

GAA Coaching & Games Development Annual Report 2020





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Baseline Data 2020

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Behaviours &
Culture - the Key
to Sustaining
Success



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10:00 AM

12:00 PM

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Croke Park



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BASELINE DATA 2020

The following sections provide an overview of the participation levels and activity generated through projects undertaken by GAA Coaching & Games Development Nationwide during 2020.

Clubs	
No. of Clubs	1,614
Membership	
No. of registered male members (8-12 years)	87,914
No. of male playing members (8-12 years)	82,489
No. of registered male members (13-21 years)	107,588
No. of male playing members (13-21 years)	99,480
Membership	
No. of Youth Teams (Total)	18,593
No. of Hurling Teams	6,980
No. of Gaelic Football Teams	11,613
No. of U20 Teams (Total)	408
No. of Hurling Teams	127
No. of Gaelic Football Teams	281
No. of U21 Teams (Total)	917
No. of Hurling Teams	391
No. of Gaelic Football Teams	526
No. of Adult Teams (Total)	4,053
No. of Hurling Teams	1,466
No. of Gaelic Football Teams	2,567



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An Introduction

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INTRODUCTION TO GAA COACHING & GAMES DEVELOPMENT ANNUAL REPORT 2020

2020 for all of us is a year that will live in the memory. It has brought many challenges and hurdles for everyone involved in Gaelic Games both in a professional and voluntary capacity over the last nine months. However, it has also demonstrated the hugely significant and invaluable part played by Gaelic Games in the lives of communities, players, coaches, volunteers, teachers, students, parents and spectators throughout the country. Even though the Covid-19 cloud was and is dark, it has at times had some silver linings and the work, dedication, commitment and perseverance undertaken across the Coaching and Games Development network nationwide by staff and volunteers cannot go unnoted. Faced with ongoing uncertainty and challenges - many of which were outside of their control and due to changeable public health restrictions - staff, volunteers and all those who have an involvement in Coaching and Games provision went above and beyond in 2020. For this, we would like to say thank you to everyone who worked tirelessly during the year to restart, sustain and provide Coaching and Games opportunities during what was a very difficult year for those involved in sport.

In a Games Development context, it has provided opportunities to review and reflect on our programmes, initiatives, competitions and our associated structures of provision and methods of delivery. One could argue it has facilitated us to become more agile, forward-thinking and adaptable in terms of progressing and bringing forward the implementation of new initiatives which were in development. These ranged from the delivery of a very successful online series of Coach Webinars when all formal face-to-face Coach Education was suspended, the undertaking by the Association of the largest Gaelic Games Coaching survey ever conducted, the development of a new Cúl Camps coach education module and a comprehensive review of the youth age grade programme in all 32 counties, to name but a few.

To be able to return to activity safely, the pandemic saw all sections of the GAA having to implement robust Return to Gaelic Games Activity protocols and safety measures since July 2020. This involved the roll-out of health questionnaires and online training for all those involved in the delivery, coaching and playing of our games. Since July, in excess of 10 million health questionnaires have been completed on the new Foireann IT system. We were in a fortunate position that once Lockdown 1 restrictions were lifted in July 2020, Cúl Camps, Youth Age Grade competitions and Go Games were able to commence in many counties over the summer and early autumn months. Non-contact training with underage players continued in the club setting with children of school going age until December 2020 and a workgroup established by the Coaching and Games Development Department devised a resource featuring and promoting social distancing friendly activities for Gaelic football and hurling. In addition to this, a dedicated plan was developed and implemented with key stakeholders to support and sustain Primary Schools Gaelic Games activity and coaching from September to December. The accompanying resources were launched in September 2020. We are extremely appreciative and heartened to see the response of Primary Schools, Principals and Teachers to the resources and having our full-time Coaching and Games Development personnel in counties return to the school setting to provide coaching to classes and students in a socially distanced manner.

The GAA Coaching and Games Development Department commenced 2020 with the appointment of a new Director of Coaching and Games Development with Mr. Shane Flanagan taking up the position in January. Our annual GAA Coaching Conference kickstarted the year on 11th and 12th January and was attended by over 900 coaches. Following on from the completion and launch of the Talent Academy and Player Development Report, recommendations were made with regards to the implementation of a new player and coach development framework. Such recommendations were agreed by Provincial and County Games Managers at a two-day consultation and planning workshop held during January in Croke Park. These recommendations formed the basis of our 2020 priorities and subsequent work plans.

However, within a few short weeks Coaching and Games Development was very much thrown into the unknown situation of a nationwide lockdown, with games and training at all levels being suspended from March to July 2020. This cessation of activity at a period during the year whereby Coaching and Games Development programmes at national, provincial, county and club level would be up and running and scheduled for the summer months, saw us having to pivot our operations and delivery mechanisms to reflect the restrictions and guidelines which became the norm throughout 2020. Being agile and flexible in terms of programme provision and delivery was critical to ensure we kept our playing members engaged and active at a time when face-to-face interaction was severely curtailed.

Like all activities in 2020, our programme and playing numbers in certain cases were impacted compared to previous years due to public health restrictions which varied from county to county towards the latter end of 2020, the compacted playing season and restricted access to some of the environments through which we would have delivered Coaching and Games in previous years. The report below provides an overview of the types of Coaching and Games Development activity which did take place across national, provincial, county, club and school levels during 2020.

Shane Flanagan

GAA Director of Coaching & Games Development

The image shows two young boys in school uniforms standing on a paved area. They are both holding soccer balls. The boy on the left is looking down at his ball, while the boy on the right is looking towards the camera. In the background, there is a stone building and other people. The entire image has an orange tint. The text "Player & Coach Development Activity 2020" is overlaid in the center in a blue, bold, italicized font with a white outline.

***Player & Coach
Development Activity 2020***



PLAYER & COACH DEVELOPMENT ACTIVITY 2020

One of the key achievements this year was the development of a new player pathway framework, one we plan to formally launch soon. Its purpose is to develop players holistically (as players and people) by providing them with The Right Support at The Right Time, to ensure they are equipped with the knowledge and skills to reach their potential, whatever that might be. The goal is to recruit and nurture players, so they Play and Stay with the GAA and in doing so, sustain our unique national games in every community across the country. The GAA Player Development Framework is underpinned by six principles to guide player development within the Association and are aligned to our GAA Values - Community Identity; Amateur Status; Inclusiveness; Respect; Player Welfare and Teamwork. The principles are:

1. **'Club is Core'** - Club is central to nurturing a love and passion for our games and sustaining communities and lifelong participation
2. **'Player Centred'** - We develop the player and the person
3. **'Quality Coaching Experiences'** - Our coaches create an enjoyable coaching environment to meet needs and welfare of the player
4. **'As Many as Possible for as Long as Possible'** - Our Pathway prioritises long-term development with a games programme that supports recruitment, development and retention of players
5. **'Working Together'** - Everyone works as a team to support the player across the Club, School and County
6. **'Inclusive'** - Gaelic Games are for All, regardless of abilities, background, beliefs or identities

In reviewing these principles and in reflecting the past year, it is with some pride we see them demonstrated in how our coaching officers and volunteers supported the restart of our games right across the country. The efforts by so many to sustain activity during and post lockdown shall not go unnoted and for this everyone deserves huge credit.



The framework consists of three main phases; Foundation, Talent, and Elite, which are further differentiated into 8 sub-phases. By keeping the end in mind and understanding the pathway in its totality, coaches and other stakeholders can provide players with the level of support that they require at any particular moment along their developmental journey.

Having a framework built around some key strands that align with what is most important to us in player development, we believe enables us to best develop all players in our Pathway. These strands bring our framework to life and are very much based on the stated core values of the GAA, encompassing The Player, The Environment and The Game.

The Player



The Player and their unique attributes are at the centre of the Framework

The Environment



These qualities are supported, re-enforced and developed through the environment surrounding the player

The Game



Learning will be further developed through game-based opportunities that will sustain players through their Gaelic Games involvement

The year provided games development with the opportunity to review and reflect on our programmes, initiatives and methods of delivery. The area where we utilised the collective and brought national, provincial and county staff together was through the formation of workgroups to review our programmes and in particular, begin the process of actioning recommendations outlined within the player development report last year. A number of key milestones were achieved that include:

- development of a new player pathway framework
- review of our coach development framework
- establishment of a Development CCC
- review of our youth games programme at youth level with identification of new minimum standards
- review of our Go Games model
- establishment of a sport science workgroup
- revised academy squad games programme and finally
- new format for Féile.

