try what works and learn / develop new games and concepts.

Variations: If you have enough footballs you may want to use footballs instead of bibs to place points in your scoreboard. This will give players even more touches as they steal footballs from the other teams' scoreboards, turn, dribble and stop it in theirs.


## Creative Games

## 5. Snakes and Ladders

At the coaches discretion players are rewarded by being sent to the scoreboard. The game will continue as this is happening.

I have used many classic games and board games as scoreboard. Snakes and Ladders is one of my favorites and players always ask for it. I find they are desperate to make a good pass, score a goal or work hard so the coach will praise them by allowing them to come over and have a shot on the board game. Here four teams are playing football, the reds, blues, whites and blacks. Therefore we will have four markers on the board game and players simply roll the dice when at the scoreboard and move their marker up the board, of course progressing quicker when they reach a ladder and moving back when they land on a snake. The game is great fun and a good test of the concentration of those on the pitch who are always shouting over to ask what number their teammate rolled on the dice or if they landed on a snake or a ladder. However, they need to concentrate to prevent the other team scoring and progressing up the board themselves!

As always, ensure to let players know you won't just praise goal scoring but positive behaviors as well. Rewarding such behaviors will likely motivate players to repeat them. Scoreboard Soccer is designed to help the holistic development of young people through praising and promoting characteristics such as team work, sportsmanship and respect.



