GOOD EVENING EVERYBODY ©

We will be with you shortly

Please turn microphones and videos off for now

Use the 'Chat Box' to submit answers, points of view or questions

This evening's presentation will be shared with you afterwards

You'll need a pen and paper

Our session this evening will not be providing CoVid specific information, so please continue to follow Government, CFA, local League and Club guidance

Whilst you're waiting, please put the most memorable football/sporting moment from your childhood into the chat box...... go!





The Youth Development Phase – Creating Positive Player Experiences

Tonight's Presenters



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You....

In the chat box answer these 3 questions in one message:

- What is the one value you stand for most?
- What is your favourite music or band?
- What's your favourite thing to do with your time?

A Younger You....

Now answer these 3 questions but think back to when you were a teenager:

- What is the one value you stood for most when you were a teenager?
- What was your favourite music or band?
- What was your favourite thing to do with your time?

YDP DNA - ETHOS & PRINCIPLES

Ethos

Love the ball; Love the Game
Developing People; Developing Players
Inclusive experiences For All

CORE Principles

- Creating the Environment
- Play, Practice & Competition
- Developing the Individual (within the team)
- Play with Freedom



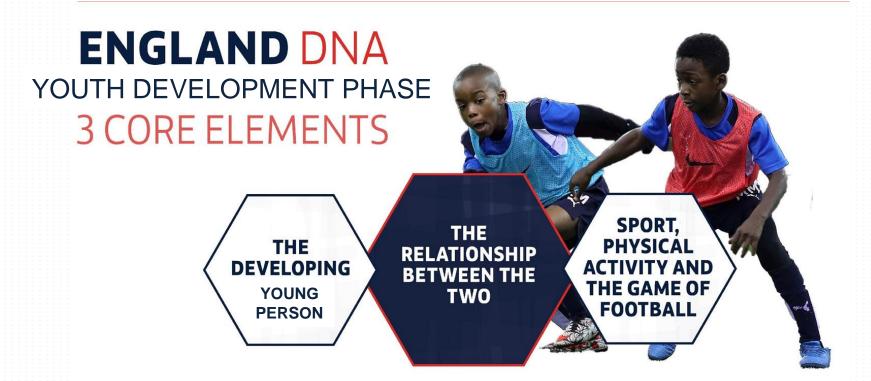
Creating Positive Experiences

Learning Outcomes:

Ways to help engage Youth Development Phase (12-16) players

Gaining a better understanding of your players' social and psychological development

Play, practice and competition: what should it <u>look and feel like</u> for this age group?



Helping each individual maximise their enjoyment and potential

"Every young person who chooses to play, should have a brilliant experience through football"

Early Adolescence

When does early adolescence start?

How do we utilise this second window of opportunity?

Create a survey to help you know what *your* players want from their football?



EASINGTON SPORTS FC U12 REDS

SEASON EXTENSION SURVEY BOYS' INSIGHTS

I. NAME *	
	Enter your answer
2. INDIVIDUAL: How would you like to benefit from the next 'extra' month of ESFC football? *	
	Enter your answer

At what stage of development are the players you coach, socially and psychologically?

How do you know?



Adolescent-focused environments

- Connect with each individual as person and player
- **Nurturing** through adolescence (childhood towards adulthood)
- Work from their unique foundation
- Challenge and Support "Early" and "Late" developers

"Consider where each individual is presently at; bearing the future in mind"

"Play with Freedom"

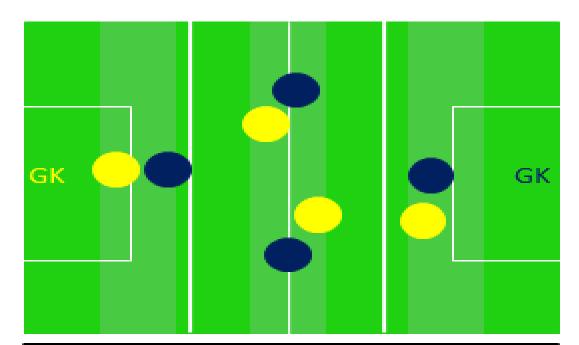
- Valuing self-expression, imagination and creativity
- Exploring their own game and capabilities as they grow
- Keep improving the fundamental core skills
- Individuality for the benefit of the team

Developing each Individual within the team

- They're still not Adults avoid premature professionalism
- Help **scaffold** their learning; don't skip stages!
- Adapting to individuals' changing developmental needs
- Focus on **individual** & collective; skills & principles (& then positions)

5 Goal Challenge

Examples: RF / LF / 1 Touch / Head / Volley



Other Goals:

Combination/1 Touch/Nutmeg/Everyone to Score Changes:

Points per goal: Instead of 5 to win, first to 10 points

Setup:

Small Sided Pitch Split into 1/3 - Optional In area to score

Aim:

Engaging Game Problem Solve / Strategy Finishing

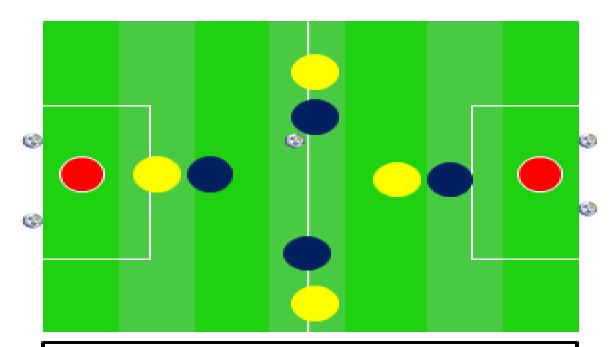
Notes:

Choose goals carefully Points per type of goal? Keep Score!

Tactical:

Encourage playing through the midfield 1/3 Creating Goal Scoring Opps

"Empty the Net" - Playing out from the Back



Language:

Team Tactics / Strategy Play forward when possible Attack with speed Match - setup as shown

2 Teams: 5 v 5 (inc GK)

When a goal is scored, that ball stays in the goal. Play is restarted with a ball from the goal scorer's net.

Empty your net to win the game.

Use a whiteboard for players to keep their own tally

Remember to Keep Score and set a time limit

Play, Practice & Competition

- "Play" & "Practice"
- Framing Competition Appropriately
- Training & Matches Ratio & Volume
- Play 11v11 + variation of formats & competitions

Committing to becoming better at Creating positive experiences

- 1. Behave Positively applying appropriate focus, meeting the collective expectations.
- 2. Are good **Learners** engages in learning to develop themselves and their game.
- 3. Are good **Team players** understands their own and others role within the team.
- 4. Manage Relationships well works effectively with others, both on and off the pitch.
- 5. Show Independence displays traits of independence in a positive constructive way.

NEXT STEPS

Try a few things out in preparation for your next training session

Share some of tonight's ideas with coaches at your club

Let us know about your success stories

Spend some time on:

The Boot Room

The FA Community

FA Learning - YouTube

Contact Lawrence, Martin or Vinny if you would like more information around how they might support you moving forward



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