Player Monitoring in the Talent Academy System Study (Smartabase)

Smartabase is the GAA's official system for monitoring player activity within the Talent Academy system. The National Games Development Committee have approved its use for tracking and supporting all Talent Academy and Minor Squad activity. The main aims of the Smartabase systems have been to gather data on performance, wellness and injury, to provide players with individualised support and advice in the area of recovery, health and wellness, and to serve as an educational platform to distribute player welfare / lifestyle advice and resources to GAA players. Player information is uploaded by the player and/or coach and used to monitor activity levels, welfare parameters and performance data for GAA players. Heretofore, the data is accessible only to those with explicit authorisation to see the data, however, there has not been a systematic approach to the analysis of this data.

In conjunction with researchers in IT Carlow and UCD, the Player Monitoring in the Talent Academy System study has been designed to analyse the existing data sets from the Smartabase system. This study aims to investigate the player and performance related data with a view to providing a deeper understanding on this vital area within player development.



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Coach Education Activity 2020





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COACH EDUCATION ACTIVITY 2020

New Coach Development Framework

The structure of the new Coach Development Framework involves the recognition of learning from a variety of sources and opportunities. While traditionally, the GAA coach education system has been structured around courses with additional learning opportunities provided in a broadly ad hoc manner, the coach development framework attempts to systematise this process, such that coaches will be offered a broad range of learning opportunities, and various pieces of evidence for that learning will be used to verify that learning. This reflects a significant change from all previous programmes and places a considerable level of responsibility on the individual coach to take ownership of their own learning journey.

A Coach Development Framework workgroup has been meeting since summer 2020 with a view to progressing the framework. The group is composed of members from across the Gaelic Games Associations.

- Damian Curley (Connacht)
- Ger O'Connor (Dublin)
- Colm Clear (Leinster)
- James Devane (Leinster)
- Noel Hartigan (Munster)
- Roger Keenan (Ulster)
- Niall Williams (Camogie Association)
- William Harmon (Ladies Gaelic Football Association)
- Peter Horgan (Croke Park)
- Shane Flanagan (Croke Park)

GAA Games Development Conference

The 2020 GAA Games Development Conference in partnership with Sky Sports took place in Croke Park on Friday and Saturday January 10th and 11th 2020.

The conference theme was 'Values, Behaviours & Culture - the Key to Sustaining Success'. In total there were 976 coaches in attendance across all strands of Gaelic Games with a total of 27 speakers presenting.

In addition, 25 partners, supporters, and service providers took part within the conference exhibition village.

Covid-19 Club Education Programme

The GAA, LGFA and Camogie Association partnered to provide a Covid-19 Club Education Programme to help those involved in Clubs return safely to Gaelic Games activities. The programme aimed to protect the health and welfare of all those involved in Gaelic Games and minimise the risk of transmission of Covid-19 in local communities.

It was especially aimed at:

- Covid Supervisors and Club Officers
- Players and Parents/Guardians of Underage Players
- Team Personnel such as Managers, Coaches and Medical Personnel

The programme involved the development of learning content, the training of tutors, the creation of eLearning materials, the delivery of sessions, and the review of programmes for players, parents, coaches, match officials, and administrators from across the full spectrum of Gaelic Games – child, teenage, adult, participation, performance, Hurling/Camogie, Gaelic Football/Ladies Gaelic Football, Handball, Rounders, and GAA for All.

Sessions were delivered on a synchronous and asynchronous basis, involving live webinars recorded webinars, and eLearning modules.

Online Coach Education

With the introduction of Covid-19 and public health restrictions in March 2020, the traditional face-to-face method of Coach Education delivery had to be significantly altered and rescheduled to utilise online platforms such as Microsoft Teams and Zoom to facilitate the delivery of Coach and Staff Education workshops, webinars and online training. Through the National, Provincial and County Games Development units a calendar of online Coach, Officer and Staff Education and Learning was developed and implemented from March to June 2020. In total, 290 online webinars/workshops/courses were delivered to 49, 631 participants from across the four provinces and internationally. The Games Development Online Activity Infographic below provides an overview of the types of online Learning and Development activity that were developed and delivered at National, Provincial and County level.



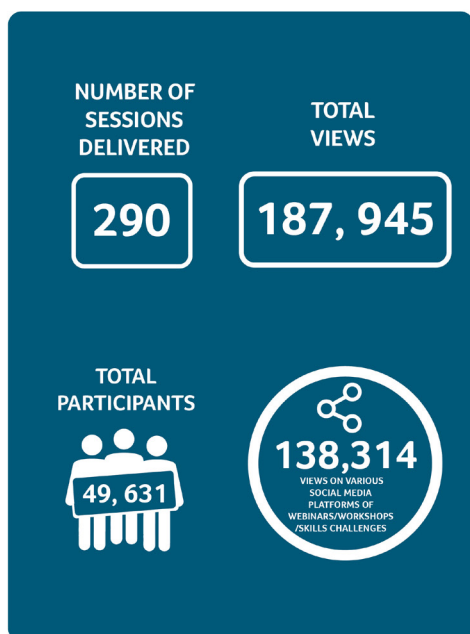
Games Development Online Activity



Total 2020

Target Groups

Workshop/Webinar Samples



- RDO/GPO/ GDA/CGM
- Coaches/ Teachers/ Club Volunteers
- Full time Staff
- Coaches
- Players

- Mini sessions For Nurseries
- Foundation Coaching Courses
- Coach Webinars- Eamon O Shea
- Cúl Camp Coaches
- Coaching & Managing a Hurling Team
- Importance of Fundamental Skills
- Youth Player Physical Development
- Being a Coach
- Coaching Officer Training
- GAA Activity Planner
- Know your Go Games
- Player Development Pathway

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Formal Coach Education 2020

Foundation Award

Because of the nature of Foundation Award programmes – a relatively short contact time course which can be rolled out in as few as one or two sessions – a significant number of courses were approved, delivered, and certified in 2020. In total, 121 courses were certified. Early in 2020, 12 courses were cancelled. During the year, a further 354 courses were approved. Several of these courses were scheduled in late 2020, and delivered using the blended option that is available, with the subsequent face-to-face sessions to be scheduled as public health restrictions allow.

Efforts are also in place currently, to progress those courses that have been delivered to ensure that all participants can be certified.

Region	Foundation Award Participants Certified 2020	Foundation Award Courses Scheduled 2020
Central	6	1
Connacht	716	50
Dublin	24	16
Leinster	1838	143
Munster	1126	144
Overseas	86	26
Ulster	710	101
Grand Total	4506	481

Award 1

Award 1 courses were significantly impacted by the public health conditions. During 2020, 109 Award 1 courses were planned. Subsequently, 35 have been approved, 15 cancelled, and 59 courses are still to be approved. Certified participants in 2020 are a combination of those courses that were approved, delivered, and certified in 2020, and those courses approved and delivered in 2019, and certified in 2020.

In 2021, the recently approved blended version of the Award 1 programme will account for a significant number of the courses planned.

In addition, efforts are also in place to progress those courses that have been delivered to ensure that all participants can be certified.

Region	Award 1 Participants Certified 2020	Award 1 Courses Scheduled 2020
Connacht	317	21
Dublin	26	1
Leinster	456	46
Munster	289	14
Overseas	16	6
Ulster	258	21
Grand Total	1362	109

Award 2

While several Award 2 courses were scheduled (and some had begun) prior to lockdown beginning in March, none were completed. Participants who were certified as Award 2 coaches were those who had undertaken the programme in 2019 and completed the certification requirements during 2020. It is proposed to review each of these courses separately to identify the dates on which the course could be completed.

Region	Award 2 Participants Certified 2020	Award 2 Courses Scheduled 2020
Dublin	7	2
Leinster	8	9
Munster	11	
Ulster	1	6
Grand Total	27	17

Gaelic Games Coach Survey 2020

While on-field activity was suspended during Spring 2020, the GAA Coach Education workgroup commenced the development of what would become the largest coach survey to have been undertaken by the Association. Supported by a number of eminent third level academics and researchers, the Gaelic Games Coach Study 2020 was released in June and called on coaches at all levels throughout the Association to provide information on their coaching experiences and journey in Gaelic Games. 11,569 coaches (10,647 active coaches- those categorised as having coached in the past 12 months and 922 inactive coaches- those categorised as not having coached in the past 12 months) responded to the survey.

