Putting Together a Sustainable Coaching Programme







Niall Corcoran **Kilmacud Crokes GAA Club**

Presentation Objectives.....

Mapping the Journey through the GAA Club

Developing the Player

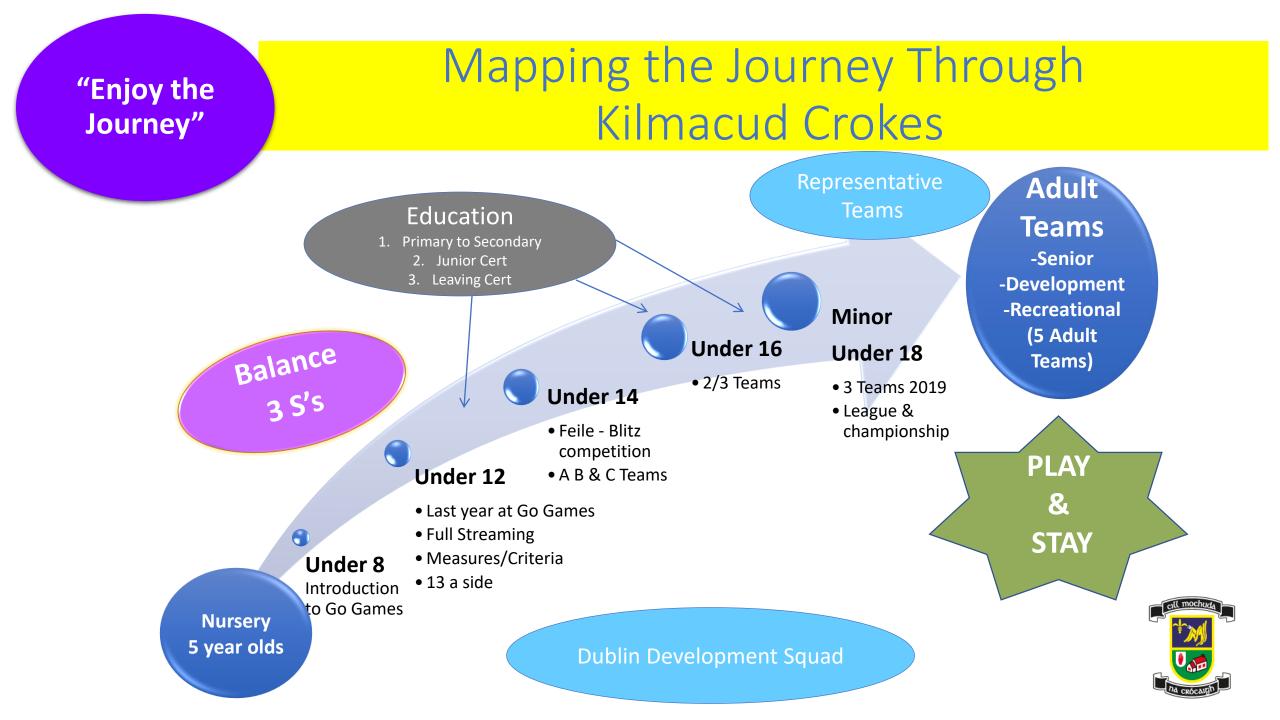
Building A Sustainable Club Coaching Programme

In the Short term.....









