

# UNDER 10 FIST PASS

## DEVELOP THE SKILL

### ACTIVITY 3 GOALS GALORE



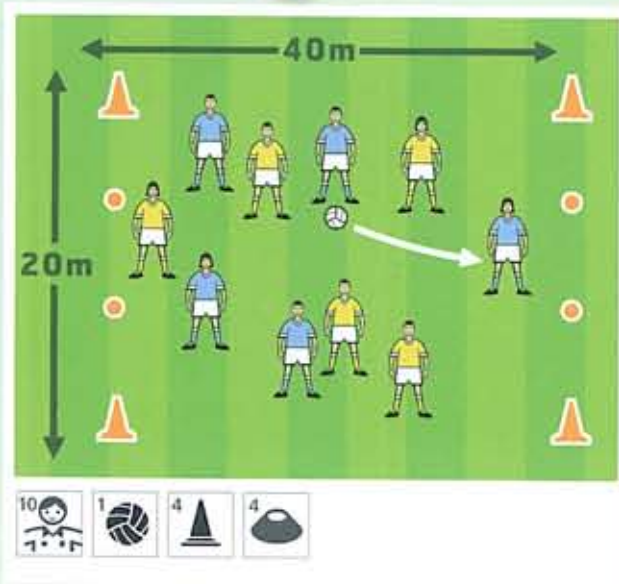
Fun Game to develop the Fist Pass technique

#### ORGANISATION

- Mark out a playing area 20m X 40m
- Place two markers at either end to form goals
- Divide the players into equal teams, no goalkeepers
- The objective of the game is to score goals against the other team
- Only the Fist Pass can be used to pass the ball and score

#### VARIATION

- To increase the difficulty, introduce goalkeepers



UNDER

# 10 SIDE TO SIDE CHARGE



## KEY TEACHING POINTS

Here are the Key Teaching Points for the Side to Side Charge



Move into position alongside the opponent



Plant at least one foot on the ground

Keep the upper arm tight to the body, flexing the elbow to bring the forearm out and across the torso



Shift the body weight towards the opponent, charging the opponent side to side



## COMMON ERRORS

Here are the Common Errors for the Side to Side Charge



Not shifting the body weight adequately toward the opponent: this may be because the player lacks confidence in the tackle situation



To correct, introduce the player to the contact situation in a slow and controlled manner



Charging the opponent in the front or in the back: this is a breach of the rules and may be penalised as an aggressive foul



To correct, move into position alongside the opponent before performing the charge



Not keeping at least one foot on the ground



To correct, approach the opponent in a controlled manner and plant at least one foot on the ground before charging the opponent





**DRILL 1** IMITATION CHARGE
 

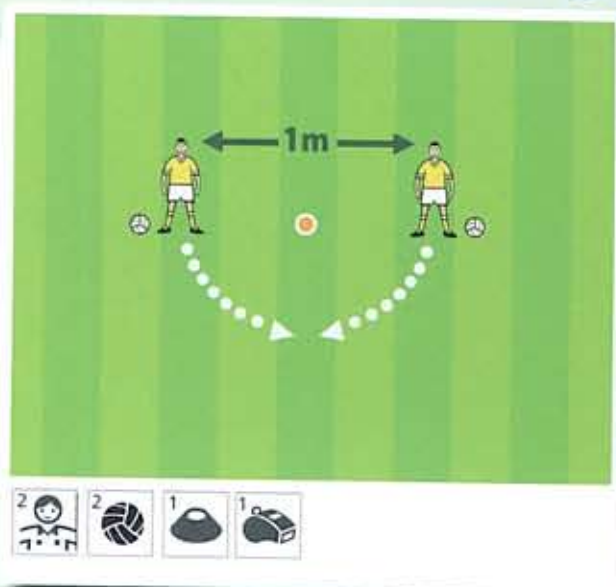
Basic Drill to practise the Side to Side Charge technique

**ORGANISATION**

- Players pair off and stand approximately 1m apart side to side
- Each player has a ball to help them focus on keeping their arms in a good position
- On the whistle both players step towards each other and perform the Side to Side Charge in a slow and controlled manner
- Switch sides after a set number of goes
- Ensure that the players are matched equally and that each takes due care when performing the technique

**VARIATIONS**

- As the players become comfortable in the contact situation increase the distance between them and allow them to walk into the charge
- As they develop further increase the pace to a jog


**DRILL 2** TACKLE BAG CHARGE
 

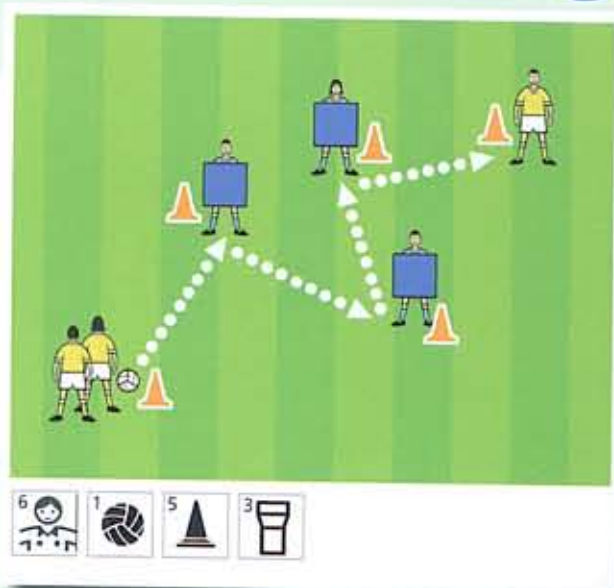
Intermediate Drill to practise the Side to Side Charge technique

**ORGANISATION**

- Mark out a zig-zag formation using 5 cones, each approximately 8m apart
- One player holding a tackle bag is positioned at each of the 3 middle cones
- These players must hold the tackle bag correctly using a sturdy grip, keeping it high for protection and with one foot forward to brace themselves
- Each player in turn jogs through the formation practicing the Side to Side Charge with the right and left shoulder at each alternate tackle bag

**VARIATION**

- Initially the players may not be required to play the ball: as they become comfortable encourage them to use the Solo as they approach each tackle



# UNDER 10 SIDE TO SIDE CHARGE

## PRACTISE THE TECHNIQUE

### DRILL 3 CHARGE AND LIFT



Advanced Drill to practise the Side to Side Charge requiring the players to charge an opponent in a contest for possession

#### ORGANISATION

- Divide the players into pairs, the players approximately 5m apart
- On a signal the coach rolls the ball forward from behind each pair who chase and contest for the ball using the Side to Side Charge
- It is important to ensure that the players are matched equally and that each takes due care when performing the technique
- The players should switch sides on every go

#### VARIATION

- To increase the difficulty of the drill the Coach should not make the players aware when the ball is to be rolled forward, further challenging their awareness and reaction speed



**ACTIVITY 1 CHARGE ZONE**

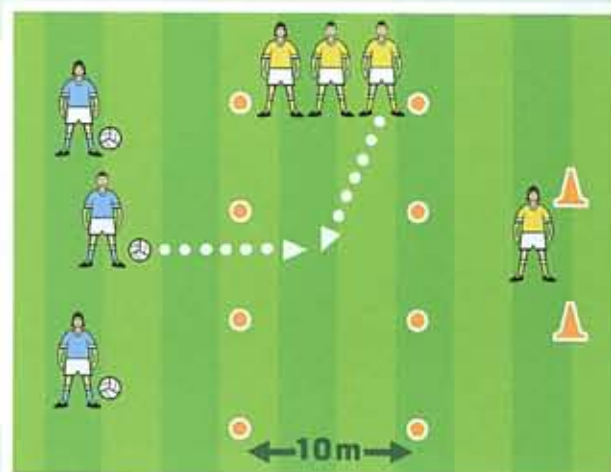
Fun Game to develop the Side to Side Charge technique

**ORGANISATION**

- Mark a channel from approximately 45-20m out from goal and approximately 10m wide
- Divide the players into defenders and attackers
- The attackers line up at the beginning of the channel each with a ball
- The defenders line up to the side of the channel
- On the whistle, each attacker and defender enter the channel
- The defending player uses the Side to Side Charge on the attacking player in possession as they pass through the centre zone

**VARIATION**

- Reduce the width of the playing area to reduce the difficulty for the defenders



**ACTIVITY 2 ONE ON ONE**

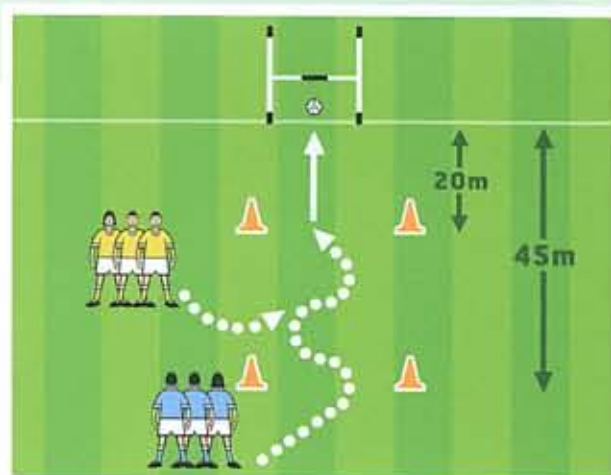
A Modified Game to develop the Side to Side Charge technique

**ORGANISATION**

- Mark a channel from approximately 45-20m out from goal and approximately 10m wide
- Divide the players into defenders and attackers
- The attackers line up at the beginning of the channel each with a ball
- The defenders line up to the side of the channel
- On the whistle, each attacker and defender enter the channel
- The defending player uses the Side to Side Charge on the attacking players as they advance
- The attacker attempts to get past the defender to take a shot at goal from the end of the channel
- Reverse the roles and repeat the drill

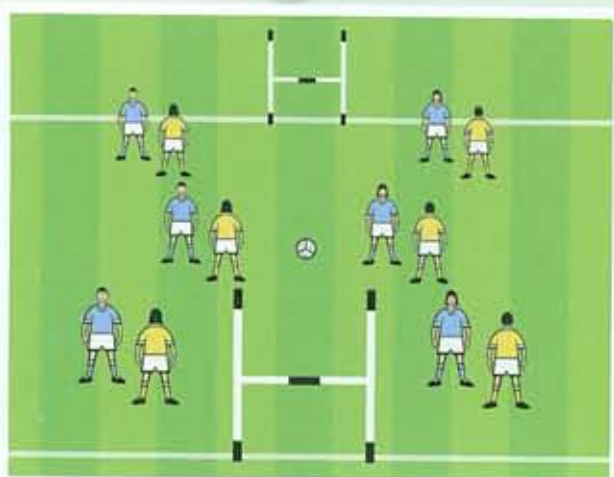
**VARIATION**

- Remove the channel and allow players free movement



## DEVELOP THE SKILL

## ACTIVITY 3 SKILL POINT GAME



This Modified Game to develop the Side to Side Charge awards points to players who perform the technique correctly during the game

**ORGANISATION**

- Mark out a playing area of appropriate size for the number and ability of the players
- Divide the players into equal teams
- The players may kick the ball from the hand and from the ground and use the Hand and Fist Pass
- Award 3 points for a successful Side to Side Charge

**VARIATION**

- To ensure plenty of Side to Side Charges, permit players to Bounce or Toe Tap the ball after 4 steps



UNDER

12



**CATCH  
& KICK**

**COACHING CLASSES**

**COACHING  
CLASSES**



PUNT KICK II / HIGH CATCH / THE ROLL /  
NEAR HAND TACKLE / FEINT AND SIDE STEP



# U-12 INTRODUCTION



Welcome to the U-12 section of the Coaching Classes. The skills outlined here have been identified as appropriate for players under the age of 12.

Remember that some players progress quicker than others and may have already mastered a number of these skills.

## PUNT KICK

The Punt Kick is a foot passing technique used in Gaelic Football. It may also be used to kick for a score when approaching the goal straight on.

## HIGH CATCH

The High Catch is one of the most spectacular techniques in Gaelic Football and is used to field the ball from the air. It is used in particular to win possession from a kick out or long pass.

## THE ROLL

The Roll is an evasion technique used in Gaelic Football when the player in possession goes into contact with an opponent. To perform the technique the player in possession uses the contact to roll away from the opponent and change direction.

## NEAR HAND TACKLE

The Near Hand Tackle is a tackling technique in Gaelic Football used to knock the ball from an opponent's possession with the open hand.

## FEINT AND SIDE STEP

The Feint and Side Step is a technique used to evade an opponent while in possession of the ball or to lose an opponent in order to find space. The objective of the technique is to disguise the intended direction of movement in order to move into a more advantageous position.

## KEY TEACHING POINTS

Here are the Key Teaching Points for the Punt Kick



Hold the ball firmly with both hands

Head down, eyes on the ball



Release the ball into the hand at the kicking side and extend the opposite arm away from the body to aid balance



Step forward with the non-kicking foot

Extend the wrist and drop the ball onto the kicking foot



Kick the ball with the instep, that is, the laced part of the boot



Keep the toes pointed

Follow through in the direction of the target





## COMMON ERRORS

Here are the Common Errors for the Punt Kick



Lifting the head too early: this can lead to mis-kicking the ball and sending the ball in the wrong direction



To correct, continue to keep the head down, focusing on the point of impact until the follow through is complete



Dropping the ball from the opposite hand to the kicking foot: this can lead to the player kicking the ball with the inside of the foot and misdirecting the pass or shot



To correct, drop the ball from the hand at the kicking side and extend the opposite arm away from the body to aid balance



Not keeping the toes pointed and not following through in the direction of the target



To correct, keep the toes pointed throughout the kick, following through in the direction of the target



**DRILL 1 PARTNER KICK**

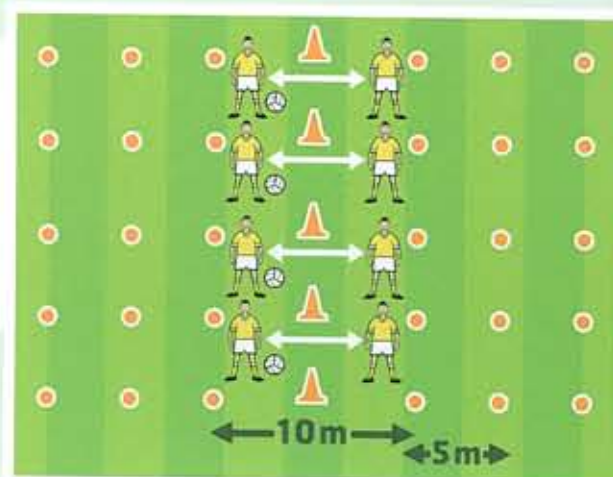
Basic Drill to practise the Punt Kick technique

**ORGANISATION**

- Divide the group into pairs, one ball per pair
- Mark out a channel for each pair through which the ball must pass
- Beginning approx 10m apart each player in turn Punt Kicks the ball to their partner
- Encourage the players to practise Punt Kicking with both left and right feet

**VARIATION**

- As the players become more competent increase the distance the players are required to kick the ball



**DRILL 2 ALONG THE LINE**

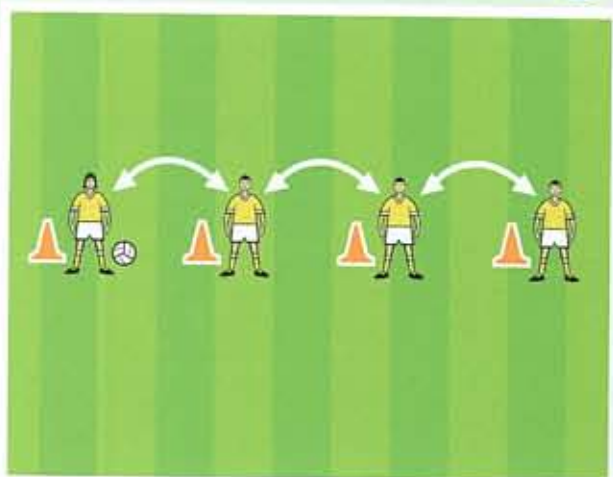
Intermediate Drill to practise the Punt Kick technique

**ORGANISATION**

- Mark out 4 cones in a line each approx 20m apart
- One player is positioned at each cone
- The ball is Punt Kicked from player to player over and back across the line
- Initially the kicker kicks from a stationary position to the receiver who is moving towards the ball
- Adapt the drill by requiring the kicker to pass the ball while moving
- After a set period of time rotate the outside players with the inside players

**VARIATION**

- To increase the difficulty of the drill further introduce an opponent for each player to provide token opposition

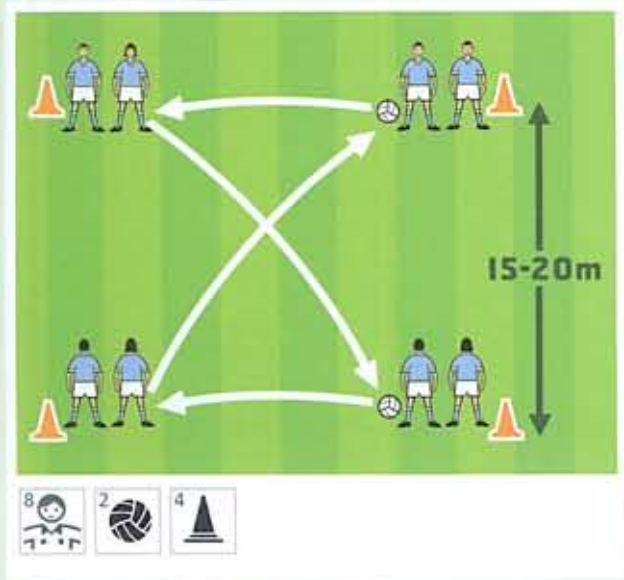




# UNDER 12 PUNT KICK II

## PRACTISE THE TECHNIQUE

### DRILL 3 TURN AND KICK



Intermediate Drill to practise the Punt Kick technique which requires the players to adjust their position to face the target player before passing the ball