The aim of this research was to collect population data about the coaching workforce across all levels of Gaelic Games participation to inform coach development policy, implementation and management at National, Provincial, County, School and Club levels. The following research questions regarding work related to coaching provided a framework for this research:

1. Who are the coaches of Gaelic Games, and what is their level of involvement in coaching?
2. What are the practices of Gaelic Games coaches in fulfilling their role, currently and into the future?
3. What are Gaelic Games coaches' experiences of coach education?
4. What are Gaelic Games coaches' learning aspirations and development needs?

The survey methodology involved a combination of qualitative (semi-structured interviews) and quantitative (web-based survey) research methods and was undertaken over three phases.

Phase One (completed in April/May 2020)

The first phase involved development of the Gaelic Games Coach Survey.

Firstly, existing surveys conducted in Australia, Britain and Norway were reviewed to inform survey development. In addition, the Gaelic Games Coach Study Advisory group provided guidance on the research questions, appropriate themes, and formulation of the survey. A coaching-specific framework to build the web-based survey was developed based on an iterative series of discussions. The survey was developed and then trialled on 100 practicing coaches to determine the validity of the questions and evaluate the online delivery method.

Phase Two (completed in May/June 2020)

The second phase involved the implementation of the web-based survey that was developed in Phase 1. Coaches from all Gaelic Games sports at all levels of participation were invited to complete the survey. The survey was circulated through:

- Direct email to qualified coaches' databases of the GAA, LGFA, and Camogie Associations
- Direct email to all club secretaries in each Association
- Direct email to all Games Development Personnel, and Coach Developers in each Association

In addition, a promotional campaign was designed with members of the GAA Communications department including:

- GAA, LGFA, and Camogie Association websites
- Print and digital media via press launch
- Social media
- Key influencing coaches and coach developers were targeted for circulation amongst their cohort

Phase Three (completed in October/November 2020)

Participants for the focus groups were identified from respondents to the coach survey. In total, eight virtual focus groups were conducted. Their profiles are consistent with the online survey sample.

The focus group questions were developed to mirror the sections of the Gaelic Games Coach Survey and adapted based on the initial survey findings.



***Kellogg's/GAA Cúl Camp
Activity 2020***



KELLOGG'S/GAA CÚL CAMP ACTIVITY 2020

One of the highlights of 2020 proved to be delivery of the annual Cúl Camps programme. During spring and early summer 2020 the delivery of a Cúl Camps programme of activity in clubs and venues across the country during the months of July and August looked in doubt due to Covid-19 and public health restrictions. An extraordinary amount of planning and attention to detail went into what was for the GAA our first step back into the delivery of organised Gaelic Games following three months of suspended activity under what would become the 'new normal' that we continue to navigate our journey through.

The camps finally received tentative permission to proceed in May 2020 and a full-scale operational plan was devised and implemented focusing on the key areas of health and safety, education and training for staff/volunteers/parents and the commencement of a recruitment campaign to recruit local coaches/supervisors/assistants to deliver the camps on the ground in counties. A programme of camps commenced nationwide on Monday 20th July and ran for a six-week period.

The following are some of the Kellogg's/GAA Cúl Camps 2020 headline numbers.

Kellogg's/GAA Cúl Camps	No. of Camps	No. of Participants	No. of Coaches	No. of Camp Coordinators	No. of Camp Supervisors
2020	667	71,285	3,391	340	382

A partnership was also formed with TG4 which saw the development, production and broadcast of a daily Cúl Camps TV show which commenced on Monday 29th June (which was the original start date for 2020 camps) and ran for the nine weeks of the summer. In total, 309,000 people tuned into Cúl Camps TV with 3,213 people viewing through TG4 VOD service.

To view the full report on the 2020 Kellogg's GAA Cúl Camps please click on the following link.

<https://www.kelloggsculcamps.gaa.ie/2020-review/index.html>



Standards: Promoting a Strong



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Primary & Post Primary Schools Gaelic Games Activity 2020

Set initial standards for the players that

- being on t
- giving a genuine c
- giving you
- being open to challenge to learn an
- never ever gi

Pat Reilly: The Innocent Climb v

Can Players drive these

arning.gaa.ie/coach

Strong Team Culture/Spirit

... that require no talent such as:
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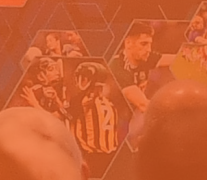
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PRIMARY & POST PRIMARY SCHOOLS GAELIC GAMES ACTIVITY 2020

Primary Schools Coaching (Participation Figures 2020)

Primary Schools Coaching took place from January to mid-March 2020, when Covid-19 lockdown measures were initially introduced, and schools closed for the remainder of the academic year. With the reopening of primary schools in late August, County Games Development personnel set in place plans to support and assist primary schools in their counties with the delivery of Gaelic Games either directly through teachers as part of their PE curriculum or by having Games Development personnel return to the school setting to deliver socially distanced friendly coaching sessions. The table below provides a breakdown of the total number of primary schools that received Gaelic Games Coaching and the number of students per class that took part in the sessions delivered in their school. In total, 1,163 primary schools received coaching sessions from County Games Development personnel during 2020, with 790,890 students participating in these coaching sessions.

Class	Sum of Male Attendance	Sum of Female Attendance	Number of Primary Schools in receipt of Gaelic Games Coaching
Junior Infants	3096	2861	
Senior Infants	3791	3841	
1st Class	5656	5176	
2nd Class	6831	5456	
3rd Class	5804	5565	
4th Class	10028	7650	
5th Class	6032	5654	
6th Class	5060	4843	
Multi-Class	376106	307185	
P1	676	599	
P2	918	751	
P3	866	838	
P4	841	811	
P5	1215	1159	
P6	838	723	
P7	875	705	
p6/7	950	870	
p1-p7	3330	3110	
(blank)	90	90	
Grand Total	433003	357887	1163

Primary Schools Coaching

In early September 2020, the Gaelic Games family – the GAA, Cumann na mBunscol, the LGFA and the Camogie Association – circulated a document to highlight how it could continue to support Primary Schools as the new year began amidst the impacts of COVID-19.

The Coaching Programme & Support document outlined a number of resources that could help teachers in the planning and delivery of physical activity opportunities and the wider curriculum in the months ahead. Central to this was the development of a range of physical-distancing-appropriate activities that were designed and implemented as part of the successful delivery of the Kellogg's GAA Cúl Camps.

In addition, a free webinar for teachers on how to access and use these cross-curricular resources took place in September with over 200 teachers participating.

PLANNING & LEARNING SUPPORTS

The Gaelic games family can offer a series of cross-curricular learning activities & resources for children in all class levels.



