

# Training Plans

Active Start (U6) Guide



The purpose of Alberta Soccer providing "Periodized Annual Plans" for each stage of development is to:

- 1. Assist member districts, leagues and clubs in the planning of programming.
- Educate players, coaches and parents as to the commitment and levels of play required for the various "Stages of Development".

Alberta Soccer has taken in to account various publications from Canada Soccer (LTPD Documentation/CSA Toolkits), district/programming currently in Alberta, facility considerations, differing abilities and commitment levels of play as well as trends in Canada and elsewhere. As one can imagine it is a difficult task to encapsulate all of this information into a single "one-size fits all" document. To that end, this guide is designed to assist in explaining the different terms and information presented in the training plans but it is incumbent on the organising district/club to model programming that best fits their situation staying consistent with the Periodized Plan at each Stage of Development.

#### Calendar

The Active Start Training Plan is designed September through August due to the change over in Age Groups occurring from the outdoor season to the indoor season as well as coinciding with the start of the school year. A traditional January-December calendar year would not be ideal as it would incorporate an Active Start Training Plan that would begin in the middle of the winter program.

#### **Programming Levels**

The Active Start Training Plan has been designed with three levels of participation. These levels are broken down as follows:

- ➤ Level 1 Programming Designed for the Active Start player whom wishes to play the game in outdoor only during the early Fall and Spring months. The commitment of the player is to participate in soccer 1-2 times per week.
- ➤ Level 2 Programming Designed for the Active Start player whom wishes to play the game in outdoor as well as indoor. The commitment of the player is to participate in soccer twice per week during the outdoor season and once per week over the winter months.
- ➤ Level 3 Programming Designed for the Active Start player whom wishes to play the game in outdoor as well as indoor. The commitment of the player is to participate in soccer twice per week.

#### **Programs**

The Active Start Training Plan has three (3) distinct periods of participation:

- Fall Program A six-week program that generally occurs outdoors at the start of September until mid-October.
- Winter Program A sixteen-week indoor program that runs from November until mid-March with a break over the Holiday Period.
- Spring/Summer Program A ten-week outdoor program that runs mid-April until the end of June.

#### Weeks of Involvement

The number of weeks per programming level:

- ➤ Level 1 Programming 16 weeks
- ➤ Level 2 Programming 32 weeks
- ➤ Level 3 Programming 32 weeks

#### **Preferred Training Model Sessions**

The Active Start Training Plan is designed for Districts and Clubs to incorporate the "Preferred Training Model" (PTM) in all of their



programming. The PTM is a FIFA and Canada Soccer initiative that encourages a "station" approach to training.

Players move from one skill-building activity to the next at regular intervals. The time spent on each activity varies based on the age of the player (see "Training Template").

This method is not only more fun for young players - who tend to have short attention spans - but also allows training sessions to be tailored to a program or team's individual needs, depending on the number of players, the number of parents and coaches present, and the available facilities.

Each training session is built around four activity stations, one focusing on General Movement skills, one on Coordination, one on Soccer Technique and another on Small-Sided Games. Addressing all four of these training "pillars" at each practice session will help develop well-rounded young players with a foundation in physical literacy, solid soccer skills and, ideally, an enduring love of the game.

#### **Training Template**

For players at the Active Start Stage of Development, training sessions should be 45-60 minutes long and incorporate activities that highlight the four pillars of development:

- > 25% General Movement
- 25% Coordination
- > 25% Soccer Technique
- > 25% Small-sided Games

#### **Number of PTM Sessions**

The number of Preferred Training Model sessions for each program:

- ➤ Level 1 Programming 24
- ➤ Level 2 Programming 48
- ➤ Level 3 Programming 64

For further information on the Preferred Training Model, Active Start Training Template and Curriculum please visit:

http://www.canadasoccer.com/files/CanadaSoccerPathway\_CoachsToolKit\_ActiveStart\_20141\_006.pdf

#### Games

In the Active Start Stage of Development, matches should occur within the Preferred Training Model sessions. All games adhere to LTPD standards and guidelines.

#### Jamborees and Festivals

One-off Jamborees or end of season fun festivals are also encouraged to celebrate the sport and motivate the players. All games must adhere to LTPD standards and guidelines. In addition to the Preferred Training Model sessions, it is recommended that teams participate in one to two stand-alone Festivals/Jamborees per season.