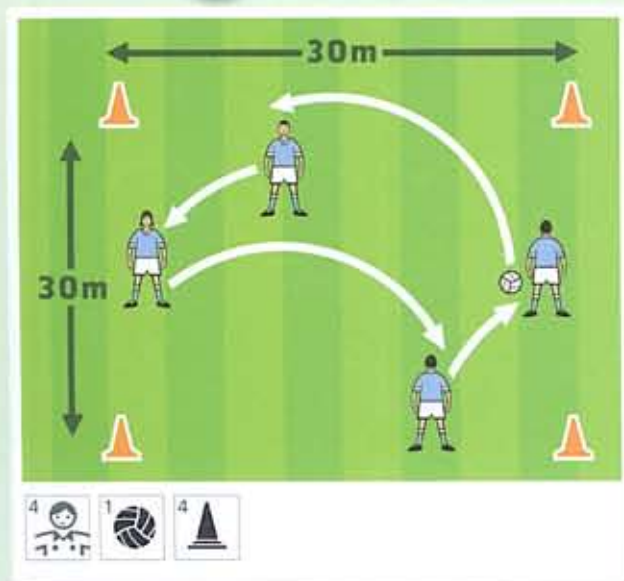
#### ORGANISATION

- Mark out a grid approximately 15 X 20m square using cones
- Position 2 players at each cone
- The ball is passed along a length of the grid and then across a diagonal from player to player
- Each player follows their pass to the end of the opposite line

#### VARIATION

- The drill should be conducted in both directions with players practicing off both right and left legs and varying the height and weight of the pass

### DRILL 4 CATCH AND KICK



Advanced Drill to practise the Punt Kick technique

#### ORGANISATION

- Mark out a grid approximately 30m X 30m
- The players work in two pairs
- The player in possession must kick to their partner in the opposite pair who must field the ball using the High Catch
- The second player in the opposite pair provides token opposition
- On receiving the pass the ball is transferred to the other player in the pair who in turn Punt Kicks back to their partner
- Encourage the kicker to place the ball to either side of the receiver requiring them to move into position to field the pass

#### VARIATION

- To increase the difficulty of the drill the opponent may provide full opposition to the receiver

**ACTIVITY 1 TARGET MAN**

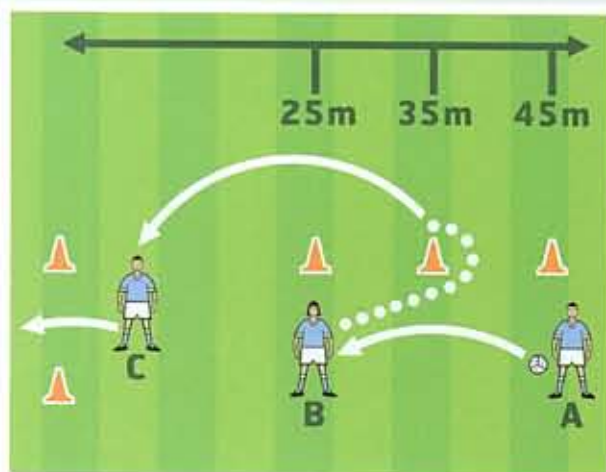
Fun Game to develop the Punt Kick technique which requires the players to pass the ball to a moving target

**ORGANISATION**

- Mark an attacking zone between the goal and the 13m line
- Place a cone at approximately 25, 35 and 45m from goal
- Player A at the 45m line kick passes the ball for Player B at the 25m line to attack and receive, before turning around the 35m cone and Punt Kicking a pass to Player C in the attacking zone
- Player C should make a run within the attacking zone and call for the ball

**VARIATION**

- To progress the drill include a defending player to shadow Player C increasing the difficulty of making a successful pass



**ACTIVITY 2 CHASE AND SCORE**

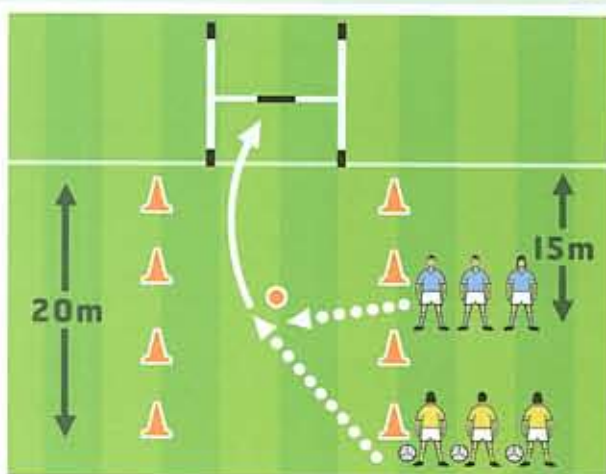
Game Play Drill to develop the Punt Kick requiring the players to Punt Kick for a point while under pressure from an opponent

**ORGANISATION**

- Divide the players into defenders and attackers
- The attackers line up 15-20m out from goal, each with a ball
- The defenders line up 10-15m out from goal on the same side
- On the whistle, the first attacker moves forward towards a marker directly in front of goal and Punt Kicks the ball for a point
- The defender gives chase and attempts to dispossess the attacker

**VARIATION**

- Allow the attacking players to Solo in any direction and shoot at any time

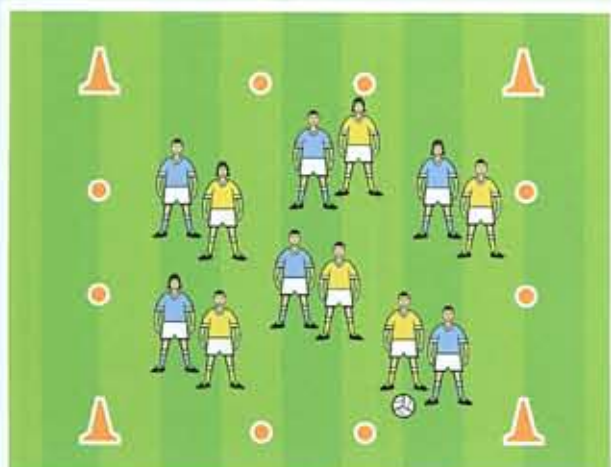




# UNDER 12 PUNT KICK II

## DEVELOP THE SKILL

### ACTIVITY 3 4 GOAL GAME



#### Modified Game to develop the Punt Kick technique

##### ORGANISATION

- Mark out a playing area suitable to the numbers and ability of players
- Using portable goalposts, cones or markers, mark a goal on each side of the playing area
- Divide the players into equal teams
- Possession is retained using the Punt Kick, Hand or Fist Pass
- Each team scores into two goals, ensuring the play is varied and distributed throughout the playing area
- This also gives an advantage to the team in possession as players will find it easier to create space

##### VARIATION

- Require a team to make 2 or 3 passes in succession before scoring

## KEY TEACHING POINTS

Here are the Key Teaching Points for the High Catch



Adopt a starting position down the line of the oncoming ball  
Approach the ball as it begins to descend



Moving forward, plant the jumping foot and extend upwards, swinging the opposite leg forward



Extend the arms fully above the head  
Head up, keep eyes on the ball



Spreading the fingers to form a 'W' shape behind the ball, catch the ball slightly in front of the head



Cushion the ball and secure to the chest with both hands





## COMMON ERRORS

Here are the Common Errors for the High Catch



Not swinging the non-jumping leg forward: this may result in the player not jumping to their full potential and being out fielded



To correct, swing the opposite leg forward as they begin their jump



Not extending the arms fully: this may result in the ball being intercepted in a game situation as the player fails to take the ball at the highest possible point



To correct, extend the arms fully towards the ball as it approaches



Not securing the ball into the chest: this may result in the ball being knocked from the players hands as they land



To correct, secure the ball to the chest with both hands



Jumping too early or too late: this may lead to the player missing the catch or leaving the ball open to interception



To correct, watch the flight of the ball closely, jumping to catch the ball at the highest, safest point



**DRILL 1 PARTNER CATCH**

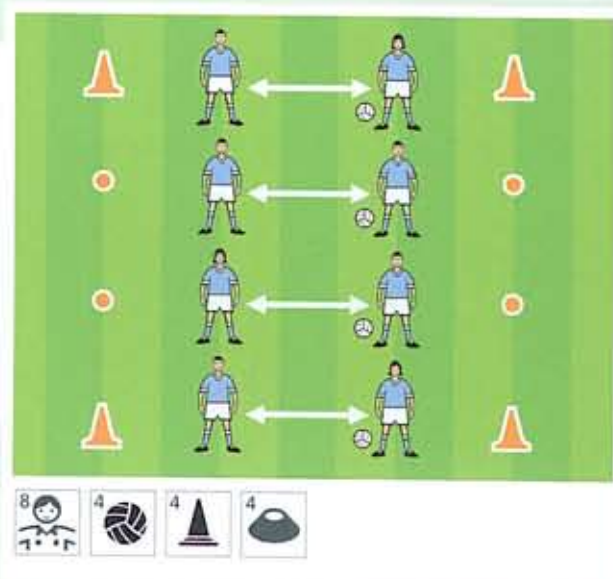
Basic Drill to practise the High Catch technique

**ORGANISATION**

- Divide the group into pairs, one ball per pair
- Each player in turn throws the ball above their opponents head for them to perform the High Catch
- Initially the catcher jumps off both feet from a stationary position, bend the knees and extend the arms backwards before springing up and extending the arms forward and up to catch the ball
- To progress the drill the catcher takes one step forward to jump while swinging the other leg forward. Concentrate on gaining as much height as possible with the swinging leg

**VARIATION**

- As the players become more competent allow the catcher to jog forward to jump for the ball

**DRILL 2 MOVE AND BLOCK**

Basic Drill to practise the High Catch technique

**ORGANISATION**

- Mark out a grid appropriate to the number of players
- While remaining within the grid each player throws a ball high above their heads to perform the High Catch
- Continue the drill for a set period of time

**VARIATION**

- Adapt the drill by requiring the players to kick the ball up to perform the High Catch

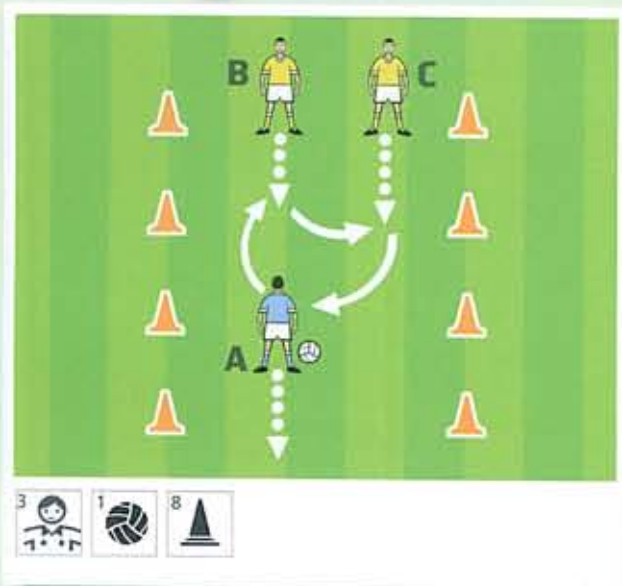




# UNDER 12 HIGH CATCH

## PRACTISE THE TECHNIQUE

### DRILL 3 MOVE AND CATCH



Intermediate Drill to practise the High Catch technique

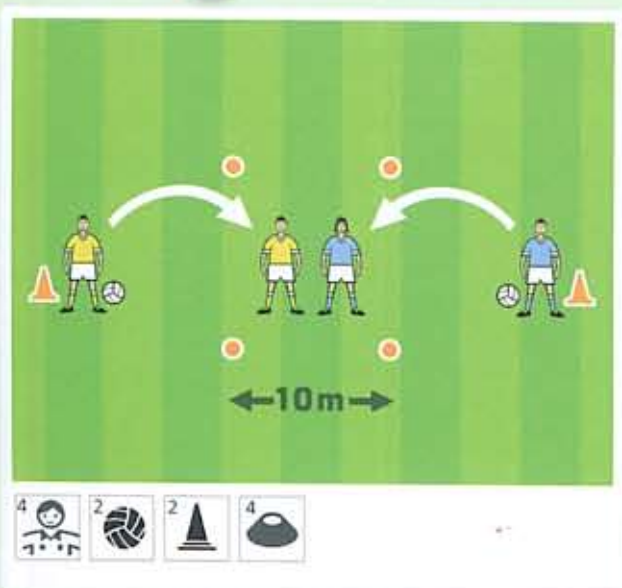
#### ORGANISATION

- Mark out a channel with cones
- Divide the players into groups of three; one ball per group
- Beginning at one end of the channel Player A jogging backwards throws the ball for Player B to move forward and perform the High Catch
- On landing Player B fist passes the ball to Player C who in turn fist passes the ball to Player A to repeat
- Rotate the players and repeat the drill

#### VARIATION

- Adapt the drill by making Player B the server who must throw the ball up for Player A to catch as they jog backwards
- Allow Player C to provide token opposition to the catcher

### DRILL 4 OPPOSED CATCH



Advanced Drill to practise the High Catch technique introducing an opponent

#### ORGANISATION

- Mark out a grid approximately 10m X 10m
- Divide the players into groups of 4
- Two players are positioned within the grid
- The other two players act as feeders
- Each feeder is designated a partner
- Each feeder in turn throws the ball for their partner to perform the High Catch while the other player provides token opposition

#### VARIATIONS

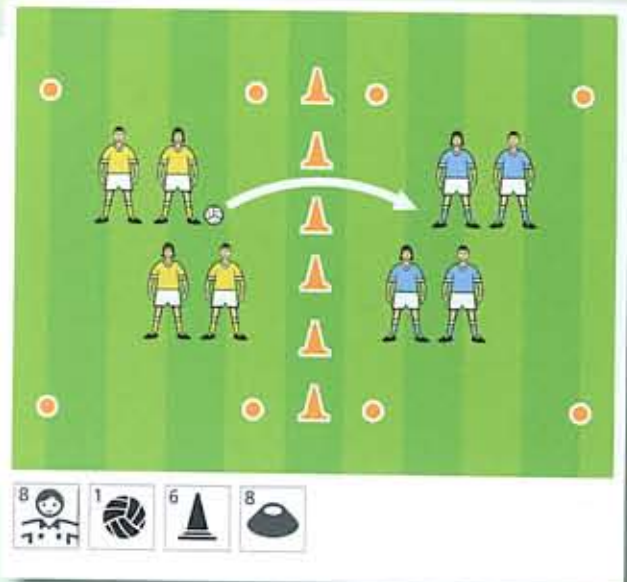
- As the players become more competent allow both players to contest for the ball
- To increase the difficulty of the drill the feeder should kick pass the ball from a greater distance for the players to contest

**ACTIVITY 1 PRISONER BALL**

Fun Game to develop the High Catch technique

**ORGANISATION**

- Mark out a court using markers
- Mark out a centre net or barrier using cones to divide the court into two sides
- Divide the players into 2 equal teams
- The objective of the game is to kick the ball into the opponents section of the court
- If the ball is caught it is returned in the same way, but if the ball is not caught, the player who dropped it or who was nearest must surrender as 'prisoner' to the other side, effectively increasing their numbers
- The game is over when all the players of one team have been taken prisoner by the other



**VARIATION**

- Require the catcher to Fist or Hand Pass to a team mate immediately on landing before the ball can be kicked back to the opposite side

**ACTIVITY 2 ONE ON ONE**

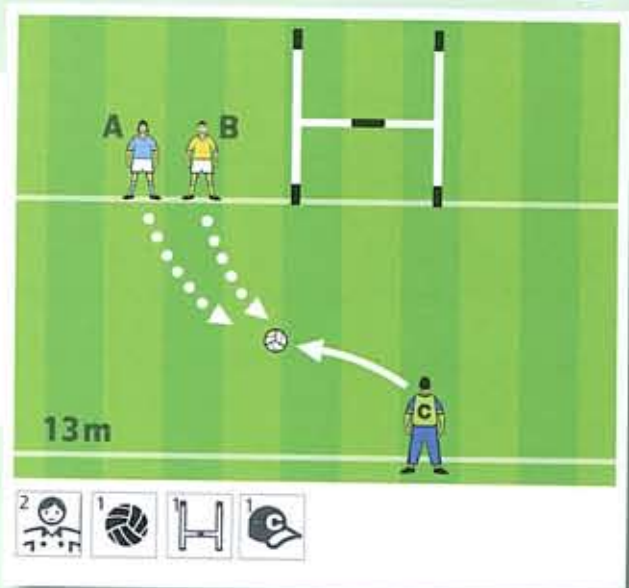
Game Play Drill to develop the High Catch technique in a contest situation

**ORGANISATION**

- Divide the players into two teams, designate one the attacking and one the defending team
- Both teams line up beside each other in pairs on the end line
- The Coach is positioned on the 13m line
- On the whistle, the first pair jog out from the end line
- The Coach throws the ball up for the attacking player to High Catch and shoot for goal
- The defending player attempts to block the shot or knock the ball clear

**VARIATION**

- As the players become more proficient, increase the distance from the goal

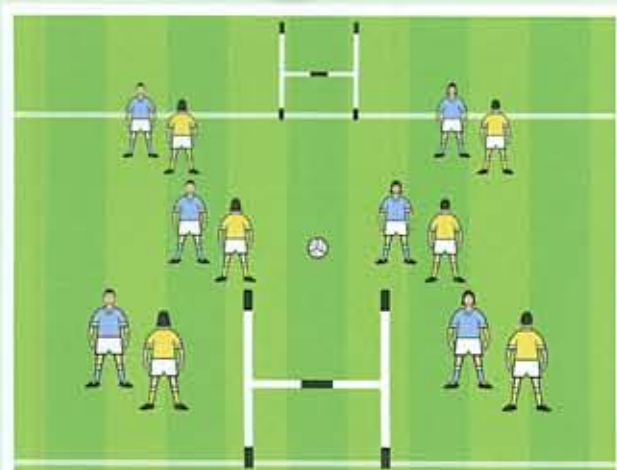




# UNDER 12 HIGH CATCH

## DEVELOP THE SKILL

### ACTIVITY 3 SKILL POINT GAME



Modified Game to develop the High Catch that awards points to players who perform the technique correctly during the game