TEACHING	PROGRAMMES	RESOURCES	PLANNING	DESIGN	REAL	WORLD
Physical Literacy and Fundamental Movement Skills (FLMS)	<p>The GAA offers a series of fun-based exercises to develop primary school pupils' movement skills – progressing from basic movement skills to basic motor skills to fundamental movement skills: Agility, Balance, Coordination, Running and Jumping, Throwing, Catching, Passing, Kicking and Striking. These skills form the basis of sport-specific skills required to play Gaelic games.</p> <p>A series of short Movement Breaks that can be done in the classroom or outside. This resource was developed as part of the GAA's involvement in the Moving Well Being Well research initiative.</p> <p>In response to the onset of COVID-19, a range of specifically design social/physical-distancing-appropriate movement skill activities have been developed as part of the GAA Activity Planner: Select 'Social Distancing Friendly'.</p> <p>All exercises aim to contribute to the development of children's wider holistic development and wellbeing.</p>	<p>Click on the links for instructional videos and lesson plans on developing physical literacy:</p> <ul style="list-style-type: none"> Basic Motor Skills CMS Physical Literacy Movement Breaks GAA Activity Planner 	✓	✓	✓	✓
Planning & Delivery of PE, Sport and Physical Activity Support	<p>The GAA has a range of resources to that can support Teachers in the planning and delivery of PE lessons, sport and physical activity opportunities for primary school pupils. For planning, there is a mix of online and print planning tools that have been developed by Primary Teachers for Primary Teachers. This includes a range of social/physical-distancing-appropriate movement skill activities on GAA Activity Planner and Turas resources.</p> <p>Coaching and Games Development staff and club coaches are in a strong position to provide support to Teachers in the delivery of PE, sport, and physical activity opportunities. The GAA is committed to contributing to the health, wellbeing, and holistic development of all pupils, in strict keeping with ongoing public health advice, policy and procedures and that of the school.</p> <p>GAA Go Games are Hurling/Camogie and Gaelic Football for children up to and including 11 years of age, where every child gets to play (a Go) in every game, for the full game. With small team sizes and playing area, Go Games may be suitable to play in class bubbles & pods.</p> <p>The Camogie Association offer a range of resources, including lesson plans, skill videos, physical-distancing activities, a Hurl With Me booklet and quiz.</p> <p>The LIFE offer a range of coaching and teaching resources, plus skill videos, skill cards and a skill book.</p>	<p>GAA Activity Planner can help Teachers identify activities, build PE lesson plans, with hundreds of movement skill and Gaelic games activities. Most activities have an instructional video, which can be shown on whiteboards.</p> <p>GAA PE Céim ar Aghaidh assists Teachers to deliver the Games Strand of the PE curriculum through Gaelic games activities, including 16 lesson plans at every class level.</p> <p>Master GAA PE Lesson Plans is series on text-based, DENI Key Stage 2 plans for Athletics, Gymnastics, Dance and Games.</p> <p>Ladies' GAA Turas Programme is a range of hurling/camogie and Gaelic football lesson plans for children aged 7-13 years.</p> <p>GAA Skill Challenges are series of instructional videos of intercounty stars doing the 30-second Skill Challenges.</p>	✓	✓	✓	✓
All subjects/ Cross-curricular	<p>GAA Céim ar Aghaidh is a series of cross-curricular, Gaelic games-themed Teacher lesson plans and pupil learning activities, across every subject and every class level. In keeping with the values of the GAA, the material is designed to promote participation for all. There a specific section addresses the needs of pupils with special educational needs.</p> <p>See also the #GAAPrimaryChallenges.</p>		✓	✓		
Loaganacha Gaelige	<p>PE Céim ar Aghaidh: Sín & achomharcas mhúinteoirí na CLG do Choipoidéachas atá curtha ar fáil chun cabhair a thabhairt do mhúinteoirí Bun scoile Snáithe na gCluichí sa Characlam Náisiúnta Coipoidéachais a chur ar fáil trí na Cluichí Gaelacha - Peil Ghaelach, Iománaíocht/Camógaíocht, Lúthchleas Láimhe agus an Cluiche Corr san áireamh. Cuzearáin sé le Paca Achmhainní Céim ar Aghaidh CLG, an t-achmhainn oideachais tras-characlam, bunaithe ar théama Chumann Lúthchleas Gael, a thacaíonn le Mór-Characlam na mBunscoilearna.</p> <p>Céim ar Aghaidh: Tréora Achmhainní Céim ar Aghaidh CLG an t-achmhainn oideachais tras-characlam, bunaithe ar théama Chumann Lúthchleas Gael, a thacaíonn le Mór-Characlam na mBunscoilearna.</p>		✓	✓	✓	✓

GAA.ie 'A Day in the Life' Series

GAA.ie ran five weekly articles and videos called 'A Day in the Life' during December. The purpose of these were to highlight the work and services being provided by Coaching & Games Development staff to primary schools throughout Ireland in the midst of the Covid-19 epidemic.

<https://www.gaa.ie/news/kevin-currán-living-the-dream-as-a-gaa-coach/>

<https://www.gaa.ie/news/maria-bergin-showing-how-much-female-coaches-have-to-offer/>

<https://www.gaa.ie/news/henry-s-positive-approach-helping-sligo-youth-prosper/>

<https://www.gaa.ie/news/peter-nash-putting-smiles-on-faces-in-limerick-schools/>

<https://www.gaa.ie/news/games-promotion-officer-conor-herbert-preaches-to-the-converted/>

#GAAPrimaryChallenges

In response to home-schooling as a result of the onset of Covid-19, the GAA supported by Cumann na mBunscoil, the Gaelic Players Association, the Camogie Association and the Ladies Gaelic Football Association published 16 weekly #GAAPrimary Challenges on learning.gaa.ie/primary-school – a series of learning & physical activities for children in Primary School – from April to June.

During these particularly challenging times for families, the #GAAPrimary Challenges was designed to help primary teachers and parents to work on the cross-curricular lesson plans with children to meet their learning needs. Gaelic game-themed lessons are across all curriculum subjects and are for children at every class level, based on the GAA Céim ar Aghaidh/Step Ahead resource.

For some fresh air and physical exercise, inter-county stars set weekly skills challenges that can be done at or nearby the home. There were also fun competitions and prizes to be won on the @GAAlearning twitter page.

A large social media campaign utilising all Gaelic games online platforms has operated successfully from March-December: The following is the key 2020 online engagement data on the GAA.ie channels:

- 61,291 views and downloads of the #GAAPrimary Challenges on learning.gaa.ie/primary-school.

Post Primary Schools Coaching (Participation Figures 2020)

Post Primary Schools Coaching programmes were severely impacted as a result of the Covid-19 pandemic and public health restrictions nationwide during 2020. Coupled with this, the further restrictions which some Post Primary Schools had in place with regards to external providers not being allowed on site, provided a challenging landscape in terms of coaching provision by full-time Games Development personnel in counties.

However, during 2020, 125 post primary schools and a total of 32,743 students participated in Gaelic Games coaching in the secondary school setting which was delivered by full-time Games Development personnel. The table below provides an overview of Post Primary School Coaching Participation Figures for 2020.

Year	Sum of Male Attendance	Sum of Female Attendance	Number of Post Primary Schools in receipt of Gaelic Games Coaching
First year	7027	1077	
Second year	1002	134	
Third year	543	150	
Fourth year	5172	2846	
Fifth year	678	0	
Sixth year	701	16	
Multi-class	11100	2297	
Grand Total	26223	6520	125



Club Gaelic Games Activity 2020



CLUB GAELIC GAMES ACTIVITY 2020

Go Games Programme (Participation Figures 2020)

Club Go Games:

The GAA Club Go Games programme recommenced during Summer 2020 following the cessation of Gaelic Games activity in mid-March. From July to September, nearly all counties and their Games Development personnel, offered an extensive Go Games programme from U6-U11. The figures in the table below highlight the huge volume of activity that was organised and took place across the various Go Games age groups in clubs following the relaxing of public health restrictions and the opportunity for children to participate in organised team sport. In total 848 clubs participated in Go Games blitzes with 198,108 children taking part in these blitzes.

Age Grades	Sum of Male Attendance	Sum of Female Attendance	Number of Clubs who participated in Go Games
U6	919	141	
U7	20180	1581	
U8	33198	3967	
U9	42476	1881	
U10	44405	3234	
U11	44684	1442	
Grand Total	185862	12246	848

Primary Schools Go Games

Primary school Go Games were again impacted in 2020 following the closure of schools from mid-March until the end of August. Where County Games Development personnel were permitted to resume coaching in primary schools following the return to school, a number of Go Games sessions were delivered to primary school students. In total 247 primary schools participated in Go Games, with 31,345 students taking part.

Class	Sum of Male Attendance	Sum of Female Attendance	Number of Primary Schools who participated in Go Games
Senior Infants	83	95	
1st Class	9	8	
2nd Class	242	209	
3rd Class	178	104	
4th Class	249	240	
5th Class	42	39	
6th Class	216	166	
Multi-Class	16078	13387	
Grand Total	17097	14248	247

Club Nursery Programme

GAA clubs continued to operate club nurseries during 2020 across the country prior to & following the lifting of lockdown restrictions. Again, we were in a fortunate position that club nurseries were able to resume activity in July 2020 and continue to operate during the second lockdown (October-December) with children of a school-going age being allowed to train on a non-contact basis in pods of 15. A recent survey which was undertaken nationally on the Club Nursery saw 641 clubs who have a nursery section respond.

2020 Club Nursery Survey Results:

2020 Club Nursery Survey Results	No. of Club Responses	No. of Males Registered	No. of Females Registered	No. of Nursery Coaches	No. of Nursery Coordinators	Duration of Club Nursery Season
	641	16, 121	8, 738	4, 380	404	6 – 8 months

The nursery programme falls under the Foundation stage (F1) of the GAA Player Pathway and focuses on the development of Fundamental Movement Skills (FMS). From a principle of progression perspective acquiring fundamental movement skills act as foundation for acquiring GAA specific skills at the next stage of the GAA Player Pathway (F2).

After Schools Gaelic Games Programme 2020

With no formal Gaelic Games activity i.e., games or full contact training permitted under Level 3 and subsequently Level 5 restrictions since October 2020, Coaching & Games Development personnel in a number of counties have devised and implemented an After Schools Gaelic Games programme based in the club, local primary school and post primary school setting. The programme which is run directly after school hours is delivered by a combination of full-time Games Development personnel, club volunteers & teachers.