#### Number of Rest Weeks

The number of rest weeks for each program:

- ➤ Level 1 Programming 36
- Level 2 Programming 20
- Level 3 Programming 20

### Multi-Sport Athletes/Seasonal Breaks

Players in the Active Start Stage of Development should be encouraged to participate in other sports and activities. By participating in other sports, children tend to become more well-rounded athletes which will only enhance their physical literacy and benefit them later in their sporting endeavours. During seasonal breaks in particular, it is highly recommended that players engage in other sports.



#### Weekly Soccer Activities

The number of Preferred Training Model Sessions per week for each program:

- ➤ Level 1 Programming 1-2x per week
- > Level 2 Programming 1-2x per week
- > Level 3 Programming 2x per week

We hope this guide has assisted you in understanding the Training Plan that is recommended for the Active Start Stage of Development. If you have any questions on this plan, please do not hesitate to contact:

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#### ALBERTA SOCCER PERIODIZED TRAINING PLAN FOR PLAYERS IN THE <u>ACTIVE START</u> STAGE OF DEVELOPMENT

MONTHS					SEPTEMBER					OCTOBER	1	NOVEMBER							
WEEKS (MON-SUN)				Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13			
Level 3 Programming				Fall Program							Fall Break		Winter Program						
Level 2 Programming				Fall Program							raii bieak		Winter Program						
Level 1 Programming					Fall Program							Winter Break							
Level 3 - Preferred Training Model/Practices per week					2	2	2	2	2				2	2	2	2			
Level 2 - Preferred Training Model per week				2	2	2	2	2	2				1	1	1	1			
Level 1 - Preferred Training Model per week				1	2	1	2	1	2										
MONTHS				DECEMBER					JANUARY				FEBRUARY						
WEEKS (MON-SUN)				Week 14	Week 15	Week 16	Week 17	Week 18	Week 19	Week 20	week 21	Week 22	Week 23	Week 24	Week 25	Week 26			
												Winter Program							
Level 3 Pro	ogramming			Winter	Program	Ch	riotmoo Pr	ook				Winter	Program						
	ogramming ogramming				Program Program	Ch	ristmas Br	eak					Program Program						
Level 2 Pro						Ch	ristmas Br	eak	V	/inter Bre	eak								
Level 2 Pro	ogramming	tices per wee	ek			Ch	ristmas Br	eak	<b>W</b>	/inter Bre	eak 2			2	2	2			
Level 2 Pro	ogramming ogramming g Model/Prac		ek	Winter	Program	Ch	ristmas Br	eak				Winter	Program	2	2	2			
Level 2 Pro  Level 1 Pro  Level 3 - Preferred Training	ogramming ogramming g Model/Prac aining Model	per week	ek	Winter 2	Program	Ch	ristmas Br	eak	2	2	2	Winter 2	Program 2	2 1					
Level 2 Pro  Level 1 Pro  Level 3 - Preferred Training  Level 2 - Preferred Tra	ogramming ogramming g Model/Prac aining Model	per week	ek	Winter 2	Program 2		ristmas Br		2	2	2	Winter 2	Program 2	2 1					
Level 2 Pro  Level 1 Pro  Level 3 - Preferred Training  Level 2 - Preferred Tra  Level 1 - Preferred Tra	ogramming ogramming g Model/Prac aining Model aining Model	per week per week	Level 1	Winter 2	Program  2 1 TEC	HNICAL	GUIDELII	NES	2	2	2	Winter  2 1	Program  2  1	1	1	1			
Level 2 Pro  Level 1 Pro  Level 3 - Preferred Training  Level 2 - Preferred Tra  Level 1 - Preferred Tra  WEEKS OF INVOLVEMENT	ogramming ogramming g Model/Prac aining Model aining Model Level 3 32	per week per week Level 2 32	Level 1	Winter 2 1 TRAININ	Program  2 1 TEC	HNICAL	GUIDELII	NES	2 1 25%; Coo	2 1	2 1 25%; Soo	Winter  2 1 ccer Tech	2 1	1 nall-sided	1 Games 2	1			
Level 2 Pro  Level 1 Pro  Level 3 - Preferred Training  Level 2 - Preferred Tra  Level 1 - Preferred Tra  WEEKS OF INVOLVEMENT  PTM SESSIONS	ogramming ogramming g Model/Prac aining Model aining Model Level 3 32 64	per week  Level 2  32  48	Level 1 16 24	Winter  2  1  TRAININ  TRAINING	Program  2  1  TEC	HNICAL (	GUIDELII eneral Mo	NES  Divement 2  EL & CURR	2 1 25%; Coo	2 1 rdination	2 1 25%; Soo S PER CS/	Winter  2 1 ccer Tech	2 1 . 25%, Sr S 40-60 Min	nall-sided	1 Games 2	1			
Level 2 Pro  Level 1 Pro  Level 3 - Preferred Training  Level 2 - Preferred Tra  Level 1 - Preferred Tra  WEEKS OF INVOLVEMENT  PTM SESSIONS  MAX MATCHES	ogramming ogramming g Model/Prac aining Model aining Model Level 3 32 64 n/a	per week  Level 2  32  48  n/a	Level 1 16 24 n/a	Winter  2  1  TRAININ  TRAINING  MATCHES	2 1 TEC G TEMP G - PREFER G - ADHERE	HNICAL LATE - GERED TRAILES TO LTP	GUIDELII eneral Mo	NES  Divement 2  EL & CURR  RDS AND (	2 1 25%; Coo RICULUM C	2 1 rdination ONTENT A S, PLAYED	2 1 25%; Soo S PER CSA WITHIN P	Winter  2  1  ccer Tech A TOOLKIT REFERREI	Program  2  1  2. 25%, Sr S 40-60 Mid	nall-sided nute Sessio G MODEL	1 Games 2	1			
Level 2 Pro  Level 1 Pro  Level 3 - Preferred Training  Level 2 - Preferred Tra  Level 1 - Preferred Tra  WEEKS OF INVOLVEMENT  PTM SESSIONS	ogramming ogramming g Model/Prac aining Model aining Model Level 3 32 64	per week  Level 2  32  48	Level 1 16 24	Winter  2  1  TRAINING TRAINING MATCHES SEASONA	2 1 TEC G TEMP 1 - PREFER 2 - ADHERI	HNICAL  LATE - G  RED TRAIL  S TO LTP  S - ADDITIO	GUIDELII eneral Mo	NES  Divement 2  EL & CURF  RDS AND CRTS/ACTIV	2 1 25%; Coo RICULUM C	2 1 rdination ONTENT A S, PLAYED	2 1 25%; Soo S PER CSA WITHIN P	Winter  2  1  ccer Tech A TOOLKIT REFERREI	Program  2  1  2. 25%, Sr S 40-60 Mid	nall-sided	1 Games 2	1			