#### ORGANISATION

- Mark out a playing area of appropriate size for the number and ability of the players
- Divide the players into equal teams
- The players may kick the ball from the hand and from the ground and use the Hand and Fist Pass
- Award 3 points for a successful High Catch and 2 points for a goal

#### VARIATION

- To ensure plenty of High Catches, do not permit players to Bounce or toe tap the ball



## KEY TEACHING POINTS

Here are the Key Teaching Points for The Roll technique



Run directly towards the opponent



Plant the right foot forward, towards the opponent's left shoulder while transferring the ball to the left side



Engage the opponent in a Side to Side Charge

Using their shoulder as a hinge, roll off by swinging the left leg around and pivoting on the right foot



Plant the left foot on the ground and transfer the ball back to the outside of the body, now on the right side



Bring the right leg around and accelerate away

















Use a low bounce clearing the opponent





## COMMON ERRORS

Here are the Common Errors when performing The Roll technique

|   |  |   |
|---|--|---|
|    | <p>Using a bounce as opposed to a toe tap going into the tackle; this may result in the player fouling the ball coming out of the tackle as they must toe tap the ball and may not have sufficient time or space</p> |    |
|    | <p>To correct, toe tap the ball when in space approaching the opponent</p>   |    |
|    | <p>Planting the 'wrong' foot and leading off the wrong shoulder</p>  |   |
|  | <p>To correct, plant the opposite foot to that of the opponent, as in a Side to Side Charge</p>  |  |
|  | <p>Rolling across the front of the opponent: this may also leave the ball exposed to a tackle</p>  |  |
|  | <p>To correct, plant the opposite foot to that of the opponent and roll back to back with their opponent</p>   |  |
|  | <p>Not protecting the ball during the tackle: this may result in the opponent knocking the ball away</p>   |  |
|  | <p>To correct, continue to transfer the ball to the outside of the body throughout the tackle</p>  |  |

**DRILL 1 PARTNER ROLL**

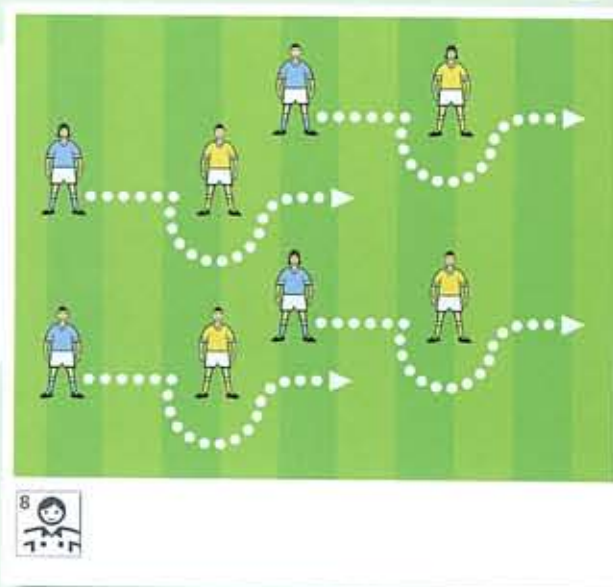
Basic Drill to practise The Roll technique

**ORGANISATION**

- Divide the players into pairs
- One player from each pair performs The Roll technique off their partner without a ball
- The technique should be performed at a walking pace initially allowing the players to focus on planting the correct foot and rolling in the correct direction
- The players should practise the technique off both sides
- After a set number of attempts reverse the roles

**VARIATIONS**

- As the players become more competent the pace should be increased gradually
- As the players develop introduce a ball; encourage the players to toe tap approaching their partner and Bounce the ball as they move away


**DRILL 2 GRID ROLL**

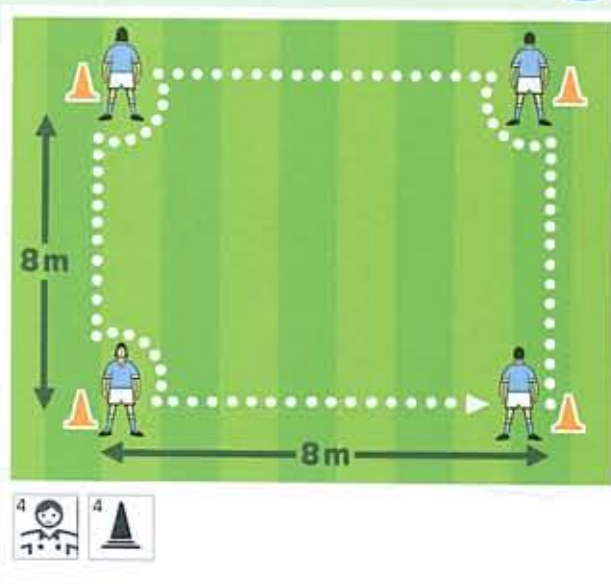
Basic Drill to practise The Roll technique

**ORGANISATION**

- Mark out a grid approximately 8m square using cones
- Position one player at each cone
- Each player in turn moves around the grid engaging shoulder to shoulder with the other players to perform The Roll technique
- The stationary players should face away from the grid
- Change the direction of movement after each player has had a turn
- When moving anti-clockwise the moving player should roll off the left shoulder and vice versa

**VARIATION**

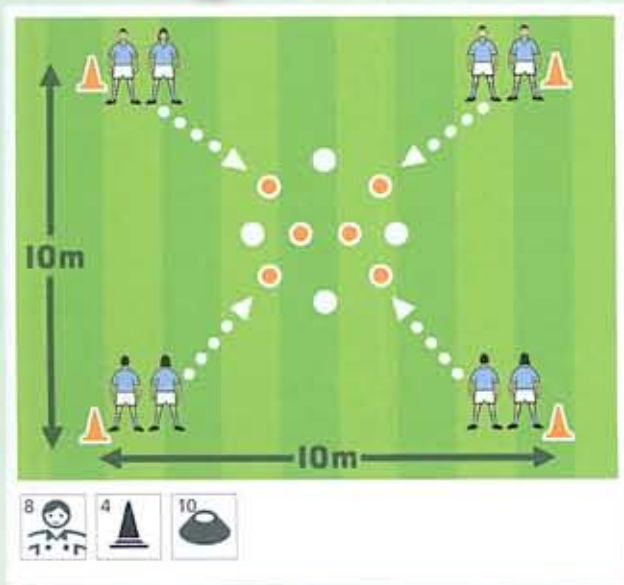
- As the players develop, introduce a ball; encourage the players to toe tap approaching the stationary players and Bounce the ball as they move away





## PRACTISE THE TECHNIQUE

## DRILL 3 DANCING FEET



Intermediate Drill to practise The Roll technique

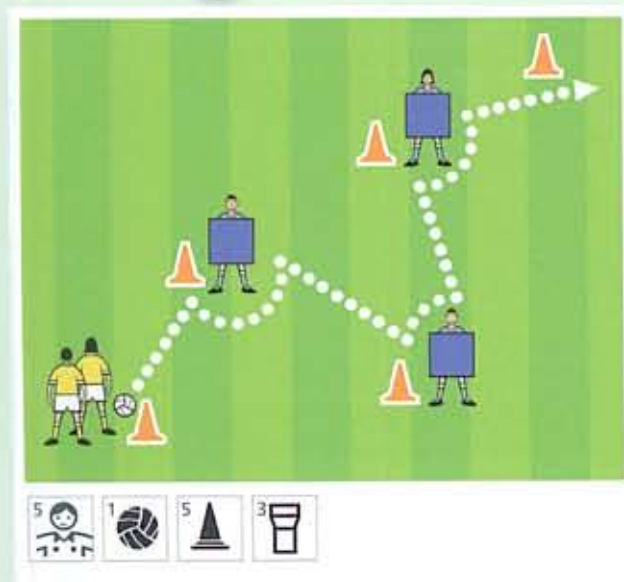
**ORGANISATION**

- Mark out a grid approximately 10m square using cones
- Place markers of two colours evenly spaced out throughout the centre
- Two players are positioned at each cone
- One of each pair enter the grid simultaneously to perform a Roll at each of the markers
- The players roll off the right foot at markers of one colour and off the left foot at markers of the other colour
- Switch the players after a set time

**VARIATION**

- To progress the drill, require the players to carry a ball

## DRILL 4 TACKLE BAG ROLL



Intermediate Drill to practise The Roll technique

**ORGANISATION**

- Mark out a zig-zag formation using 5 cones, each approximately 8m apart
- One player holding a tackle bag is positioned at each of the 3 middle cones
- These players must hold the tackle bag correctly using a sturdy grip, keeping it high for protection and with one foot forward to brace themselves
- The remaining players line up at one end of the formation
- Each player in turn jogs through the formation practising The Roll with the right and left shoulder at each alternate tackle bag

**VARIATION**

- As the players become more comfortable encourage them to play the ball, particularly focusing on using the Bounce as they move away from each tackle

ACTIVITY 1 ROLL AND SHOOT



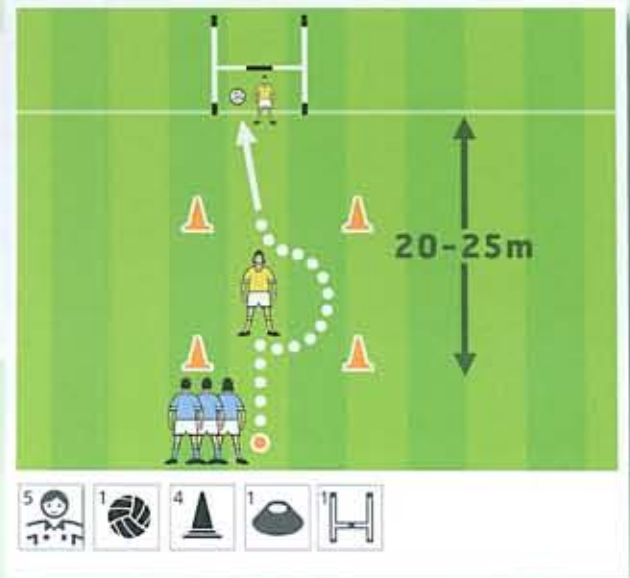
Game Play Drill to develop The Roll technique

ORGANISATION

- The attacking players line up approximately 20-25m from goal
- A defending player is positioned in a grid midway between the attacking players and the goal
- Each player in turn Solos forward to engage the defending player before rolling to one side and attempting to score
- The players should toe tap as they approach the defender and use the outer hand to Bounce the ball as they roll away towards goal

VARIATION

- To increase the difficulty of the drill allow the defensive player to tackle for the ball



ACTIVITY 2 ROLL AND PASS



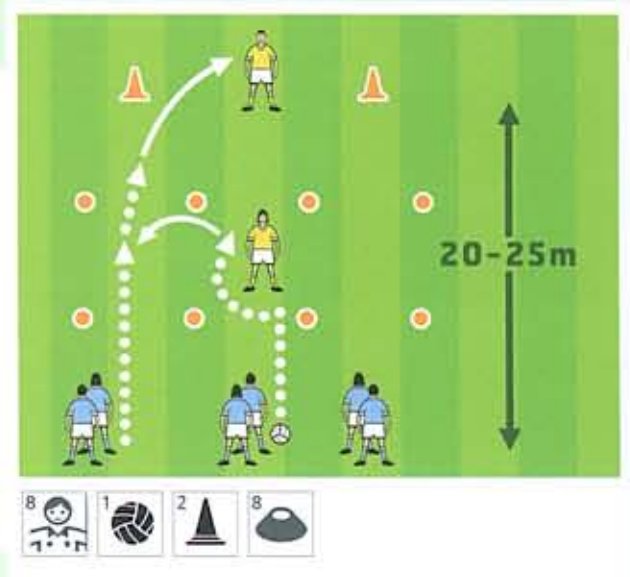
Game Play Drill to develop The Roll technique that requires the players to work together

ORGANISATION

- Attacking players line up in threes approximately 20-25m from goal
- A defending player is positioned in a defensive zone midway between the attacking players and the goal
- The attacking players move forward together with the central player in possession of the ball
- Having rolled off the defensive player the central attacking player lays off the ball to the outside player at that side using the Hand Pass technique
- Focus on transferring the ball to keep it in the outside arm throughout The Roll
- The players should use the right hand when passing to the right and the left hand when passing to the left

VARIATION

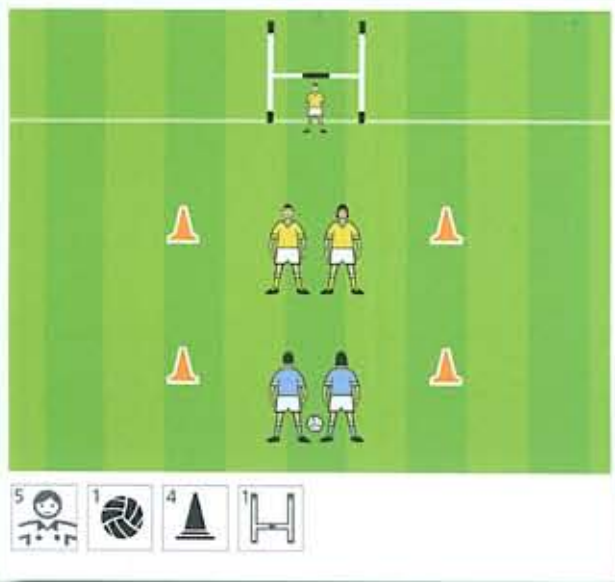
- To increase the difficulty of the drill allow the defensive player to tackle for the ball





**DEVELOP THE SKILL**

**ACTIVITY 3 2 V 2**



Game Play Drill to practise The Roll technique

**ORGANISATION**

- Mark out a grid approximately 10-15m square
- Position the grid 10m from the goal
- Divide the players into attackers and defenders, with one goalkeeper
- The attackers enter the grid with the ball, which may be passed between them. They must perform The Roll before shooting on goal
- Rotate the players after a set number of goes

**VARIATION**

- Increase or decrease the difficulty by varying the degree to which the defender can tackle

## KEY TEACHING POINTS

Here are the Key Teaching Points for the Near Hand Tackle technique



Move alongside or level with the opponent

Keep eyes on the ball



When the opponent's far leg is forward step across their space with the near leg



Flick the ball away with the hand nearest the opponent when the ball is free in the solo or bounce



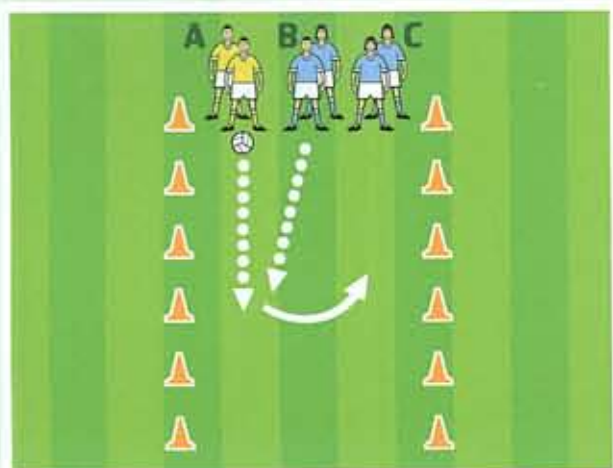
Recover the ball to win possession





## PRACTISE THE TECHNIQUE

## DRILL 3 TACKLE TO TEAM-MATE



Intermediate Drill to practise the Near Hand Tackle technique requiring the tackling player to knock the ball to a team mate

**ORGANISATION**

- Divide the players into groups of 3
- Mark out a channel approximately 5m wide using cones
- Player A on the right of the group Solos forward
- Player B in the middle attempts to perform the Near Hand Tackle and knock the ball to Player C in the process
- Change roles after a number of attempts

**VARIATIONS**

- Player B is in possession and Player C attempts to perform the Near Hand Tackle and knock the ball to Player A
- As the proficiency of players improves, increase the pace of the drill

**ACTIVITY 1** GRID TACKLE
 

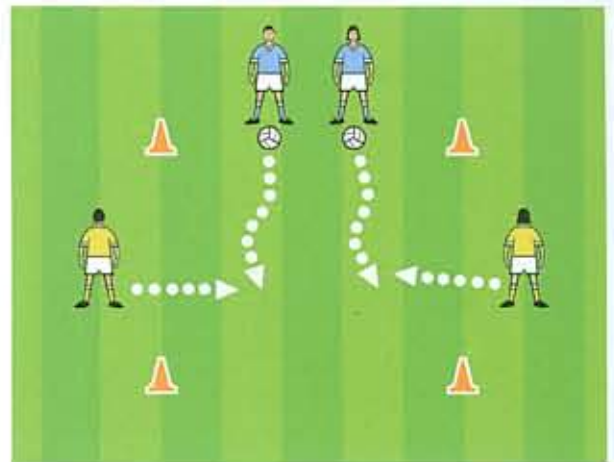
Fun Game to practise the Near Hand Tackle in open space

**ORGANISATION**

- Mark out a grid 15m X 15m
- Two players with a ball each enter the grid from one side
- Two tackling players enter the grid from each adjacent side
- The players in possession continue to Solo around the grid as the tackling players attempt to perform the Near Hand Tackle
- After a set time reverse the roles

**VARIATION**

- Increase the number of players in possession giving the tackling players a number of targets