Below are headline participation numbers in the After Schools Gaelic Games Programme 2020.

After Schools Gaelic Games Programme 2020	No. of Counties Delivering Programme	No. of Primary Schools Participating	No. of Post Primary Schools Participating	No. of Clubs Participating	No. of Participants
	17	49	47	106	3, 863

Youth Age Grade Club Games Programme – Number of Games Played per Age Grade & Code in 2020

A compacted GAA club games programme resumed during the summer months across various age grades in each county. This programme was again impacted by public health restrictions which were enforced in certain counties from September onwards. Also, some counties decided to cease competitive Gaelic Games activity during the late summer/early autumn due to localised outbreaks of Covid-19 in the community. The youth age grade games programme is operated and overseen by Bord na nÓg in counties and the table below provides an overview of the number of games that were played at each age grade from U12-U18 and across Gaelic Football & Hurling. The information below has been supplied by each of the 32 counties and is drawn from the GAA's fixtures management system. In total, 15, 951 games were played from U12-U18 in Gaelic Football & Hurling during 2020.

2020 Youth Age Grade Club Games Played	No. of Games Played Per Age Grade & Code
U12 Football	1, 897
U12 Hurling	1, 223
U13 Football	1, 531
U13 Hurling	709
U14 Football	2, 171
U14 Hurling	1, 043
U15 Football	1, 067
U15 Hurling	617
U16 Football	1, 679
U16 Hurling	796
U17 Football	1,060
U17 Hurling	405
U18 Football	1, 211
U18 Hurling	542

Club Development Workshops/Online Club Events/Club Coach Mentoring Workshops 2020

Club Development Workshops/Online Club Events/Club Coach Mentoring Workshops Participation Figures 2020

As became the norm during 2020, numerous workshops and events had to move online. The table below captures key numbers on the different types of online workshops that were provided and facilitated by County Games Development personnel to club officers, coaches and players. These online workshops included Club Planning, Strategic Planning, Turas workshops, S&C workshops, Coach Support workshops and online coaching/training sessions. In total, 389 online workshops were delivered with 3,502 participants taking part.

Workshop Type	Sum of Male Attendance	Sum of Female Attendance	Number of Workshops Delivered
Online Club Event	1104	409	250
Club Development Workshop	809	343	50
Club Coach Mentoring	707	130	89
Grand Total	2620	882	389

Club Coaching Participation Figures 2020

With the return to Gaelic Games in July 2020, clubs were able to recommence training and games. Games Development personnel who were responsible for the delivery of club coaching sessions either with a club or clubs under their remit recorded the delivery of coaching sessions to 254 clubs with 20,371 players involved in these sessions from U9 to adult level.

Age Grades	Sum of Male Attendance	Sum of Female Attendance	Number of Clubs Involved
U6	447	351	
U7	619	234	
U8	510	392	
U9	1293	167	
U10	2060	514	
U11	2021	255	
U12	2105	609	
U13	3659	385	
U14	1119	369	
U15	1558	156	
U16	247	47	
U17	539	30	
U18	242	114	
U19	143	84	
Adult	79	23	
Grand Total	16641	3730	254

Super Games Programme (Club & Post Primary School Super Games Participation Figures 2020)

Club Super Games:

Super Games, which are informal playing opportunities were delivered by County Games Development personnel in 180 GAA Clubs during 2020. In total, 20, 234 players from U12- U17 participated in these small-sided games/blitzes within their club setting.

Age Grade	Sum of Male Attendance	Sum of Female Attendance	Number of Clubs
U12	15500	391	
U13	2264	0	
U14	273	0	
U15	1348	0	
U16	230	0	
U17	228	0	
Grand Total	19843	391	180

Post Primary School Super Games:

Super Games which are also delivered in the Post Primary School setting predominately to first, second and fourth-year students were severely impacted by Covid-19 public health restrictions, as well as individual school restrictions with regards to external providers being able to return to the school setting to deliver activities. In total, 24 Post Primary Schools participated in the Super Games programme delivered by County Games Development personnel, with 7,182 students taking part.

School Year	Sum of Male Attendance	Sum of Female Attendance	Number of Post Primary Schools
Super Games	5861	1321	
First year	1042	210	
Second year	269	0	
Third year	60	12	
Fourth year	196	84	
Fifth year	54	32	
Multi-class	4240	983	
Grand Total	5861	1321	24

GAA Club Super Games Programme:

To continue to keep youth age grade players (12-17 years) involved and participating in Gaelic Games over the Winter months (October – December) when the formal club games programme for youth players had ceased, Coaching & Games Development joined forces with the GAA Community & Health Department and its very successful Healthy Clubs Project, as well as the Ladies Gaelic Football Association (LGFA) & Camogie Association to roll out the Club Super Games Programme. The objectives of the programme were to:

- Deliver a more informal Gaelic Games programme in GAA clubs during the winter months
- Provide additional and ongoing games opportunities for all youth age grade players irrespective of their playing abilities/experience/levels during the Autumn/Winter months
- Keep youth age grade players connected & involved in their club as players during a period of “down-time”
- Keep youth age grade players physically active and maintain fitness and wellbeing levels during Autumn/Winter months

Clubs nationwide were given the opportunity to submit an Expression of Interest Form to participate in the programme and in total 219 GAA/LGFA/Camogie clubs registered and were selected to take part in the programme. Unfortunately, as the programme was scheduled to commence in October 2020 and with public health restrictions increasing to Level 3 and subsequently to Level 5 during the autumn & winter months, it was decided to suspend the Club Super Games Programme until restrictions return to Level 2 and GAA advice allows the recommencement of club games.



Hurling Development 2020





HURLING DEVELOPMENT 2020

Táin Óg League

This competition which is cross-county and cross-provincial was established in 2018 for marginalized hurling clubs that due to their isolation, do not have a meaningful and challenging games programme. The 13 counties in the targeted area have 9 or fewer adult hurling clubs, six of them have five or fewer clubs so a meaningful games programme in their own county is just not possible. The competition operates from early April to the end of July. Plans are in place to include U-17 in 2021 which will complete the player pathway from Juvenile to Adult.

The table below provides an overview of progress since 2018 and the plan for 2020 which unfortunately did not take place due to public health restrictions.

Year	No. of Counties	No. of Clubs	No. of Teams	No. of Games	Age Grade(s)
2018	11	29	29	68	U13
2019	15	46	68	216	U13 & U15
2020	15	74	108	354	U13 & U15

Cúchulainn Hurling League

This Cúchulainn Hurling League is the Adult equivalent of the Táin Óg. It was introduced to provide a meaningful competition for clubs in marginalized hurling regions. 2020 was due to be the inaugural year of the competition. Interest was excellent which would ensure the firm establishment of the competition can attract further entries in 2021. The competition had been due to run from mid-June to the end of August but did not take place due to public health restrictions.

Year	No. of Counties	No. of Clubs	No. of Teams	No. of Games	Age Grade(s) & Divisions
2020	15	44	44	148	Adult x 3 Divisions (1, 2 & 3)

Webinars

A series of coaching webinars was organized from early May to the end of June. The interest was phenomenal and sometimes overwhelming. Hurling & Camogie Coaches from all 32 counties and most overseas clubs attended. The format was delivery of presentation and video content followed by Q & A. Each webinar was then followed up on with substantial email support. The topics were as follows.

- Coaching & Managing a Hurling Team Part 1 & 2
- Nursery Hurling Values & Guidelines Part 1 & 2
- Goalie - No. 1 on every team
- One Club - Slaughtneil
- Developing a Coaching Eye
- Hurling Around the World

A further series of online workshops was rolled out in October, November and December. This series targeted club support as opposed to individual support. The workshops were interactive where coaches from individual clubs or clusters of small clubs engaged on a topic of their choice from the below menu. 52 Clubs have participated to date.

- The Club Coach – an overview
- Coaching Children - Key elements
- Coaching Youths / Adults - Key elements
- Managing a Hurling Team
- Improving your team
- Hurling in School for primary teachers

This series is being rolled out to individual coaches in Spring 2021. 32 workshops are planned with more than 6,000 registered to date.

Resources:

A one stop hurling and camogie resource offering hundreds of videos, webinars, plans and other material for all age groups was compiled and has received much positive feedback.

Cradle to Croker

A hugely popular practical coaching video targeting the “Child Coach” was developed and in a short space of time has attracted almost 10,000 views.

