

1.	Aeroplane Stop	2.	King of the Castle	3.	Freeze Ball
Set-up	Place 6 cones in a circle. Each player has a ball.	Set-up	Tight circle of 6 cones (the castle), with all 8 balls inside.	Set-up	Use a whole field with a line of 6 cones across halfway. Players line up at one goal line with a ball each.
Action	<ol style="list-style-type: none"> Game leader blows whistle, players dribble the ball around the cones. When whistle blows – stop ball, look at leader and balance on one foot and stretch arms out like an aeroplane. 	Action	<ol style="list-style-type: none"> Revise last week's 'Aeroplane Stop' for 2 minutes. Game leader (The King) throws balls outside the castle in all directions. Players chase the balls and dribble them back into circle. 	Action	<ol style="list-style-type: none"> Revise last week's 'Aeroplane Stop' for 2 minutes. Game leader blows whistle and players dribble the ball to other end of field. Before they reach the cones, Game leader whistles – for an 'Aeroplane Stop.' On whistle, dribble again. Once past cones players can dribble to other end and shoot.
Variations	<ol style="list-style-type: none"> Leave the ball, switch to a new one. Use both feet when dribbling. 	Variations	<ol style="list-style-type: none"> One foot dribbling favourite/other Try and hit a cone with the ball when passing the ball in the castle. 	Variations	<ol style="list-style-type: none"> Begin drill again, working back up the field in other direction. Use both feet when dribbling

4.	Tunnel Football	5.	Pirate soccer skills	6.	Cannonball pass
Set-up	One ball between two.	Set-up	Each player has a ball at their feet.	Set-up	6 cones in pairs 1-2m apart. players spread across either side of cones one ball between two
Action	<ol style="list-style-type: none"> Revise last week's 'Aeroplane Stop' for 2 minutes One player makes a tunnel with legs. The other player passes through legs and retrieves the ball. Continue for 2 minutes then swap roles 	Action	<ol style="list-style-type: none"> Dribble around the deck, interspersed with blowing whistle and saying 'Sweep the Decks' or 'Stamp the Rats' or 'Roll the Cannonball' Action: Sweep the Deck' toe taps Action: 'Stamp the Rats' sole taps Action: 'Roll the Cannonball' – Roll foot over ball from side to side. 	Action	<ol style="list-style-type: none"> Revise last week's pirate skills Player passes ball through the gap in the cones receive a ball that's been passed; and repeat
Variations	<ol style="list-style-type: none"> Switch pairings How many can you do before I blow the whistle?. 	Variations	<ol style="list-style-type: none"> Leave the ball, switch to a new one. Use both feet when dribbling. 	Variations	<ol style="list-style-type: none"> Use other foot Players pass ball , receive and then hit a cones, switch sides Pass 'inside the gate' and then 'outside the gate"

7.	What's the time Mr Wolf	8.	Ice Monster	9.	Food for the crabs
Set-up	Use half a field with a line of players at the goal line with a ball at their feet.	Set-up	Set up square with 6 cones 1 ball each, except for player who is the first 'Ice Monster'	Set-up	Set up square with six cones One ball each except for the players that are crab
Action	<ol style="list-style-type: none"> Revise last week's pirate skills Leader at the half way line facing the players. Players call out "What's the time Mr. Wolf?" Leader says a number between 1 and 12. Players dribble towards wolf with touches that match number then stop the ball. Repeat until leader calls "Goal Time!" Players turn and dribble back to goal and score. Begin drill again 	Action	<ol style="list-style-type: none"> Revise last week's pirate skills Players dribble within the area. The "Ice Monster" seeks to touch each player's ball, at which points that player "freezes" with their foot on the ball. If a player's ball goes out of bounds, they also freeze. The last unfrozen player is the 'Ice Monster' for the next round. Repeat until all players have had a turn being the "Ice Monster" 	Action	<ol style="list-style-type: none"> Revise Pirate skills 2-3 players are 'crabs' that move around on their hand and feet chest facing upwards In the square, players dribble their ball to avoid becoming 'food for the crabs' If the crabs kick out a ball the player has been eaten and becomes a crab instead Swap frequently until all players had a go at being a crab
Variations	<ol style="list-style-type: none"> use both feet use 'other foot' only do sole taps 	Variations	<ol style="list-style-type: none"> Have to dribble through middle of area Use both feet Use other foot only 	Variations	<ol style="list-style-type: none"> Use both feet Use other foot only Increase number of crabs