**ACTIVITY 2** LAST MAN STANDING
 

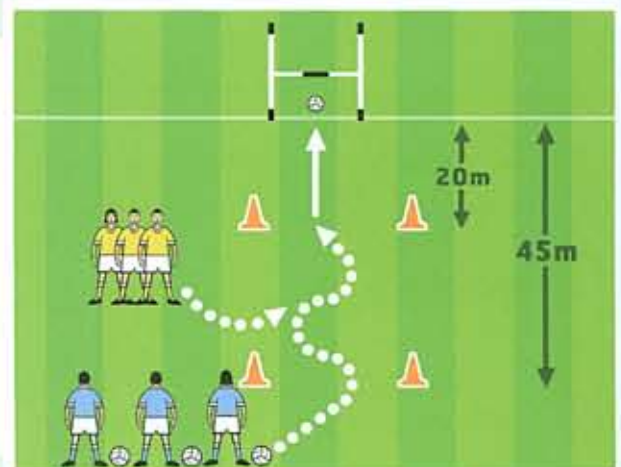
Game Play Drill to develop the Near Hand Tackle technique

**ORGANISATION**

- Mark a channel from approximately 20-45m out from goal and approximately 10m wide
- Divide the players into defenders and attackers
- The attackers line up at the beginning of the channel each with a ball
- The defenders line up to the side of the channel
- In turn each attacker and defender enter the channel
- The attacker attempts to get past the defender to take a shot at goal from the end of the channel
- The defenders may only use the Near Hand Tackle to dispossess the attacker

**VARIATION**

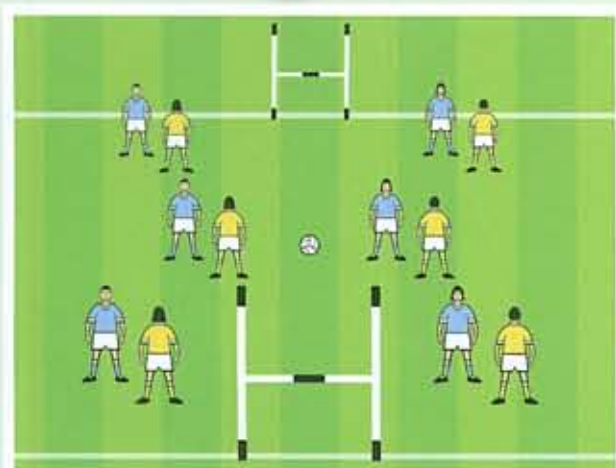
- Increase the number of defenders on each go to reduce the difficulty of the drill





## DEVELOP THE SKILL

## ACTIVITY 3 SKILL POINT GAME



Modified Game to develop the Near Hand Tackle that awards points to players who perform the technique correctly during the game

**ORGANISATION**

- Mark out a playing area of appropriate size for the number and ability of the players
- Divide the players into equal teams
- The players may kick the ball from the hand and from the ground and use the Hand and Fist Pass
- Award 3 points for a successful Near Hand Tackle and 2 points for a goal

**VARIATION**

- To ensure plenty of Near Hand Tackles, permit players to Bounce or toe tap the ball after taking four steps



## KEY TEACHING POINTS

Here are the Key Teaching Points for the Feint and Side Step



Run directly towards the opponent



Feign movement to one side by shifting body weight in that direction  
Accentuate the feint by dropping the shoulder at that side simultaneously



Quickly change direction by shifting your body weight back and pushing hard off the planted foot  
When using a ball, the feint may be further accentuated by showing the ball before pulling the ball back rapidly as you change direction



Accelerate quickly away





# UNDER 12 FEINT AND SIDE STEP

## COMMON ERRORS

Here are the Common Errors for the Feint and Side Step

|   |   |   |
|---|---|---|
|    | Stepping to one side to plant the foot too early: this may allow the opponent to read the intention of the movement and recover quickly |    |
|    | To correct, move to 1 to 2m from the opponent before beginning the feint  |    |
|    | Not transferring to one side  |   |
|  | To correct, feign movement to one side by shifting body weight in that direction and dropping the shoulder to the same side             |  |
|  | Accelerating away too slowly after changing direction: this may result in the player failing to lose their opponent                     |  |
|  | To correct, concentrate on moving away from the opponent as quickly as possible after changing direction                                |  |
|  | Showing the ball too early: this may allow the opponent to read the intention of the movement and recover quickly                       |  |
|  | To correct, move to 1 to 2m from the opponent before beginning the feint  |  |

**DRILL 1** AROUND THE MAN

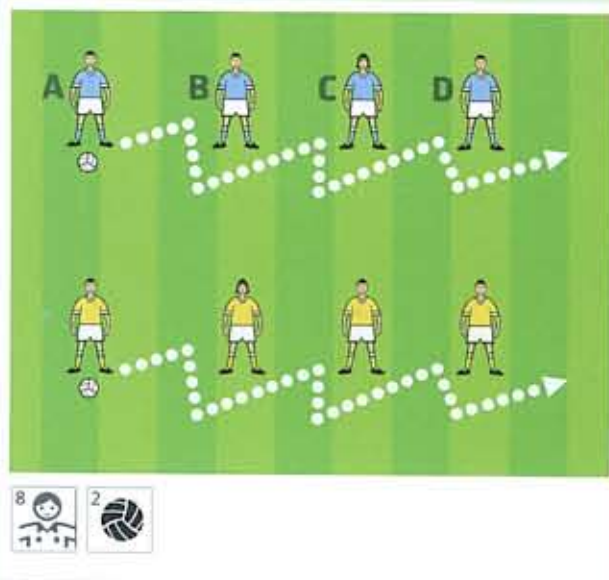
Basic Drill to practise the Feint and Side Step technique

**ORGANISATION**

- Divide the players into groups of 4
- The players form a line approximately 3-4m apart, the first player facing the others
- Player A, with ball in hand, feigns past each player in turn while walking
- Players B, C and D remain stationary throughout
- Once player A reaches the end of the line all the players move forward and the ball is passed to Player B to repeat the drill
- Each player in turn moves to the top of the line and repeats

**VARIATION**

- As the players become proficient introduce jogging to increase the speed of the drill

**DRILL 2** IN AND OUT

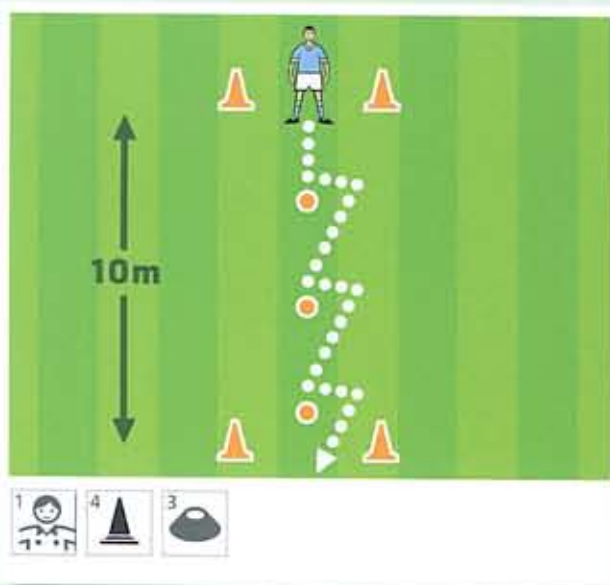
Basic Drill to practise the Feint and Side Step technique

**ORGANISATION**

- Place 3 markers 1-2m apart down the centre of a channel
- Beginning at one end of the channel each player in turn feigns around each cone
- Initially the players should be encouraged to perform the technique slowly to focus on each of the key points

**VARIATION**

- As the players become more competent the pace should be increased, first to a jog and eventually to running speed
- Introduce a ball once the players are comfortable performing the technique without a ball

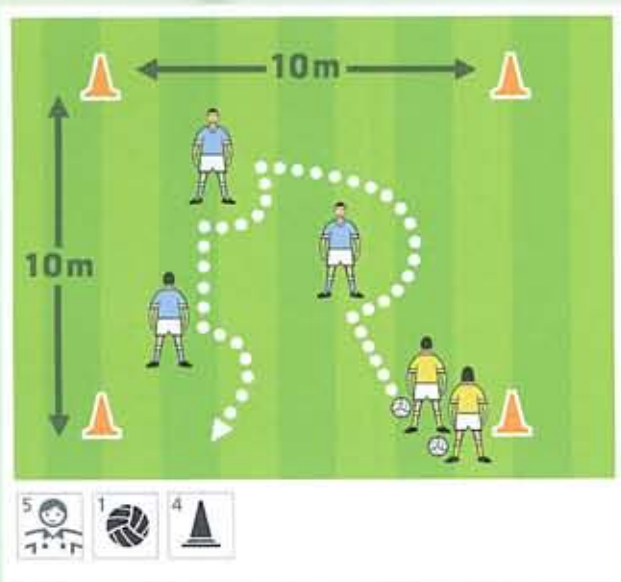




# UNDER 12 FEINT AND SIDE STEP

## PRACTISE THE TECHNIQUE

### DRILL 3 1, 2, 3, FEINT



Intermediate Drill to practise the Feint and Side Step technique requiring the players to feint around three stationary opponents in succession

#### ORGANISATION

- Mark out a grid 10m X 10m using cones
- Position 3 defending players within the grid as shown
- The remaining players line up outside the grid each with a ball
- Each player must enter the grid in turn, approach each of the defending players, feint and accelerate away
- Change the defending players at frequent intervals
- Continue the drill for a set period of time

#### VARIATION

- To increase the difficulty, allow the defending players to tackle the ball while remaining in their positions

### DRILL 4 ALONG THE LINE



Advanced Drill to practise the Feint and Side Step technique introducing a moving opponent

#### ORGANISATION

- Place 6 markers 1-2m apart down the centre of a channel
- Divide the players into pairs; one attacker and one defender
- On the whistle the attacking player moves forward along one side of the cones
- The defending player shadows the attacker from the other side of the cones
- The attacking player must feint and pass the defending player, accelerating through the cones to the other side
- Reverse the roles after a set number of attempts

#### VARIATION

- As the players become competent introduce a ball

## ACTIVITY 1 TAG

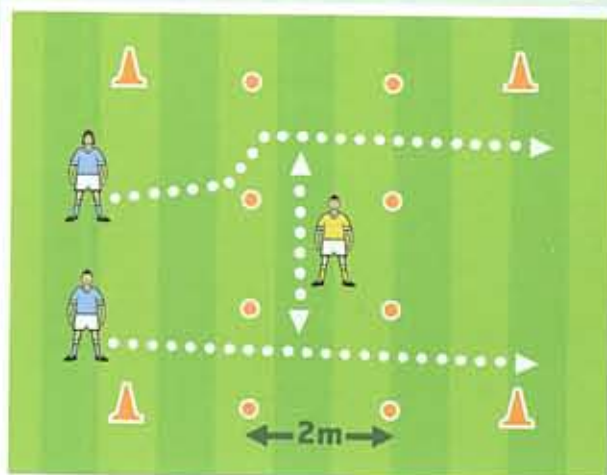
Fun Game to develop the Feint and Side Step technique

### ORGANISATION

- Mark out a grid 15-20m X 10m
- Mark a zone approximately 2m wide across the centre of the grid
- Two attacking players are positioned at one end of the grid; one defending player in the centre zone
- The outer players must run forward together and pass through the centre zone while avoiding the defending player
- The defending players use the Checking technique to block the attacking players
- The attacking players lose one life every time they are tagged by the defending player
- When an attacking player loses all their lives they become the defending player

### VARIATION

- To increase the difficulty allow only one attacking player run at a time



## ACTIVITY 2 PASS THE GUARDS

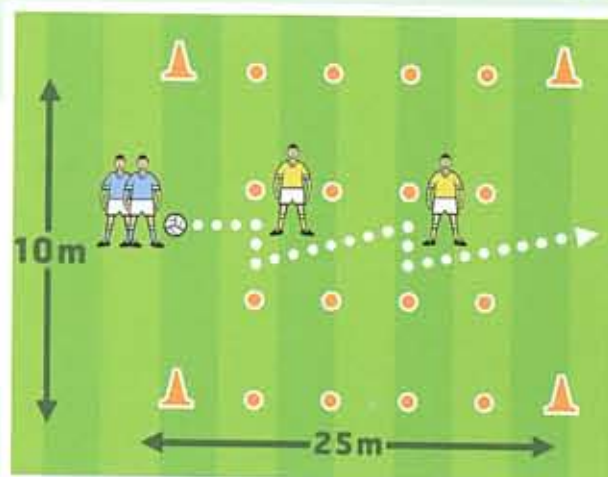
Fun Game to practise the Feint and Side Step technique. It also helps develop defensive skills like Checking and the Near Hand Tackle

### ORGANISATION

- Mark out a grid of approximately 25m X 10m wide
- Mark 5 equal zones along the length of the grid
- Position a defender in the 2nd and 4th zones
- In turn, attacking players attempt to get to the far end of the grid without losing possession
- The defending players may only challenge the attacking players within their defensive zones

### VARIATION

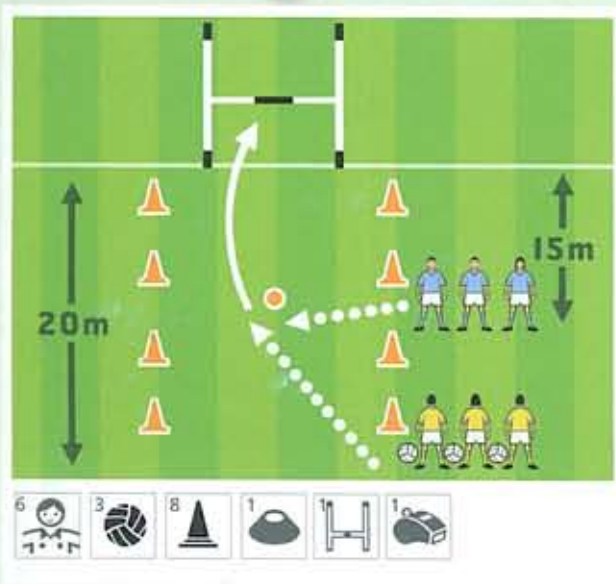
- Place a goal at the end of the grid and require the players to shoot for goal having successfully passed the defenders





## DEVELOP THE SKILL

## ACTIVITY 3 CHASE AND SCORE



This is a Game Play Drill to develop the Feint and Side Step technique requiring the players to avoid an opponent and kick for a point

**ORGANISATION**

- Divide the players into defenders and attackers
- The attackers line up 15-20m out from goal, each with a ball
- The defenders line up 10-15m out from goal on the same side
- On the whistle, the first attacker moves forward towards an opponent. The attacker must Feint and Side Step the opponent and kick for a point
- The defender gives chase and attempts to dispossess the attacker

**VARIATION**

- Allow the attacking player to Solo in any direction and shoot at any time

**EXTRA  
SKILLS**



**COACHING  
CLASSES**



HANDLING THE BALL / KICK FROM THE GROUND /  
PENALTY KICK / SHOT STOPPING / CHIP LIFT / DRIBBLE /  
SWERVE KICK / DUMMY



# EXTRA SKILLS INTRODUCTION

## EXTRA SKILLS

The following skills have been identified as specialist skills, which can be incorporated into any coaching session.

### HANDLING THE BALL

Handling the Ball properly is essential to perform many of the catching and passing skills of Gaelic Football.

### KICKING FROM THE GROUND

Kicking the Ball from the Ground is used to restart play after a score or wide and may also be used to take a free or sideline kick.

### PENALTY KICK

A Penalty Kick is awarded when an opponent commits a technical foul inside the small square or an aggressive foul inside the large square.

### SHOT STOPPING

Blocking or Stopping the Ball is the primary function of the goalkeeper. It requires great reflexes, agility, and bravery.

### CHIP LIFT

The Chip Lift is used to gather possession on the run without breaking stride. It is particularly effective in wet weather. Players also use the assisted lift to speed up the attack, flicking the ball into the arms of an on-running team-mate.

### DRIBBLE

The Dribble is a technique used to maintain possession while moving the ball along the ground. It is also used to move the ball into a better position before lifting the ball into the hands.

### SWERVE KICK

The Swerve Kick involves striking the ball with the outside of the foot and is predominantly used when attempting to score from an angle to the goal posts.

### DUMMY

The Dummy is a technique used to deceive an opponent and create space. It can be performed by faking a kick or Hand Pass.

## KEY TEACHING POINTS

Handling the Ball properly is essential to perform the many skills of Gaelic Football.



To develop a confident grip, the thumbs should almost touch at the back of the ball with the fingers spread around the sides



Bouncing and toe tapping the ball will gradually help familiarise the player with the ball making them more comfortable holding and playing it



Once the ball is gripped, bring it into the chest and keep the fingers around it.





## PRACTISE THE TECHNIQUE

- In pairs back to back: in turn hand the ball overhead, under the legs or around the side for partner to grip

## VARIATION

- Form two lines facing each other 1m apart: each player in turn grabs the ball from the grip of the player opposite and moves to the back of the opposite line.



## KEY TEACHING POINTS

Kicking the Ball from the Ground is used to restart play after a score or wide and may also be used to take a free or sideline kick



Place the ball well



Stand a few strides back and at an angle to the ball  
Look up to check the position of, and distance to, the target



Moving towards the ball, extend the arm on the non-kicking side for balance



Plant the supporting foot alongside the ball  
Head down, eyes on the ball



Strike through and underneath the ball with the front part of the foot to achieve maximum loft



Follow through in the direction of the target





## PRACTISE THE TECHNIQUE

- Take a series of Free Kicks from different distances and positions to score

**VARIATION**

- 1 v 1; Hold a Free Kick competition against another player



## KEY TEACHING POINTS

A Penalty Kick is awarded when an opponent commits a technical foul inside the small square or an aggressive foul inside the large square.