Coaching Children – Hurling & Camogie



***Dublin Coaching & Games
Development Report 2020***



DUBLIN COACHING & GAMES DEVELOPMENT REPORT 2020

Dublin Statistical Summary											
GO GAMES (U.8 – U.12)											
	2011	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021
POPULATION	38425	38894	39457	39960	40711	41731	43169	44193	45747	47206	47760
Gaelic Football											
	2011	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021
Organised Games Programme	7623	8022	8334	8777	9193	9647	10206	10799	11141	11559	11,701
% Penetration Rate	19.8%	20.6%	21.1%	22.0%	22.6%	23.1%	23.6%	24.4%	24.4%	24.5%	24.5%
Year-on-Year Growth Rate		5.2%	3.9%	5.3%	4.7%	4.9%	5.8%	5.8%	3.2%	3.8%	1.2%
Cumulative Growth Rate			9.3%	15.1%	20.6%	26.6%	33.9%	41.7%	46.1%	51.6%	53.5%
Hurling											
	2011	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021
Organised Games Programme	5537	6246	6868	7161	7633	8158	8577	9086	9708	10319	10,462
% Penetration Rate	14.4%	16.1%	17.4%	17.9%	18.7%	19.5%	19.9%	20.6%	21.2%	21.9%	21.9%
Year-on-Year Growth Rate		12.8%	10.0%	4.3%	6.6%	6.9%	5.1%	5.9%	6.8%	6.3%	1.4%
Cumulative Growth Rate			24.0%	29.3%	37.9%	47.3%	54.9%	64.1%	75.3%	65.2%	88.9%
Hurling as a % of Football	72.6%	77.9%	82.4%	81.6%	83%	84.6%	84%	84.1%	87.1%	89.3%	89.4%
JUVENILE (U.13 – U.16)											
	2011	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021
POPULATION	29859	29451	29884	30182	30466	30857	31308	31618	32000	32433	33317
Football											
	2011	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021
Organised Games Programme	4620	4740	4880	4900	5000	5020	5560	5680	5940	6380	6820
% Penetration Rate	15.5%	16.1%	16.3%	16.2%	16.4%	16.3%	17.8%	18.0%	18.6%	19.7%	20.5%
Year-on-Year Growth Rate		2.6%	3.0%	0.4%	2.0%	0.4%	10.8%	2.2%	4.6%	7.4%	6.9%
Cumulative Growth Rate			5.6%	6.1%	8.2%	8.7%	20.3%	22.9%	28.6%	38.1%	47.6%
Hurling											
	2011	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021
Organised Games Programme	3040	3160	3220	3420	3480	3580	3800	4040	4240	4551	5,060
% Penetration Rate	10.2%	10.7%	10.8%	11.3%	11.4%	11.6%	12.1%	12.8%	13.3%	14%	15.2%
Year-on-Year Growth Rate		3.9%	1.9%	6.2%	1.8%	2.9%	6.1%	6.3%	5.0%	7.3%	11.2%
Cumulative Growth Rate			5.9%	12.5%	14.5%	17.8%	25.0%	32.9%	39.5%	44%	66.4%
Hurling as a % of Football	65.8%	66.7%	66.0%	69.8%	69.6%	71.3%	68.3%	71.1%	71.4%	71.3%	74.2%

CAMPS			
	Male	Female	Total
Cúl Camps	3900	3406	7306
Club Summer Camps	3614	2386	6000
Easter Camps	0	0	0
Halloween Camps	110	98	208
NURSERY			
	Male	Female	Total
Nursery	5989	4527	10516
PRIMARY SCHOOL ACTIVITY			
Total Number of Schools	446		
Total in Primary School Games Programme	330 - Schools 34423 Boys/ 32730 Girls – 67153		
% Penetration Rate			
COACH/REFEREE EDUCATION			
	Courses	Participants	
Foundation Course	4	1494	
Award One	1	76	
Award Two	2	36	
Child Protection	49	1017	
Safeguarding Refresher Participants		649	
Juvenile Referees	0	0	
TY Coaching Programme	0	0	
High Performance Workshops	3	250	
Coach Webinar Series 1 & 2 Countywide	8	1515	
Club based Online Coaching Workshops	226	2885	
Practical Workshops and Seminars (clubs)	100	2000	
ONLINE COACHING/TRAINING ACTIVITY			
	Online Sessions	Participants	
Online Nursery Video Sessions (March-June: 14 weeks)	554 sessions delivered	4228 / wk	
Online Coaching Sessions for Players (U8 - U16)	1099 online team training sessions delivered	12718	



COVID-19 Safety Information

PLEASE KEEP A SAFE DISTANCE

GAA Return to Gaelic Games Protocols 2020



ENTRANCE



BAINISTEOIR

GAA RETURN TO GAELIC GAMES PROTOCOLS 2020

GAA Return to Activity Guidelines & Health Questionnaire Protocols (July-Dec 2020)

In line with public health guidelines and Department of Sport/Sport Ireland Return to Sport Expert Group guidelines, the GAA developed and implemented new return to activity protocols and procedures to ensure the safe return to Gaelic Games activity in July 2020 for all our members (players, team officials, match officials, volunteers, staff, parents).

These new protocols and procedures included the requirement for those participating in training sessions and games to precomplete and submit an online health questionnaire through the newly developed Foireann IT platform and reconfirm their health status ahead of each session. In addition to this, all members were required to have completed the GAA Covid-19 Club Education e-learning module and clubs were required to appoint dedicated Covid Supervisors to implement and ensure compliance with the Return to Activity guidelines.

The implementation of education and training, guidelines and protocols were significant in enabling Coaching & Games Development personnel to recommence coaching and games activity within the club and schools setting in 2020. The training received by staff, alongside the new Covid-19 operating procedures they were tasked with implementing pre, during and post coaching sessions, served to assure and increase confidence of both internal and external stakeholders that sessions would be delivered in a safe and Covid-19 compliant manner and environment.

Figures supplied by the GAA Foireann IT system shows from July to December 2020:

- 10,263,393 Health Questionnaires have been completed on the system.
- 422,941 registered users /796,026 distinct people setup on the Foireann system
- Average of 90,000 users per day during the club season
- Max of 129,000 people trained/played on one day (Saturday 5th September 2020)
- Max of 29,000 health questionnaires submitted in one hour (or 8 questionnaires every second)

Through a partnership with the Insights Research Institute in Dublin City University, the GAA, LGFA, and Camogie Associations have commissioned a data analysis piece on the return to play initiative. It is intended that this research piece will facilitate a greater understanding of the type and level of participation that followed the return to play initiatives during 2020.



The background of the slide is a photograph of a grassy field, likely a sports field, with several orange cones scattered across it. In the upper right corner, a person wearing an orange shirt is visible, though they are out of focus. The overall color palette is dominated by the green of the grass and the orange of the cones and shirt.

***Coaching & Games Development
Operations and Governance***

COACHING & GAMES DEVELOPMENT OPERATIONS & GOVERNANCE 2020

Insights & Innovation Framework

Effective policy development is a key function of the GAA. Such policies must be robust, critically considered measures that are capable of being implemented on an Association-wide basis. The policy development environment within which the GAA operates is becoming increasingly complex, uncertain, and unpredictable. In addition, significant inter-connections and inter-dependencies exist across the sporting, cultural, economic, and political domains on a national and international basis. It is therefore crucial that policy decisions are based upon sound evidence derived from a wide variety of sources.

The creation of an Insights and Innovation framework will reflect current and anticipated policy and strategic priorities within Gaelic Games, and the wider sporting community. It is anticipated that the Strategy will create an environment that fosters innovation, excellence, and collaboration in the development of GAA policy. The GAA will commit to evidence-based decision making in Gaelic Games to realise strategic policy, reinforce the value of involvement in Gaelic Games, and enhance the effectiveness of Gaelic Games initiatives.

The overall aim of the Insights and Innovations framework is to:

“Create an environment that fosters innovation, excellence, and collaboration in the development of GAA policy. The GAA commits to evidence-based decision making in Gaelic Games to realise strategic policy, reinforce the value of involvement in Gaelic Games, and enhance the effectiveness of Gaelic Games initiatives.”

In order to ensure that policy development is forward looking, innovative, flexible and creative, evidence-based, inclusive, joined up, built upon experience, communicated effectively, and subject to ongoing review and evaluation, several key themes have been identified.

