



Warm Up: 5 min – Puckhandling

Players skate around the rink handling a puck. On whistle, they jump into the nearest circle and stickhandle, exit on next whistle and continue around the rink in the opposite direction.

Coaches use this time to set up stations

Stations: 6 Stations x 6 minutes

On the whistle to change stations, players do 5 jumping jacks before moving on to the next activity. Coaches distribute water at each station as the players arrive.

Station 1: Skating (ABC's)

Run on skates, drop to knees, drop to single knee, drop to knees and spin 360, arm circles forward, arm circles backward, arm circles 1 forward & 1 backward, 2 foot power jumps, log role to right, log role to left. Practice the skill to the blue line and back.

Station 2: Freeze Tag

Coach tags or selected players do the tagging. The tagged player is frozen and stands in the hockey ready position until he is set free. The tagged player is set free when someone skates a circle around him.

Station 3: Passing

Players practice passing technique on both the forehand and backhand. Players should be positioned so that they make the passes across their body. Sweep the ball when passing and keep the hands out away from the body. Use softballs to force proper technique.

Station 4: Chaos Stickhandling

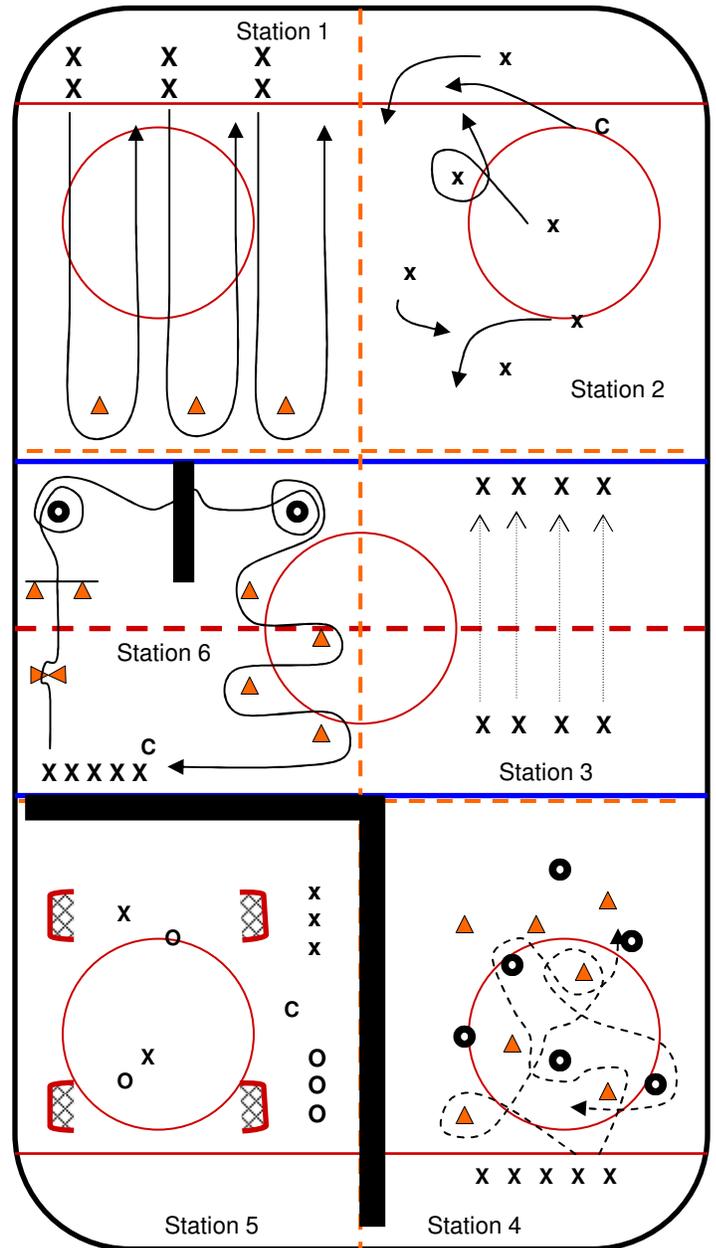
Players stickhandle skating around obstacles. All players are involved. The coach can switch to players going in pairs in a follow the leader setup. Check to see that each player is holding their stick properly. Hands about shoulder width apart and top hand at the end of the stick partially held in the palm with the V between thumb and forefinger on top of the stick like you would hold a hammer.

Station 5: 1v1 Hockey

Keep two 1v1 hockey game going with a change of players every 30 seconds.

Station 6: Obstacle Course (ABC's)

Have players begin obstacle course by starting on their knees, stomach, back, etc. Jump over obstacle, immediately followed by sliding under an obstacle. Include 360 degree turns and a slalom course. On all turns, lead with stick.



Game: Pom Pom Pull Away (9 Minutes)

Players must skate to opposite end of ice without being tagged by selected taggers. Once tagged players stand along boards. Last survivor wins.

Coaching Tip:

Have the coaches distribute the water at each station by spraying it directly to the players. Coaches handling the bottles improves the efficiency and reduces time wasted.

For more practice plans in the 8U Mite progression see www.admkids.com