Place the ball well



Take 6-8 paces back and stop



Decide where you are going to place the ball  
Head down and begin running forward



Place the non-kicking foot beside the ball, extending the arm at that side out for balance  
Keep the head down



Strike the ball with the laces of the boot for power or the instep for accuracy



Follow through in the direction of the target





## PRACTISE THE TECHNIQUE

- Take a series of Penalty Kicks into an empty goal; aim for different areas of the goal

**VARIATION**

- Introduce a goalkeeper



## KEY TEACHING POINTS

Blocking or Stopping the Ball is the primary function of the goalkeeper. It requires great reflexes, agility, and bravery.



Stand on the balls of the feet  
Keep eyes on the ball



As the ball approaches adjust the feet to move behind the ball



Push the hands to intercept the ball, bracing and spreading the fingers to prevent the ball forcing through the hands



At distance the shot should be deflected away from the goal area  
If possible get the body behind the ball, catch the ball and secure it by bringing it into the chest





## PRACTISE THE TECHNIQUE

- In turn, players kick for goal from a central position approx 13m from the goal

**VARIATION**

- In turn players strike for goal from various distances and positions



## KEY TEACHING POINTS

The Chip Lift is used to gather possession on the run without breaking stride. It is particularly effective in wet weather. Players also use the assisted lift to speed up the attack, flicking the ball into the arms of an on-running teammate.



Approach the ball at pace  
Keep the back straight  
Head down eyes on the ball



Striding into the ball, wedge the toes underneath the ball to chip it upwards  
When the toes are wedged under the ball it will rise sharply



Extend both hands downwards to receive the ball and secure it into the chest



The assisted chip lift is a variation on the technique that is used to play the ball to an oncoming teammate  
As the ball approaches chip it for the oncoming player to receive at chest height





## PRACTISE THE TECHNIQUE

- In pairs: in turn roll the ball gently towards partner to Chip up into the hands

**VARIATION**

- With the hands behind the back run towards a stationary ball and attempt to Chip it up to contact the chest



## KEY TEACHING POINTS

The Dribble is a technique used to maintain possession while moving the ball along the ground. It is also used to move the ball into a better position before lifting the ball into the hands.



Use the arms to maintain balance



Play the ball with the instep, outstep and front of the foot



In a game situation it is important to look up to be aware of the direction you are travelling, the space around you and any opponents or teammates





## PRACTISE THE TECHNIQUE

- Place a number of cones in a straight line approximately 1-2m apart; each player in turn Dribbles in and out around each cone

**VARIATION**

- Place the cones in a zig-zag formation, again each player in turn Dribbles in and out around each cone



## KEY TEACHING POINTS

The Swerve Kick involves striking the ball with the outside of the foot and is predominantly used when attempting to score from an angle to the goal posts.



Face slightly across the goal  
Head down, eyes on the ball



Hold the ball firmly with both hands



Release the ball into the hand at the kicking side and extend the opposite arm away from the body to aid balance



Step forward with the non-kicking foot  
Extend the wrist and drop the ball onto the kicking foot



Kick the ball with the outside of the foot to swerve the ball,  
curling it between the goalposts  
Keep the toes pointed



Follow through in the direction of the target.





## PRACTISE THE TECHNIQUE

- Take a series of Kicks from different distances and positions to score: begin central to the goalposts, gradually moving to lesser angles to increase the challenge

**VARIATION**

- In pairs 20-40m apart; pass the ball over and back to each other using the Swerve Kick, vary the strength to include or exclude a Bounce



## KEY TEACHING POINTS

The Dummy is a technique used to deceive an opponent and create space. It can be performed by faking a kick or Hand Pass.



Head down, eyes on the ball



Release the ball into the hand at the kicking side, raising the opposite arm for balance in an exaggerated way



Step forward with the non-kicking foot  
Extend the wrist and drop the ball onto the kicking foot



When the foot impacts the ball, straighten the leg and flick the toe upwards towards the body to bring the ball back into the arms

Move quickly away in a new direction





## PRACTISE THE TECHNIQUE

- In pairs; with no opposition attempt to perform a Dummy kick/Hand Pass on one side before turning and passing to the other player off the opposite side

**VARIATION**

- 1 v 1; In turn attacking players run at goal, Dummy an oncoming defender and shoot for a score; switch roles continually



**SAMPLE  
SESSIONS**



**COACHING  
CLASSES**



# SAMPLE SESSIONS INTRODUCTION

## SAMPLE SESSIONS

This section provides the coach with information on how to plan a session using the activities outlined in this resource. As a guide there are a number of Sample Sessions outlined which contain activities from the ABC and Have a Ball Nursery Programmes, the Coaching Classes and the Go Games. There are also a number of blank Sample Session planners that can be photocopied and used to plan future sessions.

The suggested session structure for each session is :

### SESSION THEME

Each session should have a session theme i.e. a particular skill that is worked on. Deciding on a theme for a session will not only help to guide the choice of activities for the session, but will also ensure that there is a logical purpose for the session. This will allow the coach to ensure that over the course of a season each skill can be worked on.

### EQUIPMENT LIST

This section lists the equipment needed for a session. The list is not exhaustive and if certain equipment is not at the coaches' disposal, games can be played by substituting equipment that is available with what is advised on the list. For example, if hoops are listed as equipment needed and there are no hoops available, cones can be placed in the shape of a circle to achieve the same effect.

### WARM UP

The warm up section will contain the first activity of the session which will aim to get the participants moving and warmed up. It is important to always warm up before entering into more challenging activities. It is recommended that activities from the ABC and Have a Ball Nursery Programmes be used as warm up activities.

### PLAY A GAME 1

After the warm up it is advisable to begin a game-based activity. The game may reflect the theme of the previous session thereby offering players the chance to practise previously introduced skills. It also affords the coach the opportunity to see if skills practiced previously have been retained. Choose activities from the Develop the Skill section of the Coaching Classes.

### INTRODUCE/REVISE A TECHNIQUE

Introducing a new technique or revising a technique previously coached early in the session allows the coach to set the theme for the session. It is important to be familiar with the key points for the technique to be coached – but remember that the coach does not have to demonstrate the technique. Use a player or another coach

to demonstrate. Refer to the key points section of each skill for specific coaching points.

### PRACTISE THE TECHNIQUE

The Practise the Technique section allows the coach to lay out activities for participants to practise the theme of the session. It is important not to spend too much time on any one activity as children of this age group can get bored easily. Use tips outlined in the Coaching Information Section to assist with varying the challenge or varying any activity. Choose activities from the Practise the Technique section of each skill.

### DEVELOP THE SKILL

This section allows the coach to lay out game based activities so that participants can develop their skill in a more open environment. It is important to progress to activities which Develop the Skill within each session as game based skills such as spatial awareness and the use of team mates and opponents can be developed. Use tips outlined in the Coaching Information Section to assist with varying the challenge or varying any activity. Choose activities from the Develop the Skill section of each skill.

### PLAY A GAME 2

A game should be played in each training session. The Go Games provide an ideal opportunity for players to develop their skills in a game situation. The game may be adapted to reflect the theme of the session thereby offering players the chance to further practise their skills. It also affords the coach the opportunity to see if skills practiced previously have been retained, or if particular skills are lacking and need to be incorporated as the theme of future sessions. Choose activities from the Go Games section.

### SESSION REVIEW

The session review section is for coaches to evaluate how their session went. It can be used to record what activities went well, what activities may not have worked and why not, what may need to be practised further etc. This will prove an excellent tool for the developing coach, allowing them to reflect on their own performance as well as that of the participants.



# SAMPLE SESSION

## THE SOLO

# 1



### SESSION THEME

- DEVELOP THE SOLO

### EQUIPMENT LIST



### WARM UP BOUNCE PASS (HAVE A BALL / CATCHING & PASSING / LEVEL 2)

#### ORGANISATION

- The players work in pairs approximately 5m apart
- In turn Bounce the ball for your partner to catch

#### KEY POINTS

- Extend the arm behind the ball as you bounce it: aim for approximately midway between you and your partner
- Extend the arms towards the ball to catch it



### GAME 1 BOUNCE KING (CATCH & KICK / BOUNCE / U-8)

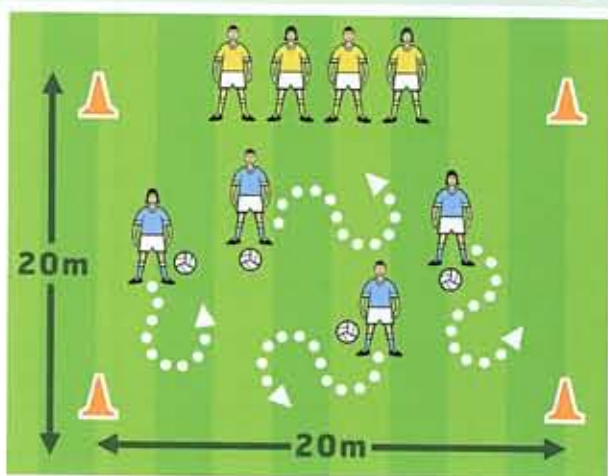
Fun Game challenging each player to perform the Bounce while under pressure from an opponent

#### ORGANISATION

- Mark out a grid 20m X 20m
- Divide the players into two equal teams
- Team 1 starts inside the grid: each player has a ball
- On the whistle, each player moves around the grid in different directions, Bouncing the ball after every four steps
- After a short time, each member of Team 2 enters the grid, attempting to dispossess a member of Team 1
- The team of players who keeps possession for the longest time wins
- Switch the roles after a set time

#### VARIATION

- Play the game on an individual basis awarding the game to the player who keeps possession for the longest time





# SAMPLE SESSION 1

## REVISE A TECHNIQUE

### KEY POINTS THE SOLO (CATCH & KICK / SOLO / U-10)

Here are the Key Teaching Points for the Solo



Hold the ball firmly with both hands  
Keep the torso upright



Release the ball into the hand at the kicking side  
Head down, eyes on the ball



Step forward with the non-kicking foot  
Extend the wrist and drop the ball onto the kicking foot



When the foot impacts the ball, flick the toe upwards towards the body  
Straighten the leg



Extend the arms forward to catch the ball



## PRACTISE THE TECHNIQUE

### DRILL 1 TOE TAP, TURN AND PASS (CATCH & KICK / SOLO / U-10)

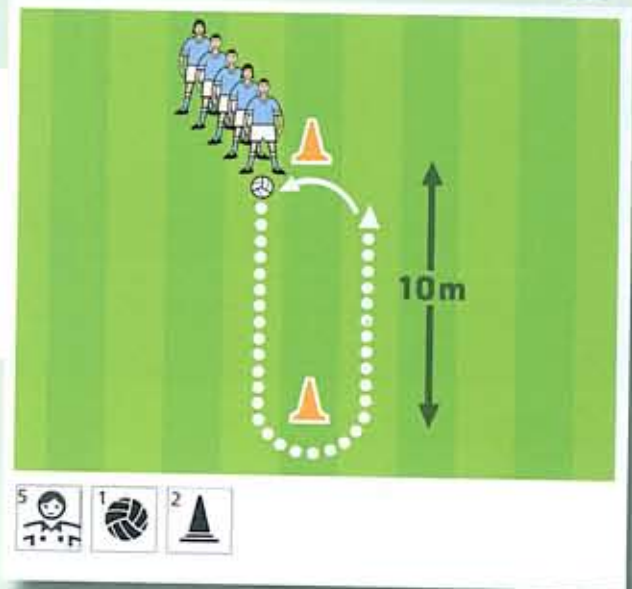
Intermediate Drill to practise the Solo technique that requires the players to Solo around a number of obstacles

#### ORGANISATION

- Mark out a distance of 10m using cones
- Divide the players into groups of 5: one ball per group
- The players line up behind one of the cones
- In turn each player Solos out and around the far cone, first passing for the next player as they return to the back of the line
- Continue the drill for a set time
- Repeat the drill using the opposite foot

#### VARIATION

- Increase the speed of the drill as the players become more proficient



## DEVELOP THE SKILL

### ACTIVITY 1 PASS THE GUARD (CATCH & KICK / SOLO / U-10)

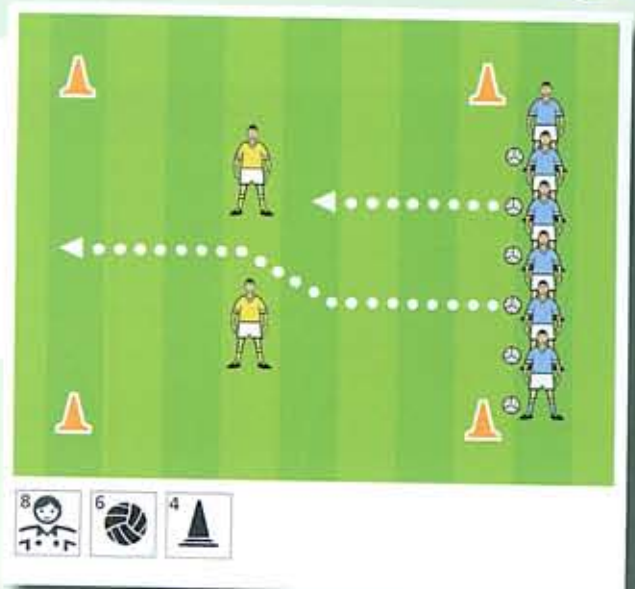
Fun Game to develop the Solo technique

#### ORGANISATION

- Mark out a grid 15m X 15m
- Six players attempt to Solo across the grid
- Two players act as defenders and attempt to tag the soloing players
- Once a player has been tagged they must leave the game
- The soloing players continue over and back until all have been tagged
- Rotate the defenders and repeat the game

#### VARIATION

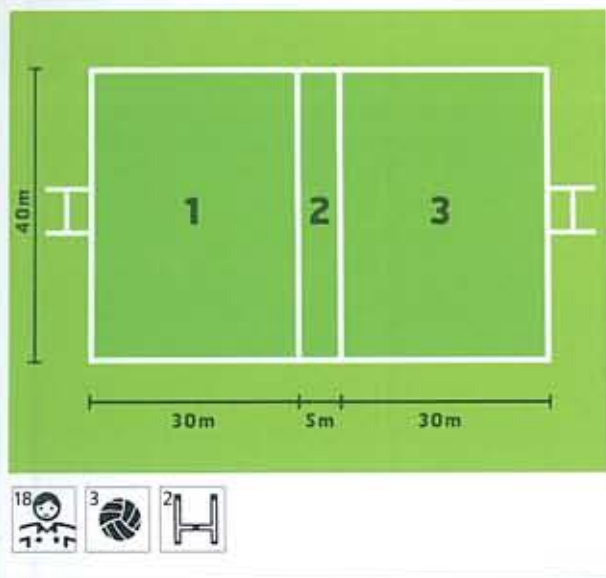
- Increase the width of the grid to reduce the difficulty for the soloing players





# SAMPLE SESSION 1

## GAME 2 QUICK TOUCH ( GO GAMES / GO FOOTBALL / U-10 )



For more detailed rules check out the Go Games document

### PLAYING THE GAME

- 9 v 9
- 4 quarters - 8 minutes per quarter
- 1 goalkeeper, 3 defenders, 2 midfielders and 3 attackers
- Play commences with a kick out from the hands.
- The ball may be caught in the hands and played away by kicking it or striking it with the fist.
- The ball may be carried for four steps before bouncing or toe tapping it – players are restricted to one bounce and one toe tap per possession
- A player who is fouled takes the free and when an opponent fouls the ball e.g. overcarries it, the player nearest to the ball takes the free
- 2 points when the ball is played over the crossbar
- 3 points when the ball is played under the crossbar

### EQUIPMENT NOTES

- Wear Velcro bands or a different coloured sock to identify non-dominant leg
- 3 Quick Touch (Size 2) footballs – one placed behind each goal and one in play

## SESSION REVIEW

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# SAMPLE SESSION

## THE PUNT KICK

# 2

**CATCH & KICK**  
COACHING CLASSES

### SESSION THEME

- DEVELOP THE PUNT KICK

### EQUIPMENT LIST



### WARM UP BOUNCE AND KICK (HAVE A BALL / KICKING / LEVEL 3)

#### ORGANISATION

- Each player has a ball
- In a stationary position drop the ball allowing it to bounce
- Kick the ball as it returns from the ground

#### KEY POINTS

- Drop the ball from the hand on the kicking side
- Plant the non-kicking (supporting) foot beside the ball as it bounces



### GAME 1 EMPTY THE CIRCLE (CATCH & KICK / PUNT KICK / U-8)



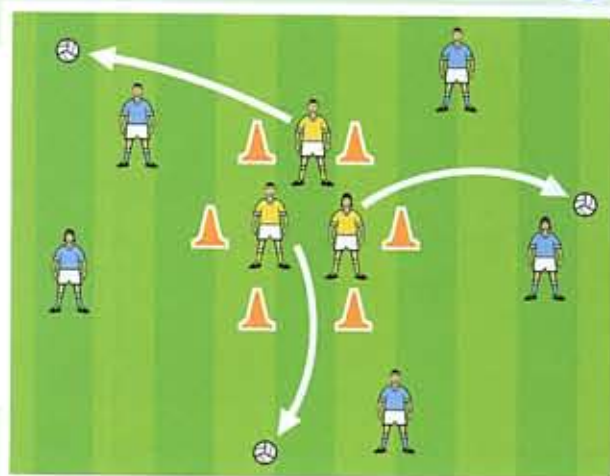
Fun Game to develop the Punt Kick

#### ORGANISATION

- Mark out a circle using cones
- Divide the players into uneven teams
- Position the team with the greater number of players outside the circle and the other inside the circle
- The players inside the circle must attempt to keep the circle clear by Punt Kicking each ball from the circle
- The outside players must retrieve the balls and place them back in the circle
- Switch the roles of the players after a set time

#### VARIATION

- Fill the Circle: the outside team must Punt Kick to land in the circle. The inside team clear the circle by rolling the balls away