Strategic Area	Strategic Measurement and Monitoring Participation	Strategic Understanding	Impact Evaluation	Social and Economic Impact
Core Area of Interest	To establish baseline data for participation, involvement, attitude and tracking trends and measuring performance from across the elements of the GAA Player and Coach Development Pathway against targets	To better understand the current and anticipated needs of Gaelic Games, particularly in terms of participation and performance sport.	Assessing the impact of investment in Gaelic Games in terms of increasing participation and improving performance - what works’ and ‘why’.	Assessing and tracking the social and economic impact of Gaelic Games

An Insights and Innovation workgroup featuring National Coaching & Games Development staff, Provincial Games Managers, and a Games Manager from each province and Dublin, was established in 2020 to undertake a collaborative approach to developing and implementing the framework across the Coaching & Games Development network.

Three workshops have taken place in 2020 with the workgroup focusing on:

- Introduction to the Innovation & Insights Framework and Logic Model
- Aligning current programmes to the FTEM Framework
- Agreeing programme definitions, 2021 programme objectives and programme inputs & outputs
- Introducing & agreeing programme outcomes and impacts
- Agreeing and finalizing 2021 County Games Development Planning Process

GIS Mapping Tool

The GAA Coaching & Games Development department were successful in securing funding through the 2020 Dormant Accounts Fund to expand the roll out of the GIS Mapping Tool project, which was first initiated as a pilot programme by the GAA Community, Urban & Rural Committee (CDUR) in conjunction with Future Analytics in 2018.

To respond to demographic movements/changes in Ireland, the GAA had piloted the development of an innovative GIS Mapping Tool to assist Provincial Council’s/County Committee’s to identify and analyse key demographic data within their areas to establish the effects of demographic change on participation levels in Gaelic Games and clubs in their localities.

Through the development of an innovative dashboard featuring county by county statistics derived from the CSO/NISRA/Dept of Education & Skills and through surveys with GAA Clubs, the GIS mapping tool has already been piloted in four Counties (Kerry/Roscommon/

Westmeath/Tyrone). At a GAA Coaching and Games Development level, the GIS Mapping tool will assist with the targeted development and implementation of appropriate Coaching and Games Development plans and interventions to respond to specific demographic issues/concerns in Counties such as drop-off in playing numbers at specific age groups, rural depopulation, development of new communities.

The GIS Mapping tool will ultimately provide an integrated data analytics system which can be used by all internal stakeholders within the GAA to provide evidence and baseline data to aid and support planning/provision/decision making. It is envisioned that the tool will be used as a mechanism to strategically grow and sustain the GAA in each County.

Ulster Club Audit 2020:

The Ulster Club Audit 2020 provides a baseline report of the findings of an audit of GAA clubs in Ulster, undertaken by the Sport Industry Research Centre at Sheffield Hallam University. The research was commissioned jointly by Gaelfast and Ulster GAA, to investigate the current state of play with regard to membership, participation, volunteering, finance and facilities, in line with similar exercises conducted in the past by the Sport and Recreation Alliance. The scope of the audit also reflects the GAA's role in promoting Irish language and culture.

The results of the audit were intended to give an indication of the general health of clubs at county and provincial level. The audit was completed via the delivery of an online survey form, designed collaboratively by Gaelfast and Ulster GAA, and sent electronically to all affiliated clubs across the province. In total, 354 clubs engaged with the audit, of which 345 made a full submission, representing 93% of the total number of clubs in Ulster.

Below is an Infographic highlighting the key findings from the Ulster Club Audit 2020



To view the full report on the Ulster Club Audit 2020 please click on the following link:
<https://ulster.gaa.ie/wp-content/uploads/2020/09/36790-Ulster-GAA-Club-Audit-2020-V10-ONLINE-1-1.pdf>

Munster GAA Return on Investment Study 2019:

Repucon Consulting was commissioned by Munster Council GAA to undertake coaching return on investment analysis across its provincial Games Development activities. The review of the 2019 coaching investment by Munster Council GAA was a follow up study to similar research undertaken in 2011 and 2015.

The methodology employed for the 2019 review was consistent with the approach employed in these previous studies, facilitating direct data comparisons and identification of any emerging trends from the three studies. The coaching return on investment study was based on the creation of a socio-economic measurement system to value the coaching outputs of Munster Council GAA, its coaching channels such as the Games Development structures and the activity of clubs and schools.

Munster Council GAA underage clubs were invited to participate in the study through an online survey issued to all club secretaries. A total of 366 clubs responded to the survey across the province.

Below is an Infographic highlighting the key findings from the Munster GAA Return on Investment Study 2020:



To view the full report on the Munster Return on Investment Study please click on the following link:
<https://munster.gaa.ie/wp-content/uploads/2020/07/Munster-GAA-Coaching-ROI-Report.pdf>

COACHING & GAMES DEVELOPMENT 2020 PRIORITIES

Arising from the Report & Recommendations of the Talent Academy & Player Development Review Work Group, a new Strategic Plan for Coaching & Games Development will be finalised in 2020. The Strategic Plan will inform policies and projects for a three-year period. An initial two-day discussion forum was convened with County and Provincial Games Managers in early January 2020 and feedback from this indicated certain thematic items for consideration as part of the overall Strategic Plan, as follows:

1. *The GAA Player Pathway*

To effectively communicate the revised Player Pathway as set out in the Report of the Talent Academy & Player Development Review Work Group to and across all levels of the Association. To align the curriculum and delivery of the Player & Coach Education Programme with the revised Player Pathway.

Update:

- Player Development Framework developed and aligned to new player pathway, the framework will focus on three strands – The Player, The Environment and The Game. These three elements are guiding the development of a new Coach Development Framework that will be focused on providing learning opportunities.

Status:

Workgroup in place to develop new Coach Development Framework. Ongoing tasks include:

- Alignment of new Introduction to Coaching Gaelic Games
- Design graphic/visual to support communication of the framework
- Engagement with Sport Ireland Coaching to integrate iCoachkids MOOCs into the new coach development framework
- Revision and alignment of Coach Developer Programme (TURAS)
- Audit and mapping of existing workshops/courses to framework
- Training programme for Coach Developers being developed

2. *Club Games Programme @ Youth level*

On a county-by-county basis to conduct a review of fixtures at club level with a view to establishing whether an adequate programme of games is provided to club players through the formal fixtures programme and to assess where opportunities to provide informal games through the Super Games initiative exist.

Update:

- Youth Games workgroup established at national level
- Nationwide audit of youth club games programme Under U12-18 has been completed and report presented to GDC and Development CCC.
- The report identifies a number of key recommendations that include:
 - New minimum game standards and completion linked to Games Development Funding
 - Establishment of Development CCC at province and county Level
 - Review age bands

Status:

- Report to be presented at Coiste Bainistí December 2020 – whereafter there will be a consultation process with counties.

3. *Talent Academy Games Programme at U.14 and U.16*

National level and Provinces to coordinate and support a review of the games programmes for U.14 and U.16 age-grades in the Talent Academy squad system with a focus on maximising retention of players as they progress along the pathway. This review will be supported by the appointment of an Underage Central Competitions Committee (CCC).

Update:

- Development CCC adopted at Congress 2020
- National Development CCC formed and operational
- Initial review of talent academy squad games undertaken with decision made to have regional teams only at U14 and to have no All-Ireland end of year tournament for Tony Forristal.
- Workgroup established to review games programme for 2021 that will see a reduction in the length of the games programme and greater alignment to the new player pathway.

Status:

- Programme for 2021 has been completed and issued to counties

4. *Go Games*

To relaunch the Go Games initiative, including a review of National Policy with a focus on ensuring this is effectively communicated at grassroots level.

Update:

- Go Games workgroup established at national level.
- Go Games Review has been completed with findings and recommendations made to Central Games Development Committee for adoption.

Status:

- Outline syllabus for Go Games blended workshop to support coaches has been agreed with the Coach Education Workgroup designated responsibility to develop the workshop for delivery in February/March 2021.
- Subject to Covid-19 public health guidelines permitting the process of trialling proposed new changes to the format and rules of Go Games will be carried out early in 2021.

5. **Club/School Links**

In line with the objective set out in Fís Shoiléir (GAA Strategic Plan 2018 – 2021), to identify examples of effective Club/School Link initiatives nationwide and to use these as the basis for disseminating best practice guidelines. To establish the type of best practice models that operate to maximise the number of children initially engaged through the Primary School system by volunteers before subsequently transferring through to their local GAA Club. The impact of the Future Leader's Programme and the 5 Star Centres will be integral considerations too.

