FIRST KICKS For 4-6 year olds

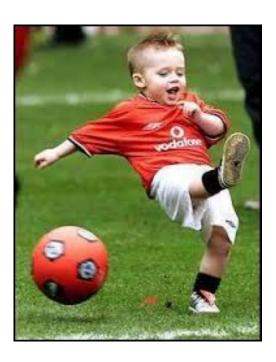


Initiation and discovery of Football

- Playful and versatile movements with the ball
- Getting to know the basic rules of the game
- Stimulate mind through variation and fun
- Safe, fun environment with room for individual needs

Hutt Park, Seaview, Saturday mornings 9—10am Fine — Outdoors on Hutt Park.

Wet — **Indoors at Hutt Indoor Sport.**









Bring boots, shin pads, trainers, drink bottle, Mum and Dad.

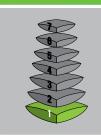
Cost \$70 for the season

Contact Mel on 027 470 6493 or firstkicks@stopout.org.nz for more info.

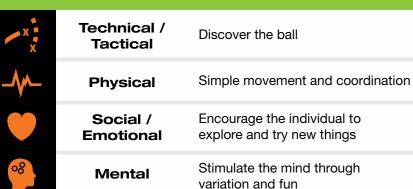
Account details for payment: Stop Out Sports Club 01-0530-009534 03 Incl name and First Kicks as reference.

Part 7 1. ASB First Kicks (4-6 yrs)

FUNdamentals, falling in love with football - Initiating

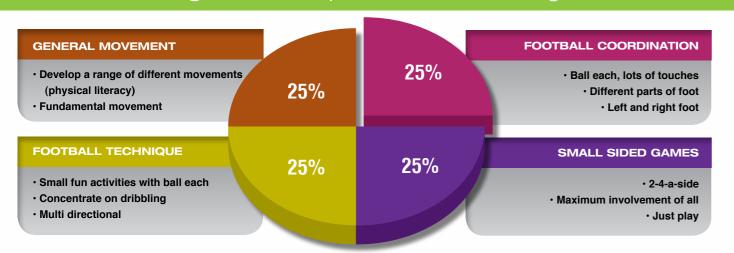


Where is the Focus





Focus for Training - where we spend most of our training time



Training the **FIRST KICKS Player** - Station Rotation



 After the dedicated amount of time players rotate clockwise (recommend 8-10 minutes per station)

For more detailed information and a range of flexible options please refer to the NZF Junior Framework document

Game Day for the FIRST KICKS Player

Format	3v3 or 4v4
Minimum field size	20 x 15 meters
Maximum field size	30 x 20 meters
Minimum goal size	1.5 x 0.90 meters
Maximum goal size	2 x 1 metres
Ball Size	3
Contact time	45-60 minutes
Contact frequency	2 x per week inc. Game day
Max. Mini Pitches per field	8
No league just play	

Activity Stations

SMALL SIDED (1) GAME 1 GAME FOOTBALL COORDINATION

Small Sided Games



- . Split players in to the relevant number of groups (based on the number of mini pitches required)
- Rotate 3 x 8-10 minute station activities (General Movement, Football Technique, Football Coordination)
- 3 x 10 minute Small Sided Games
- Number of stations should match number of Small Sided Game pitches required for a smooth transition

Other programmes available at this age group

Fun Football Centre - Football tots / Holiday Programme

Guiding Principles for Game Leaders

- Fun games with lots of activity
- Safe, risk free sessions
- One ball per player
- Short fun games with regular changes



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