# SAMPLE SESSION 2

## REVISE A TECHNIQUE

### KEY POINTS THE PUNT KICK ( CATCH & KICK / PUNT KICK / U-8 )

Here are the Key Teaching Points for the Punt Kick



Hold the ball firmly with both hands  
Head down, eyes on the ball



Release the ball into the hand, at the kicking side and extend the opposite arm away from the body to aid balance



Step forward with the non-kicking foot  
Extend the wrist and drop the ball onto the kicking foot



Kick the ball with the instep, that is, the laced part of the boot



Keep the toes pointed  
Follow through in the direction of the target



## PRACTISE THE TECHNIQUE

### DRILL 1 ALONG THE LINE (CATCH & KICK / PUNT KICK / U-12)

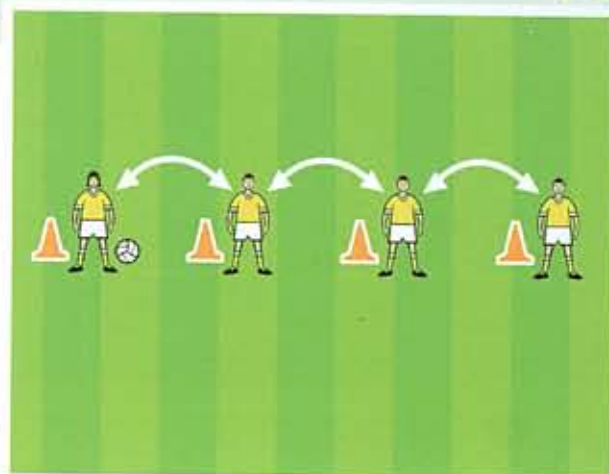
Intermediate Drill to practise the Punt Kick technique

#### ORGANISATION

- Mark out 4 cones in a line each approx 20m apart
- One player is positioned at each cone
- The ball is Punt Kicked from player to player over and back across the line
- Initially the kicker kicks from a stationary position to the receiver who is moving towards the ball
- Adapt the drill by requiring the kicker to pass the ball while moving
- After a set period of time rotate the outside players with the inside players

#### VARIATION

- To increase the difficulty of the drill further introduce an opponent for each player to provide token opposition



## DEVELOP THE SKILL

### ACTIVITY 1 TARGET MAN (CATCH & KICK / PUNT KICK / U-12)

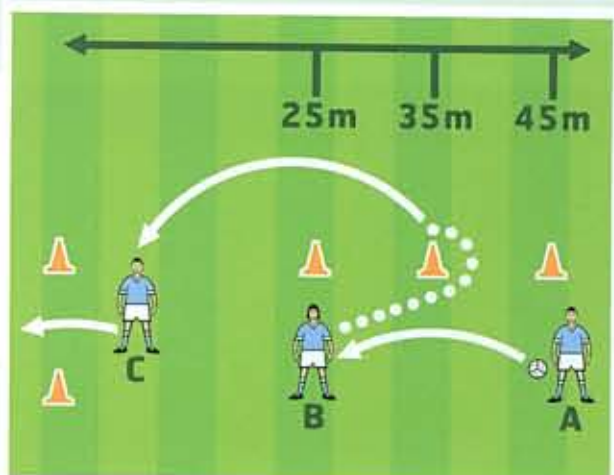
Fun Game to develop the Punt Kick technique which requires the players to pass the ball to a moving target

#### ORGANISATION

- Mark an attacking zone between the goal and the 13m line
- Place a cone at approximately 25, 35 and 45m from goal
- Player A at the 45m line kick passes the ball for Player B at the 25m line to attack and receive, before turning around the 35m cone and Punt Kicking a pass to Player C in the attacking zone
- Player C should make a run within the attacking zone and call for the ball

#### VARIATION

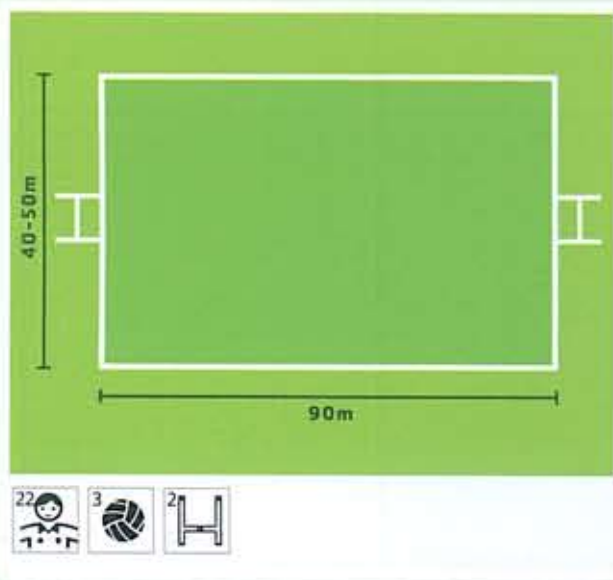
- To progress the drill include a defending player to shadow Player C increasing the difficulty of making a successful pass





# SAMPLE SESSION 2

## GAME 2 SMART TOUCH ( 60 GAMES / 60 FOOTBALL / U-12 )



### PLAYING THE GAME

- 11 v 11
- 2 halves - 20 minutes per half
- 1 goalkeeper, 4 defenders, 2 midfielders and 4 attackers
- Play commences with a throw-in between two players from each team in the middle of the field
- The ball may be caught in the hands and played away by kicking it or striking it with the fist.
- The ball may be carried for four steps before bouncing or toe tapping it – players are restricted to one bounce and one toe tap per possession
- A player who is fouled takes the free kick and when an opponent fouls the ball e.g. overcarries it, the player nearest to the ball takes the free.
- 1 point when the ball is played over the crossbar
- 3 points when the ball is played under the crossbar

### EQUIPMENT NOTES

- 3 Smart Touch (Size 3) footballs – one placed behind either goal and one in play

For more detailed rules check out the Go Games document

## SESSION REVIEW

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# SAMPLE SESSION

# 3

## THE NEAR HAND TACKLE



### SESSION THEME

- DEVELOP THE NEAR HAND TACKLE

### EQUIPMENT LIST



### WARM UP MIRROR BALL (ABC / BALANCE / LEVEL 3)

#### ORGANISATION

- The players work in pairs, facing each other and supporting the stability ball between them
- One person leads the movement while the other must mirror the movement to ensure the ball remains aloft



#### KEY POINTS

- Make each movement at a slow steady pace
- Place the hands slightly below the middle of the ball

### GAME 1 GRID TACKLE (CATCH & KICK / NEAR HAND TACKLE / U-10)



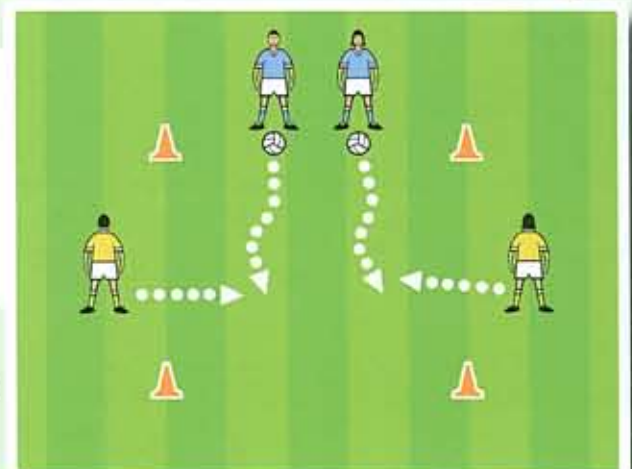
Fun Game to practise the Near Hand Tackle in open space

#### ORGANISATION

- Mark out a grid 15m X 15m
- Two players with a ball enter the grid from one side
- Two tackling players enter the grid from each adjacent side
- The players in possession continue to Solo around the grid as the tackling players attempt to perform the Near Hand Tackle
- After a set time reverse the roles

#### VARIATION

- Increase the number of players in possession giving the tackling players a number of targets





# SAMPLE SESSION 3

## REVISE A TECHNIQUE

### KEY POINTS NEAR HAND TACKLE ( CATCH & KICK / NEAR HAND TACKLE / U-12 )

Here are the Key Teaching Points for the Near Hand Tackle technique



Move alongside or level with the opponent  
Keep eyes on the ball



When the opponent's far leg is forward step across their space with the near leg



Flick the ball away with the hand nearest the opponent when the ball is free in the solo or bounce



Recover the ball to win possession



## PRACTISE THE TECHNIQUE

### DRILL 1 AROUND THE BLOCK (CATCH & KICK / NEAR HAND TACKLE / U-12)

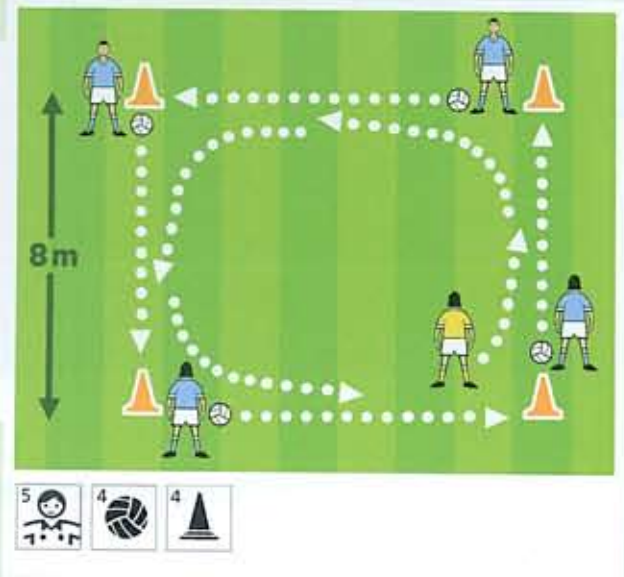
Basic Drill to practise the Near Hand Tackle technique

#### ORGANISATION

- Mark out a grid approximately 8m square using cones
- Position one player at each cone with a ball and a tackling player at one of the cones
- The tackling player runs alongside each of the other players in turn attempting to perform a Near Hand Tackle as they travel a length of the grid
- The Coach may assist the drill by signalling when each player in possession should begin to move
- Switch the tackling player after each circuit of the grid
- The drill should be conducted in both directions

#### VARIATION

- Increase the lengths of the grid to allow the tackling player more time to perform the technique



## DEVELOP THE SKILL

### ACTIVITY 1 LAST MAN STANDING (CATCH & KICK / NEAR HAND TACKLE / U-12)

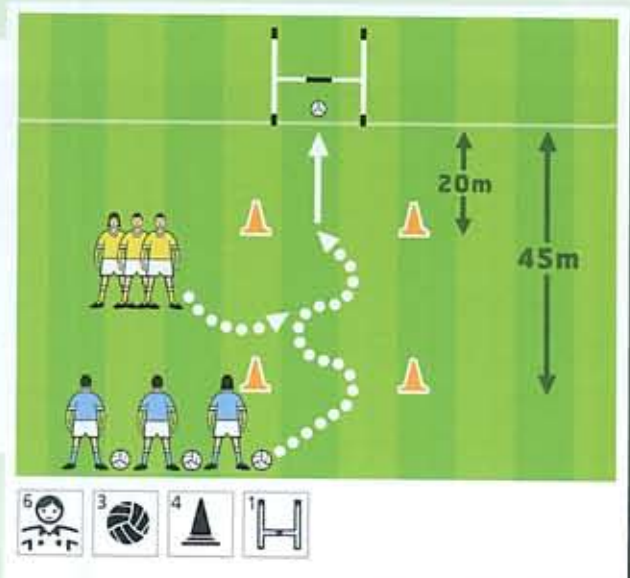
Game Play Drill to develop the Near Hand Tackle technique

#### ORGANISATION

- Mark a channel from approximately 20-45m out from goal and approximately 10m wide
- Divide the players into defenders and attackers
- The attackers line up at the beginning of the channel each with a ball
- The defenders line up to the side of the channel
- In turn each attacker and defender enter the channel
- The attacker attempts to get past the defender to take a shot at goal from the end of the channel
- The defenders may only use the Near Hand Tackle to dispossess the attacker

#### VARIATION

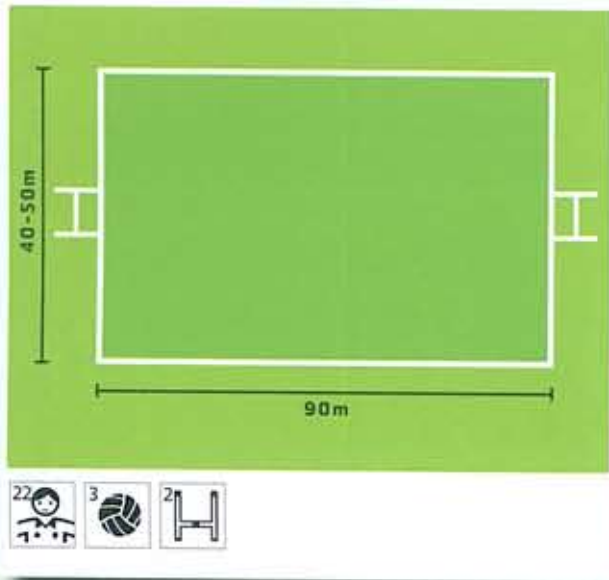
- Increase the number of defenders on each go to reduce the difficulty of the drill





# SAMPLE SESSION 3

## GAME 2 SMART TOUCH ( GO GAMES / GO FOOTBALL / U-12 )



For more detailed rules check out the Go Games document

### PLAYING THE GAME

- 11 v 11
- 2 halves - 20 minutes per half
- 1 goalkeeper, 4 defenders, 2 midfielders and 4 attackers
- Play commences with a throw-in between two players from each team in the middle of the field
- The ball may be caught in the hands and played away by kicking it or striking it with the fist
- The ball may be carried for four steps before bouncing or toe tapping it – players are restricted to one bounce and one toe tap per possession
- A player who is fouled takes the free kick and when an opponent fouls the ball e.g. overcarries it, the player nearest to the ball takes the free
- 1 point when the ball is played over the crossbar
- 3 points when the ball is played under the crossbar

### EQUIPMENT NOTES

- 3 Smart Touch (Size 3) footballs – one placed behind either goal and one in play

## SESSION REVIEW

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# SAMPLE SESSION

## THE HOOK KICK

# 4



### SESSION THEME

- DEVELOP THE HOOK KICK

### EQUIPMENT LIST



### WARM UP OVER THE RIVER (HAVE A BALL / KICKING / LEVEL 3)

#### ORGANISATION

- Divide the players into two groups: each player has a set number of 'lives'
- The players kick pass the ball over a centre zone, a net or guard
- If the ball drops in the centre zone the player who kicked it loses a life
- Use a soft or sponge ball when introducing players to this game



#### KEY POINTS

- Ensure the players have enough room to move around safely

### GAME 1 BULL'S EYE (CATCH & KICK / HOOK KICK / U-10)

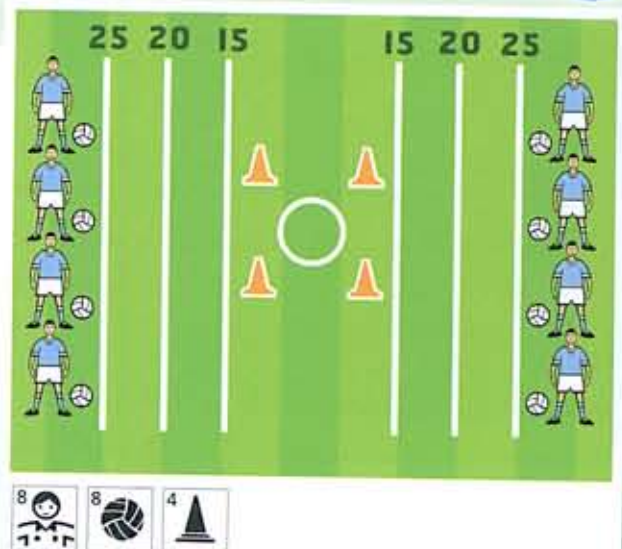
Fun Game to develop the Hook Kick

#### ORGANISATION

- Place 4 cones in a 10m square formation
- Inside the 10m mark out a circle
- Mark out a line of cones 15m, 20m and 25m to either side of the grid
- Divide the players into two groups, one group at either side
- Beginning at one side and behind the 15m line, the players attempt to land the ball in the square or circle
- Award 1 point for every kick that lands in the square and 3 points for every kick that lands in the circle

#### VARIATION

- Progress the drill by moving the players back behind the 20m lines and the 25m lines as they become more proficient





# SAMPLE SESSION 4

## REVISE A TECHNIQUE

### KEY POINTS HOOK KICK (CATCH & KICK / HOOK KICK / U-10)

Here are the Key Teaching Points for the Hook Kick



Hold the ball firmly with both hands  
Point the shoulder towards the target



Release the ball into the hand at the kicking side and extend the opposite arm away from the body to aid balance



Step forward with the non-kicking foot  
Extend the wrist and drop the ball onto the kicking foot



Kick the ball with the inside of the foot



Follow through with the kicking leg across the body in the direction of the target, with the toe pointing upwards



## PRACTISE THE TECHNIQUE

### DRILL 1 CATCH AND KICK

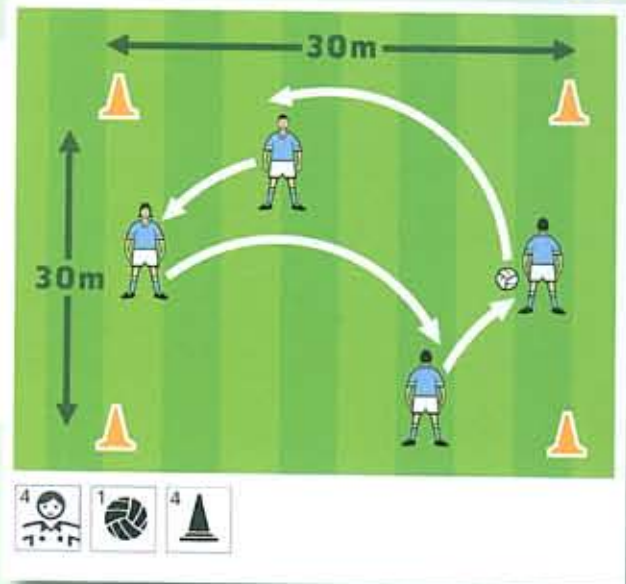
Advanced Drill to practise the Hook Kick technique

