



RS	ENAL.COM/MEM	BERSHIP		JOIN AT WWW.ARSENAL.C			L.CO
	SYG MODEL	DAY1	DAY2	DAY 3	DAY 4	DAY 5	
	SESSION TYPE	Strong Young G unner Session					
	EFFECTIVE TEAM PLAYER	Ball Mastery, Dribbling & 1v1s	Posession Principles: Passing & Receiving	Transitions: Counter Press & Counter Attack	Create & Finish the Attack: Decision Making & Ball Striking	Tournament/ Game Day	
	EFFICIENT MOVER	Agility, Speed, Balance, Sprint Repeatability	Balance, Coordination, & CV Endurance	Footwork, Agility, Speed, Balance, Sprint Repeatability	Agility, Speed, Coordination, Sprint Repeatability	Functional Movement	L
	LIFELONG LEARNER		Le	Growth Mindset, Self-Reflection, arning how to be a Team Player			
	CHAMPION MENTALITY *TERMINOLOGY WILL BE CATERED TO THE AGE GRO			Every Choice, Behaviour & Day Matters			