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			T	1									1				
MONTHS				MARCH						AP	RIL		MAY				
WEEKS (MON-SUN)					Week 28	Week 29	Week 30	Week 31	Week 32	Week 33	Week 34	Week 35	Week 36	Week 37	Week 38	Week 39	
Level 3 Programming					rogram						Spring/Summer Program						
Level 2 Programming					Program	Spring Break					Spring/Summer Program						
Level 1 Programming				Winter Break							Spring/Summer Program						
Level 3 - Preferred Training Model per week					2						2	2	2	2	2	2	
Level 2 - Preferred Training Model per week					1						2	2	2	2	2	2	
Level 1 - Preferred Training Model per week											1	2	1	2	1	2	
MONTHS				JUNE						JULY			AUGUST				
WEEKS (MON-SUN)				Week 40	Week 41	Week 42	Week 43	Week 44	Week 45	Week 46	Week 47	Week 48	Week 49	Week 50	Week 51	Week 52	
Level 3 Programming				Spring/Summer Program													
Level 2 Programming				Spring/Summer Program						Summer Break							
Level 1 Programming				Spring/Summer Program													
Level 3 - Preferred Training Model per week			2	2	2	2											
Level 2 - Preferred Training Model per week				2	2	2	2										
Level 1 - Preferred Training Model per week				1	2	1	2										
					TEC	HNICAL (	GUIDELII	NES									
	Level 3	Level 2	Level 1														
WEEKS OF INVOLVEMENT	32	32	16	TRAINING TEMPLATE - General Movement 25%; Coordination 25%; Soccer Tech. 25%, Small-sided Games 25%													
PTM SESSIONS	64	48	24	TRAINING - PREFERRED TRAINING MODEL & CURRICULUM CONTENT AS PER CSA TOOLKITS 40-60 Minute Sessions													
MAX MATCHES	n/a	n/a	n/a	MATCHES - ADHERES TO LTPD STANDARDS AND GUIDELINES, PLAYED WITHIN PREFERRED TRAINING MODEL													
# REST WEEKS	20	20	36	SEASONAL BREAKS - ADDITIONAL SPORTS/ACTIVITIES TO PROMOTE PHYSICAL LITERACY FOR THE INDIVIDUAL PLAYER													
WEEKLY SOCCER ACTIVITY 2 1 to 2 1 to 2				ACTIVITY - PLAYER/FAMILY COMMITMENT													



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