#### ORGANISATION

- Mark out a grid approximately 30m X 30m
- The players work in two pairs
- The player in possession must kick to their partner in the opposite pair who must field the ball using the High Catch
- The second player in the opposite pair provides token opposition
- On receiving the pass the ball is transferred to the other player in the pair who in turn Hook Kicks back to their partner
- Encourage the kicker to place the ball to either side of the receiver requiring them to move into position to field the pass

#### VARIATION

- To increase the difficulty of the drill the opponent may provide full opposition to the receiver



## DEVELOP THE SKILL

### ACTIVITY 1 4 GOAL GAME

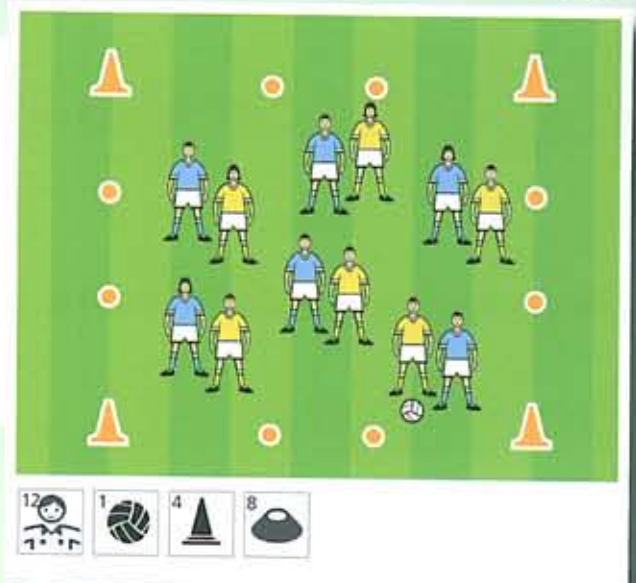
Modified Game to develop the Hook Kick technique

#### ORGANISATION

- Mark out a playing area suitable to the numbers and ability of players
- Using portable goalposts, cones or markers, mark a goal on each side of the playing area
- Divide the players into equal teams
- Possession is retained using the Hook Kick, Hand or Fist Pass
- Each team scores into two goals, ensuring the play is varied and distributed throughout the playing area
- This also gives an advantage to the team in possession as players will find it easier to create space

#### VARIATION

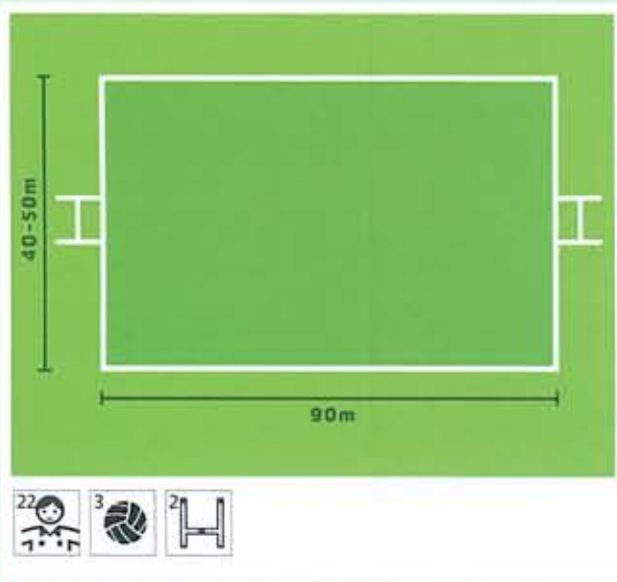
- Require a team to make 2 or 3 passes in succession before scoring





# SAMPLE SESSION 4

## GAME 2 SMART TOUCH ( GO GAMES / GO FOOTBALL / U-12 )



For more detailed rules check out the Go Games document

### PLAYING THE GAME

- 11 v 11
- 2 halves - 20 minutes per half
- 1 goalkeeper, 4 defenders, 2 midfielders and 4 attackers
- Play commences with a throw-in between two players from each team in the middle of the field
- The ball may be caught in the hands and played away by kicking it or striking it with the fist
- The ball may be carried for four steps before bouncing or toe tapping it – players are restricted to one bounce and one toe tap per possession
- A player who is fouled takes the free kick and when an opponent fouls the ball e.g. overcarries it, the player nearest to the ball takes the free
- 1 point when the ball is played over the crossbar
- 3 points when the ball is played under the crossbar

### EQUIPMENT NOTES

- 3 Smart Touch (Size 3) footballs – one placed behind either goal and one in play

## SESSION REVIEW

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# BUILD YOUR OWN SESSION



## SESSION THEME

## EQUIPMENT LIST

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## WARM UP

## PLAY A GAME 1

## REVISE A TECHNIQUE



# BUILD YOUR OWN SESSION

## PRACTISE THE TECHNIQUE



## DEVELOP THE SKILL



## PLAY A GAME 2



## SESSION REVIEW

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# BUILD YOUR OWN SESSION



## SESSION THEME

## EQUIPMENT LIST

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## WARM UP

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## PLAY A GAME 1

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## REVISE A TECHNIQUE

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# BUILD YOUR OWN SESSION

## PRACTISE THE TECHNIQUE



## DEVELOP THE SKILL



## PLAY A GAME 2



## SESSION REVIEW

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CAN  
AWARDS



1 STAR / 2 STAR / 3 STAR / 4 STAR / 5 STAR



# U CAN INTRODUCTION



The U Can Awards are a progressive series of skills challenges for players, designed to assist with, and assess, the development of the skills of Football. There are 15 Skill Challenges divided over 5 Star levels – One Star, Two Star, Three Star, Four Star and Five Star.

Each Star level corresponds to an age or class, but players can also progress at a rate appropriate to their own level of ability and application. Each Star level is made up of 3 Skill Challenges. Awards are made on the basis of proficiency at each challenge.

The U Can Awards Passport is a feature of this scheme which can be used to motivate children – on an intrinsic basis – to practise on their own or with friends. It also provides coaches with a measure of qualitative feedback on the progress being made by each participant. For example, the attainment of the 5 Star Gold Award provides conclusive evidence of the fact that the participant has achieved full playing proficiency on the left and right hand side of the body.



## SCORING THE U CAN AWARDS

- Each Star level is made up of 3 Skill Challenges
- Each Skill Challenge is scored on a points system
- All participants have three attempts at each Skill Challenge
- Each attempt is worth between 0-2 points giving a possible total of 6 points for each Skill Challenge
- A Gold, Silver or Bronze Award for Proficiency at that skill is then awarded as follows:

5 – 6 points = **Gold**

3 – 4 points = **Silver**

0 – 2 points = **Bronze**



This resource provides the coach with all the information necessary to set up each of the Skill Challenges across the 5 Star levels.

# ONE ★ STAR CHALLENGES



## CHALLENGE 1 PUNT KICK

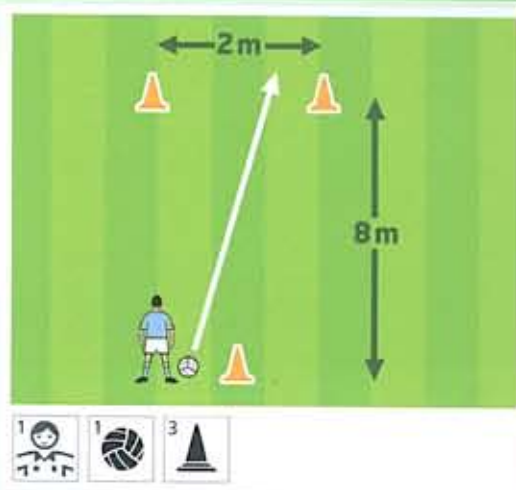
A skills challenge to test proficiency at the Punt Kick

### ORGANISATION

- Mark out a goal 2m wide with two cones
- Place another cone 8m from the goal where the players will kick from
- The player stands at the cone and attempts to kick the ball through the goal, once with their right leg and once with their left
- The ball must pass through the goal without bouncing or rolling

### SCORING

- The player is awarded 1 point for each goal scored
- Attempt the challenge three times giving a possible total of 6 points



## CHALLENGE 2 BODY CATCH

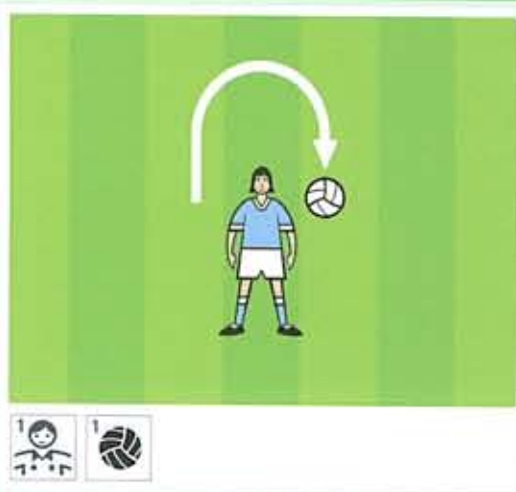
A skills challenge to test proficiency at the Body Catch

### ORGANISATION

- The player throws the ball 1m above their head and catches it as it drops

### SCORING

- 1 point is awarded for each successful catch
- Attempt the challenge six times giving a possible total of 6 points



## CHALLENGE 3 HAND PASS

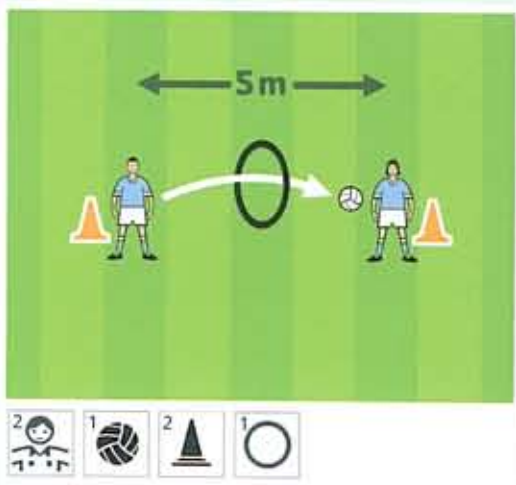
A skills challenge to test proficiency at the Hand Pass

### ORGANISATION

- Place two cones 5m apart
- The performing player stands at one of the cones and attempts to Hand Pass the ball through a target held by another player at the second cone

### SCORING

- 1 point is awarded for each Hand Pass through the target
- The challenge must be attempted six times, three with the left hand and three with the right giving a possible total of 6 points

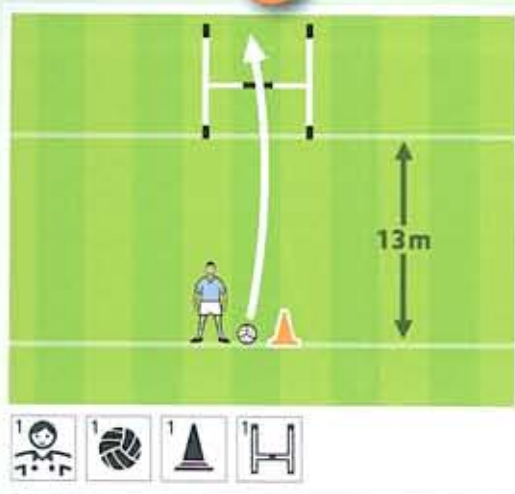




# TWO★STAR CHALLENGES



## CHALLENGE 1 HOOK KICK



A skills challenge to test proficiency at Hook Kicking for a point

### ORGANISATION

- Place a cone 13m in front of the goals
- The player performs the Hook Kick from the cone attempting to score a point

### SCORING

- 1 point is awarded for each point scored
- The challenge must be attempted six times, three with the left foot and three with the right foot, giving a possible total of 6 points

## CHALLENGE 2 HIGH CATCH



A skills challenge to test proficiency at the High Catch

### ORGANISATION

- Set up a grid 3m X 3m, with a further cone 3-5m to each side
- The player lines up at one side and the Coach (or a second player) stands at the other
- The Coach throws the ball underarm as the player moves into the square to catch the ball overhead
- The player then returns to the cone and repeats the challenge

### SCORING

- 1 point is awarded for each successful catch
- Attempt the challenge six times giving a possible total of 6 points

## CHALLENGE 3 CROUCH LIFT



A skills challenge to test proficiency at the Crouch Lift

### ORGANISATION

- Set up three cones in a line at intervals of 5m
- Place a football at the first and the last cone
- Starting from one end the player Crouch Lifts the first ball and places it at the second cone
- Continuing on to the last cone, the player lifts the ball and returns to place it at the first cone
- Finally, the ball at the middle cone is lifted and placed at the last cone
- The challenge is complete when the player returns to the start

### SCORING

- 1 point is awarded for each successful lift made at the first attempt
- The challenge must be attempted twice, giving a possible total of 6 points



# THREE★STAR CHALLENGES



## CHALLENGE 1 FIST PASS

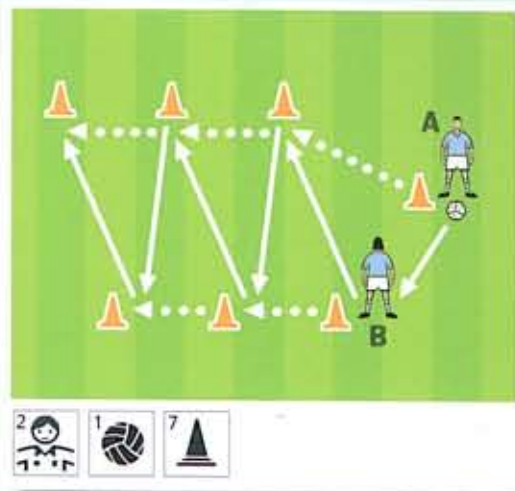
A skills challenge to test proficiency at the Fist Pass

### ORGANISATION

- Using seven cones at intervals of 5m set up a formation as shown
- One player, 'the server', stands at the first cone; a second player, 'the challenger', stands at the second cone
- Player A throws the ball to Player B to catch; Player B then Fist Passes the ball back to Player A
- They continue this, moving in a zig-zag formation, Player B using alternate hands each time

### SCORING

- 1 point is awarded for each Fist Pass made, three with the right hand and three with the left hand, giving a possible total of 6 points
- Failing to catch the ball should not be penalised



## CHALLENGE 2 TOE TAP

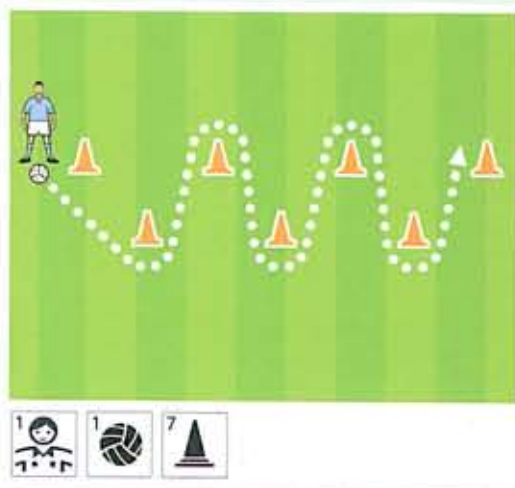
A skills challenge to test proficiency at the Toe Tap

### ORGANISATION

- Using seven cones at intervals of 5m set up a formation as shown
- Beginning at one end the player Toe Taps as they round each of cones 2 to 6 in a zig-zag formation to finish with a final toe tap as they pass cone 7
- The player must use their right foot to Toe Tap as they pass a cone to the right and their left foot as they pass a cone to the left

### SCORING

- 1 point is awarded for each successful Toe Tap, three with the right foot and three with the left foot, giving a possible total of 6 points



## CHALLENGE 3 BLOCK DOWN

A skills challenge to test proficiency at the Block Down

### ORGANISATION

- Place three cones to form a triangle, each cone 3m from the others
- The kicker alternates between Cone 1 and 2
- The blocker moves to Block the kicker at Cone 1 and 2 in turn

### SCORING

- 1 point is awarded for each successful Block, one from the right and one from the left
- The challenge must be attempted three times giving a possible total of 6 points

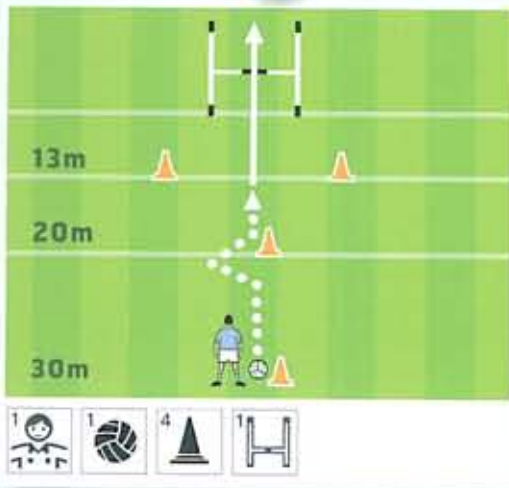




# FOUR★STAR CHALLENGES



## CHALLENGE 1 EVADE AND PUNT KICK



A multi skill challenge to test the Solo, Evasion and the Punt Kick for a score

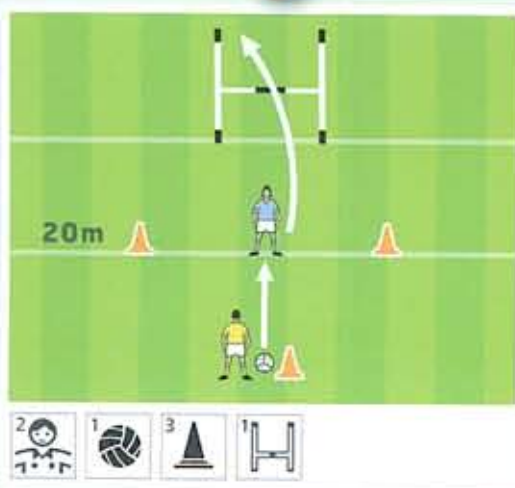
### ORGANISATION

- Place one cone 30m in front of goal; place a ball at this cone
- Place a second cone 20m from goal and two further cones marking the 13m line
- From the first cone the player must Solo, Side Step the next cone, and Bounce the ball before Punt Kicking for a point before the 13m line
- The player repeats the challenge using the other foot