Update:

- National workgroup established comprising of games development personnel and representatives of Cumann na mBunscol
- Report produced identifying key recommendation in relation to Club School Link Programme
- Examples of best practice were compiled across the country.

Status:

- Agreed to pause any further action and combine this with a review of 5 Star Programme in 2021 and to agree a true definition of what is a club school link.

6. **Cúl Camp Recruitment**

To examine and explore how opportunities to recruit quality coaches to work on the Kellogg's GAA Cúl Camps might be maximised through engagement with Third Level Institutions as well as exploring potential synergies with Foróige.

Update:

- Pre Covid-19 expressions of interest form was issued from national level seeking involvement of club volunteers in the Cúl Camp Programme

Status:

- The Cúl Camp Programme was seriously curtailed due to Covid-19, however we did make progress in this particular area with counties such as Galway and Leitrim having increased number of club organised camps which were organised by volunteers.

7. **Introduction to Coaching Gaelic Games**

A continuation of the commitment to review the Coach Education Programme, the Coach Education workgroup will oversee the roll out of an Introduction to Coaching Gaelic Games, which is common across the GAA, Camogie Association and LGFA from March 2020.

Update:

- Due to Covid-19 Pandemic a decision was taken not to launch/rollout the new programme.
- The programme is also being reviewed and aligned with the new Player Development Framework

Status:

- Propose to launch the programme at the Coaching Conference on 20th February 2021

8. **Coach & Club Development**

In line with the objectives set out in Fís Shoiléir, one of the key themes arising from the two-day discussion forum was the need for full-time personnel to prioritise increased support for Coach and Club Development and this will be central to the Strategic Plan.

Update: This objective was split into two parts:

- **Club Development** – A workgroup was established to develop a club health check setting out best practice criteria linked to games development for clubs to achieve.
- **Coach Developer Programme** – This work was paused due to progress made on player and coach development frameworks and the importance for alignment.

Status:

- **Club Development** – work ongoing to finalise criteria and to link to the new GIS Mapping System. It is proposed to rollout the audit form in 2021 as part of process to gather baseline data at club level.
- **Coach Developer Programme** – Coach Education Workgroup are currently reviewing existing programmes (TURAS) and aligning to new Coach Development Framework.

9. **MIS**

To oversee the roll out of a new Management Information System (MIS) as part of the GAA's new IT Strategy, which will further facilitate best practice around planning and reporting by full-time Games Development personnel.

Update:

- New system went live in October after training being provided to all Games Development personnel.

Status:

- As part of the Innovation and Insights Workgroup the system is being reviewed to ensure it can support the planning, evaluation and reporting process that is based on the Logic Model.
- A group of County Games Managers are currently assessing the system and there will be engagement with the GAA I.T. Department in early 2021 to make any necessary changes to support our new planning and reporting framework

COACHING & GAMES DEVELOPMENT PRIORITIES 2021

Focus Areas 2021	Organisation & People	Planning, Measurement and Evaluation	Player Development Pathway	Coach Development Pathway	Programmes Participation Performance
Key Priorities	Implement and align findings and recommendations of recent Games Development and HR Reviews to improve our organisational structures	Introduce new framework to support planning, measurement, evaluation and reporting of games development – at all levels	Working with LGFA and Camogie Associations to finalise and implement Gaelic Games Player Pathway Framework	Finalise and launch Coach Development Framework – a flexible open learning model aligned to the player pathway	Work with counties to support employment of minimum standards approved by Management for implementation in 2022
	Review games development budget and funding model – establish clear criteria for resource allocation	Work with IT Dept to improve data gathering and management systems (MIS) and streamline reporting by integrating systems	Complete redefinition and alignment of existing programmes to each stage of the pathway i.e., Coach Education, Games Programmes and Player Development Programmes	Align Introduction to Coaching Gaelic Games Course and launch at Coaching Conference 2021	Trial recommended rule changes and guidelines provided in Go Games Review of 2020
	Improve engagement and training with Full-Time, Club and County Coaching Officers	Rollout GIS Mapping Project (Urban & Rural Committee, Demographic Study) to other 28 counties gathering baseline data to evaluate against CSO Data to support clubs in a focused way	Complete design and development of resources to support effective communication and delivery of the player pathway framework	Rollout combined player and coach development framework workshops to include in-service for our Coach Developers	Rollout GAA Kellogg's Cúl Camps in all 32 counties with a focus on increasing number of volunteer coaches engaging.

Focus Areas 2021	Organisation & People	Planning, Measurement and Evaluation	Player Development Pathway	Coach Development Pathway	Programmes Participation Performance
Key Priorities	Develop Games Development and International Strategic Plan	Complete development of a Club Health check Programme to reward and support self-sufficiency and sustainability within clubs	Working with Sports Science Workgroup develop best practice standards in key areas such as: Athletic Development; Psychology, Performance Analysis; Skill Acquisition; Nutrition and Injury Prevention	Design Core and Optional Modules to align with each stage of the player pathway – with the focus on the Foundation Phase (Club)	Continue to support hurling in designated counties through organisation of Táin Óg, Cú Chulainn Leagues and Celtic Challenge
	Engage with Cumann na mBunscol, Post-Primary Council and Higher Education Council to review games programmes	Report on findings of Coach Education Survey carried out in 2020 (11,500 respondents)	Rollout GAA Introduction to Performance Analysis Course (New)	Map existing national, provincial and county learning opportunities to new framework	Rollout John West Féile na nGael and Féile Peil na nÓg
	Continue with improvements to Government of Ireland: Emigrant Support Programme & Global Games Development Fund with Department of Foreign Affairs	Analyse data compiled through Return to Play Health Questionnaires in 2020	Rollout series of club player and coach (youth/ adult) focused seminars to support return to play with the goal of reducing injuries	National Coaching Conference 6th March 2021	Rollout Academy Squad Games Programme
			Develop policy guidelines for implementation of Academy Squads	Review and Upgrade learning Management System to support management of new coach development framework	

A man in a blue and white Gaelic football jersey is seen from the back, carrying a bag over his shoulder. The jersey has the number 10 and the text 'THE GLENSIDE' and 'www.stjudesga.ie'. The bag has 'UCCD Sport & Fitness' and 'UCD' logos. The background is a blurred outdoor field.

Covid-19 Impact & Implications for 2021



Coronavirus
COVID-19

Hand
Sanitising
Station

COVID-19 IMPACT & IMPLICATIONS FOR 2021

As highlighted earlier in this report, it is with some pride and satisfaction that the GAA as an organisation lived and conducted business in line with our core values and principles underpinning our new player development framework. The working environment was most challenging yet despite the impact on available financial and human resources the output as outlined in this report was exceptional.

The constraints placed on us like many other organisations forced us to adapt, reflect and crucially work more closely together. Collaboration with LGFA and Camogie Associations was never as coherent with the majority of our projects delivered on a cross-Association basis. The lack of funding available helped us to deliver programmes differently and indeed ask ourselves what impact programmes were making and indeed should we 'stop, start or keep' projects/programmes going forward. The pandemic highlighted the crucial role our full-time and volunteer coaches played in getting our youth active and indeed they maintained a social and emotional connection with their peers. This was done for so long via online activity but the mobilisation of efforts once the games resumed was significant – not least our ability to get 71,000 children participating in Cúl Camps.

Looking ahead the experience of the last year has created opportunities that may otherwise have taken longer to implement. The possibility of split season is one such example. In a Games Development context, we now must meet the demand for more online engagement. This is what people want now. Although balance is important. We conducted an audit of games programmes across the country and identified gaps in terms of what we would describe as a meaningful programme in some counties. At a recent County Officer seminar attended by nearly 150 people – it was noteworthy how so many identified the need for a better games programme for youth players and the importance of measuring performance and investment in games development based on players transitioning from, child to youth to adult involvement.

Investment in technology and integration of our systems to help us understand the GAA landscape will be of priority and the GIS Mapping Tool being developed will play a crucial role in determining future policy around growing participation and retention strategies. An outcome of our stronger links with the LGFA and Camogie Association is a shared vision to develop a mirrored player and coach development frameworks. Achieving this goal will optimise the performance and impact of all associations and importantly enable us to serve all players, all volunteers in a coherent cooperative manner.

Whilst 2021 will still be challenging – we see it as an opportunity to learn from experiences and be a year of alignment where we can look to improve our organisational structures, to ensure we emerge from this pandemic ready to live by and deliver our core values and principles focused on growing participation and increasing retention rates through quality coaching, player development and stronger clubs.



NO FISHING