### SCORING

- 1 point is awarded for each point scored, one using the right foot and one using the left
- Attempt the challenge three times giving a final possible total of 6 points

## CHALLENGE 2 CATCH AND KICK



A multi skill challenge to test the High Catch and Hook Kick for a score

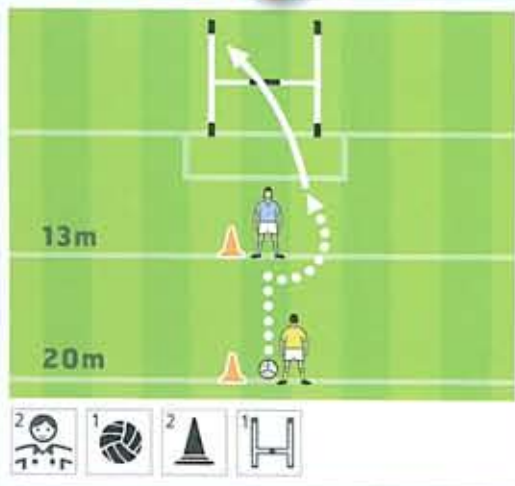
### ORGANISATION

- The challenging player stands on the 20m line facing away from the goal
- Another player serves the ball for the player to Catch above their head before turning and Hook Kicking for a point with the dominant foot
- The challenge is repeated with the non-dominant foot

### SCORING

- 1 point is awarded for each point scored
- Attempt the challenge three times giving a final possible total of 6 points

## CHALLENGE 3 FEINT AND PASS



A multi skill challenge to test the Feint and Fist Pass for a score

### ORGANISATION

- Place a cone on the 13m line
- Standing on the 20m line facing the goals the player rolls the ball, following to lift it as it moves away
- Continue using a Feint to evade a stationary defending player at the 13m cone before Fist Passing the ball over the bar from outside the small square
- Repeat the challenge lifting with the other foot, feigning to the opposite side and Fist Passing with the other hand

### SCORING

- 1 point for each point scored, 1 using the right and 1 using the left hand
- The challenge must be attempted 3 times giving a possible total of 6 points



## CHALLENGE 1 BLOCK DOWN

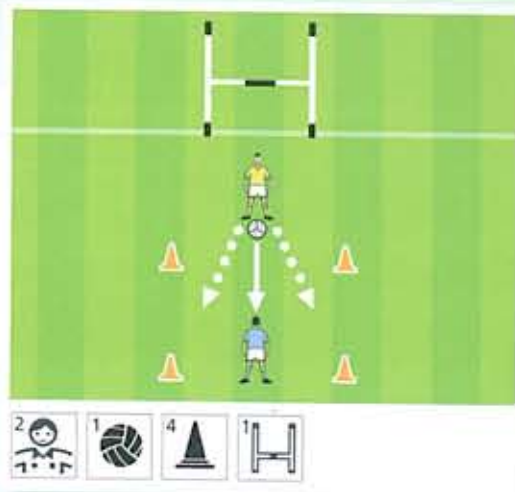
A skill challenge to test the Block Down on an opponent attempting to score

### ORGANISATION

- Set up a grid in front of the goal area 7m X 7m
- The defending player stands between the grid and the goals
- The kicking player occupies the grid
- On the whistle the defending player rolls the ball to the kicking player
- Once in possession the kicking player must shoot for a point without otherwise playing the ball
- The defending player rushes forward to Block Down the shot

### SCORING

- 1 point is awarded for each successful Block Down
- Attempt the challenge six times, the kicker attempting three shots off the left and three off the right, giving a possible final total of 6 points



## CHALLENGE 2 PUNT KICK FOR GOAL

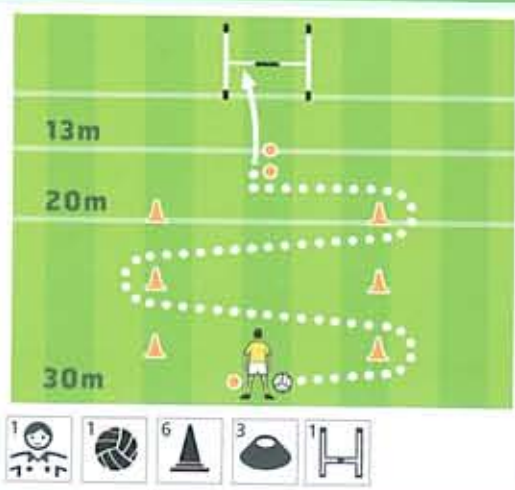
A multi skill challenge to test the Solo and Punt Kick for a goal

### ORGANISATION

- Set up a formation as shown between the 30m marker and the 20m line
- Place 2 further markers directly in front of the scoring space as shown
- Beginning at the 30m marker, the player Solos the ball around three of the cones in a zig-zag formation
- Use the outside foot to Solo the ball at all times
- The player Punt Kicks the ball before the 13m line

### SCORING

- 1 point is awarded for each goal scored; the ball must pass under the crossbar without touching the ground
- The challenge must be attempted six times, three shots off the left and three off the right, giving a possible total of 6 points



## CHALLENGE 3 FREE KICK FROM GROUND

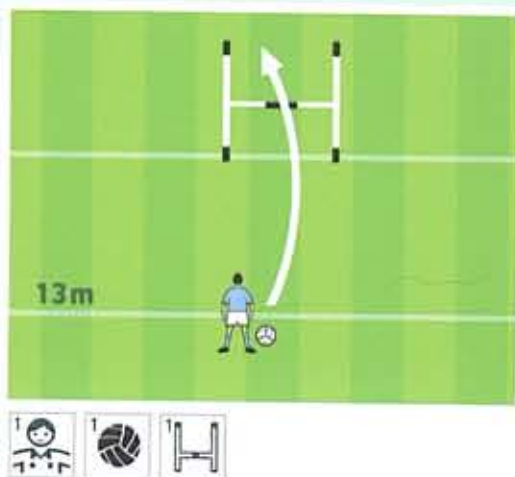
A skill challenge to test proficiency at the Free Kick from the Ground

### ORGANISATION

- Place a football on the 13m line
- Keeping within the rules the player kicks the ball from the ground so as to pass over the crossbar

### SCORING

- 1 point is awarded for each point scored
- The challenge must be attempted six times, the kicker attempting three shots off the left and three off the right, giving a possible total of 6 points





# WATCH OUT FOR THE U CAN PASSPORTS. COMING SOON TO A CLUB NEAR YOU.

The U Can Awards are a progressive series of skills challenges for players, designed to assist with, and assess, the development of the skills of Football. Find out more about them from your local Club or County Games Development Committee.



To find out more about the U Can Awards check out our website on [www.gaa.ie](http://www.gaa.ie)



**SKILL  
STAR  
CHALLENGE**

SOLO RUN / FIST PASS / HOOK KICK / PUNT KICK / FREE TAKING





# SKILL STAR INTRODUCTION



The Skill Star Challenge is an extension of the U Can Awards implemented through primary schools and is aimed at players in the 13/14 age bracket. It provides an opportunity for the most technically proficient players to perform at a club, county, provincial and national level.

## SCORING

Each Challenge has a specific scoring scheme, with points being awarded for successfully completing the task within a set time period. Points will be deducted for going over time.

## ENTERING THE AWARDS

There are five challenges to complete. Children can enter the awards through schools or local clubs.



## THE FOLLOWING ARE THE CHALLENGES:

### CHALLENGE 1

This is a skills challenge to test proficiency at the **Solo Run**

### CHALLENGE 2

This is a skills challenge to test proficiency at the **Fist Pass** for a score

### CHALLENGE 3

This is a skills challenge to test proficiency at the **Hook Kick** for a score

### CHALLENGE 4

This is a skills challenge to test proficiency at the **Punt Kick** for a score

### CHALLENGE 5

This is a skills challenge to test proficiency at **Free Taking**



# SKILL STAR CHALLENGES



## CHALLENGE 1 SOLO RUN

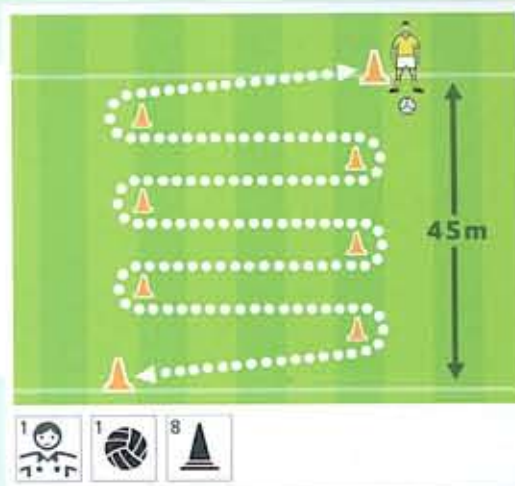
A skill challenge to test proficiency at the Solo Run

### ORGANISATION

- Using eight cones at intervals of 7m set up a formation as shown between the 45m line and the endline
- Starting at the endline, the player must Solo in a zig-zag manner around each of the cones using the right foot and the left foot
- Toe tap using the outside foot rounding each cone
- One Bounce is allowed between cones
- Turn around the last cone and continue to Solo back through the cones to finish at the endline again

### SCORING

- Award 40 points for completing the challenge, within 50 seconds
- For each second over the allotted time, deduct 2 points



## CHALLENGE 2 FIST PASS

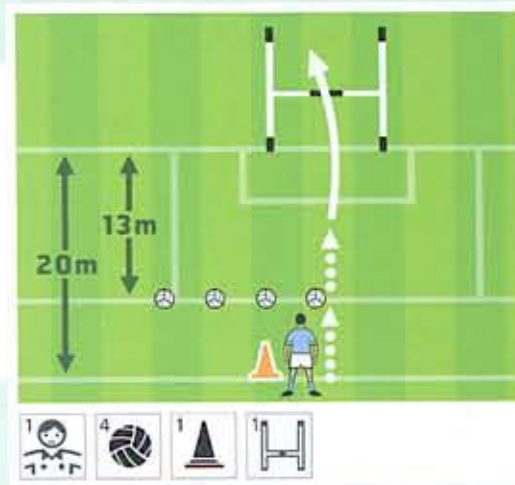
A skill challenge to test proficiency at the Fist Pass for a score

### ORGANISATION

- Place 4 balls, 2m apart, on the 13m line in front of the scoring space
- The player, beginning on the 20m line, runs to Crouch Lift the first ball
- Continue towards goal to Fist Pass the ball over the bar from outside the small rectangle
- Return to round the start cone each time, repeating the challenge with the remaining balls
- Use the dominant hand and the non-dominant hand twice each
- The Fist Pass must be used to score

### SCORING

- Award 10 points for each point scored, within a time limit of 36 seconds
- For each second over the allotted time, deduct 2 points



## CHALLENGE 3 HOOK KICK

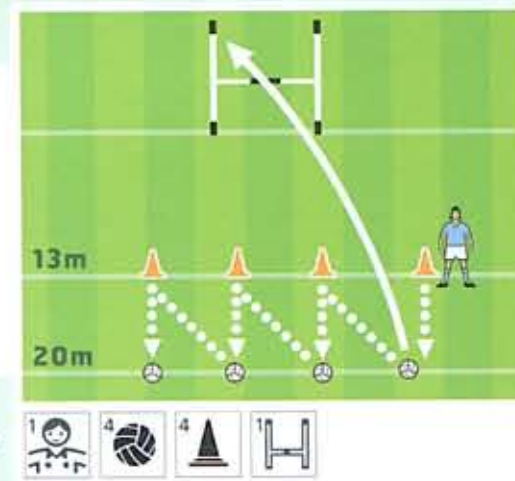
A skill challenge to test proficiency at the Hook Kick for a score

### ORGANISATION

- Place four balls 10m apart, 1m outside the 20m line and evenly spaced to either side of the goal area
- The player, beginning on the 13m line, runs to Crouch Lift the first ball; Hook Kick the ball from outside the 20m line to pass over the crossbar
- Continue to round each cone on the 13m line, repeating the challenge with the remaining balls
- The player may use the dominant foot for all efforts
- Finish by sprinting across the 13m line

### SCORING

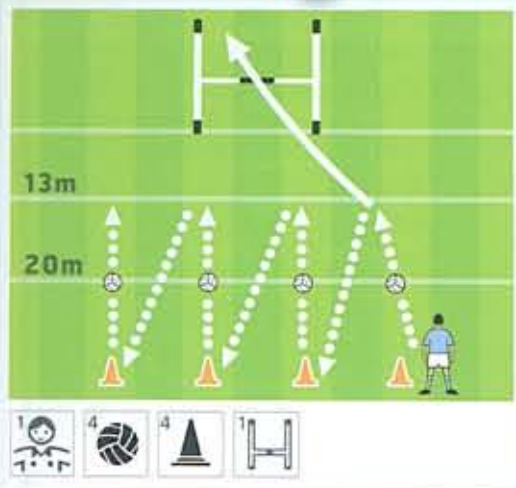
- Award 10 points for each point scored, within a time limit of 50 seconds
- For each second over the allotted time, deduct 2 points





# SKILL STAR

## CHALLENGE 4 PUNT KICK



A skill challenge to test proficiency at the Punt Kick for a score

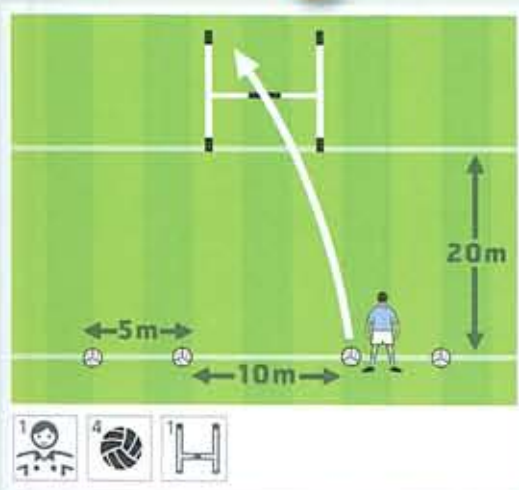
### ORGANISATION

- Place four balls 10m apart on the 20m line
- The player, beginning 25m from goal, runs to Crouch Lift the first ball; continue towards goal to Punt Kick the ball over the bar from outside the 13m line
- Round each cone at 25m, repeating the challenge with remaining balls
- The player must use the right foot, when approaching the goal, for the two efforts from the left and vice versa
- Finish by sprinting back to a 25m cone

### SCORING

- Award 10 points for each point scored, within a time limit of 50 seconds
- For each second over the allotted time, deduct 2 points

## CHALLENGE 5 FREE TAKING



A skill challenge to test proficiency at Free Taking

### ORGANISATION

- Place four balls along the 20m line
- Two balls, 5m either side of a point in line with the centre of the goal
- A further two balls, 5m either side of these two
- The player, starting at a ball of their choice, must kick each ball off the ground in an attempt to score a point
- The player may use the dominant foot for all efforts
- There is no time limit

### SCORING

- Award 10 points for each point scored, giving a possible total of 40 points

# OTHER Fun Do RESOURCES

## GAA Fun Do HURLING RESOURCE

The GAA Fun Do Learning Resource Pack for Hurling incorporates a number of elements which enable Coaches to assist and challenge players to develop their full playing potential in a fun-filled environment. These elements are as follows:

- Lift and Strike Coaching Classes
- Wall Ball
- Sample Sessions
- U Can Awards
- Skill Star Challenge



## GAA Fun Do GO GAMES RESOURCE

When children play games amongst themselves, everyone will get a 'Go' for the entire 'Game' – hence the name 'Go Games'. These are a series of small-sided skill development games – First Touch (U-8), Quick Touch (U-10) and Smart Touch (U-12) – where the playing rules and equipment are modified to ensure that participants develop the skills of the game and derive maximum enjoyment while doing so.



## ABC/HAVE A BALL NURSERY PROGRAMME RESOURCE

The ABC/Have a Ball Nursery Programme is a series of fun-based exercises to develop basic movement (motor) skills for children aged 4-8 years. They include exercises for the development of Agility, Balance, Coordination, Running and Jumping. The Have a Ball Nursery Programme complements the ABC programme and consists of exercises to develop ball manipulation skills e.g. Throwing, Catching & Passing, Striking or Kicking.



## GAA Fun Do COACHES RESOURCE

The GAA Fun Do Coaching Information Resource Pack includes a range of information for coaches. Topics such as catering for the needs of children in a fun and positive environment, organising and planning sessions, introducing new skills, varying activities to suit the needs of players of different needs and abilities are all included in this section.



### The GAA Code of Best Practice for Youth Sport

Cumann Lúthchleas Gael believes that a youth-centred approach should be adopted by everyone involved in the promotion and development of Gaelic games at underage level. The Grassroots to National Programme (GNP) and the associated Fun Do initiatives are firmly rooted in this philosophy, a philosophy that may be best summed up in the statement: "the greater the sense of achievement, fun and fair play that young people experience when participating in Gaelic games, the more they will enjoy their involvement and strive to develop their true potential".