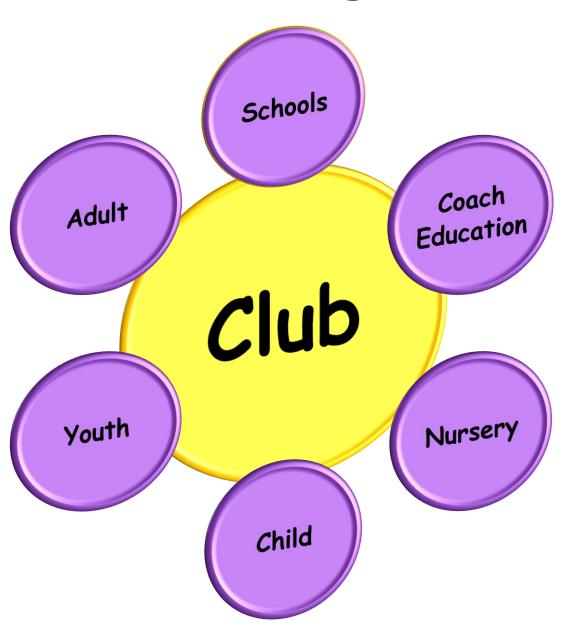
Kilmacud Crokes Player Pathway



FUNdamentals Under 6, 7 & 8	Learning to Train Under 9, 10, 11, & 12	Training to Train Under 13, 14 & 15	Training to Compete Under 16 & Minor	Training to Win Under 21 to Senior
Chronological age Males: 6 – 9 Females: 6 – 8	Chronological age Males: 9 – 12 Females: 8 – 11	Chronological Biological are SICC Males: 12 – 16 Females: 11 – 15 (Age ranges are PHV dependent)	chronelogical-bic cete 1 a.e. Males: 16 – 23 +/- Females: 15 – 21 +/-	Chronological age Males: 19 +/- Females: 18 +/-
FUN and Participation Physical Literacy •Agility •Balance •Co-ordination Warm up principles <u>Athleticism</u> •Running •Jumping •Jumping •Throwing •Speed <u>Technical</u> Introduction to basic Gaelic sk lls •Catch •Pass •Kick •Strike <u>Tactical</u> •Spatial awareness •Small sided games 7v7, 6v6,5v5 •Non invasive games •Simple rules and ethics <u>Mental</u> •Positive attitude to Sport •Develop self confidence <u>Physical</u> •Own body exercises Multi Sport Development <u>Periodisation</u> •Well structured programmes Coaching/Competition Ratios 50:50	Overall sports skills broad base <u>Advanced Physical Literacy (PL)</u> Incorporate the ball into key PL components: ABC' S, RJTS, CPKS <u>Technical</u> Major Skill Learning Phase Develop skills under competitive conditions All basic sports skills should be learnt before entering next phase <u>Tactical</u> Spatial awareness – Creating & Exploiting Space Small sided games: 5 v 3, 4 v 2 Go Games: 6 v 6 (First Touch) 9 v 9 (Quick Touch) 11v11 (Smart Touch) Defense & Attack Principles (Width & Depth) <u>Mental</u> Introduction to Mental preparation Concentration Concentration Concentration Medicine Ball, Swiss Ball Own body strength exercises Speed & Agility development <u>Ancillary Capacities</u> Hydration practices <u>Pariodisation</u> Noperiodisation Coaching/Competition Ratios 70:30	Broad base skills & spois Specific skills – Major fitness development phage: Lade objection Strength (PHV is the reference point) <u>Technical</u> •Advanced Technical skill development •Skills developed under or secure Fitness within skills drills <u>Factical</u> Understanding the principles of Play in grids and small-sided games. Application of skills in game Attacking Styles, Systemoof olay Introduce "Crekes" style <u>Mental</u> Understanding the use of psychology Use skills based goal setting Use mental imagery training <u>Physical</u> •Development WStrength Introduct Mts •Fitness within the games •Speed & Speed endurance •Fiexibilty <u>Ancillary Capacities</u> •Nutritional awweness •Video feedback <u>Lifestyle</u> •Balance Sports/Studies/Social •Manage training loads Single or Double periodisation Coaching/Competition Ratio 60:40	 Sports position specific skills T(2) ui al Position specific technical playing skills preparation Skill development within small sided games leading to full games Inctical sosition specific tactical and playing skills under competitive conditions Refining game SENSE Creative thinking Mental Advanced mental preparation Mental rehearsal Focusing & refocusing Relaxation techniques Physical opecific physical conditioning light weights Flexibility Core stability, Hip & Shoulder Stability Ancillary Capacities Hydration and Nutrition Noting ging training loads Maging competition loads Performance analysis Recovery methods Lifestyle Balance Sports/Studies/Social Awareness of alcohol Double/Triple periodisation 	Position specific and team play skills <u>Technical</u> •Further refinement of technical skills •Development within full games <u>Tactical</u> •Further refinement of position specific tactical and playing skills in full games <u>Mental</u> •Modelling all possible aspects of training and performance <u>Physical</u> •Weights program •Core Stability •Flexibility •Build rest into program <u>Ancillary Capacities</u> •Training diary •Food diary •Heart rate monitoring •Fatigue monitoring •Recovery Strategies •Hot and Cool/Pool •Health Check <u>Periodisation</u> •Double, Triple or multiple

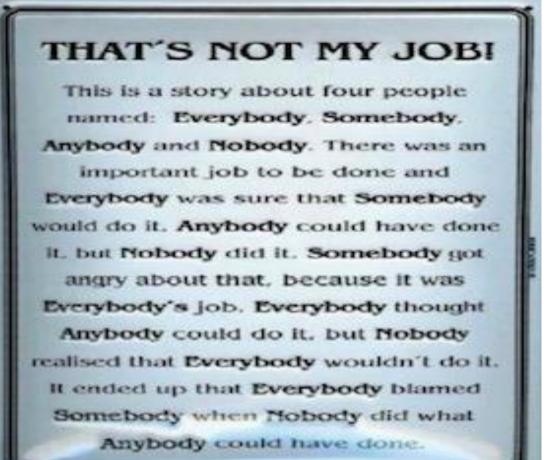
Adapted from the Long Term Player Development Model by Dr.Istvan Bayli

Club Coaching Model

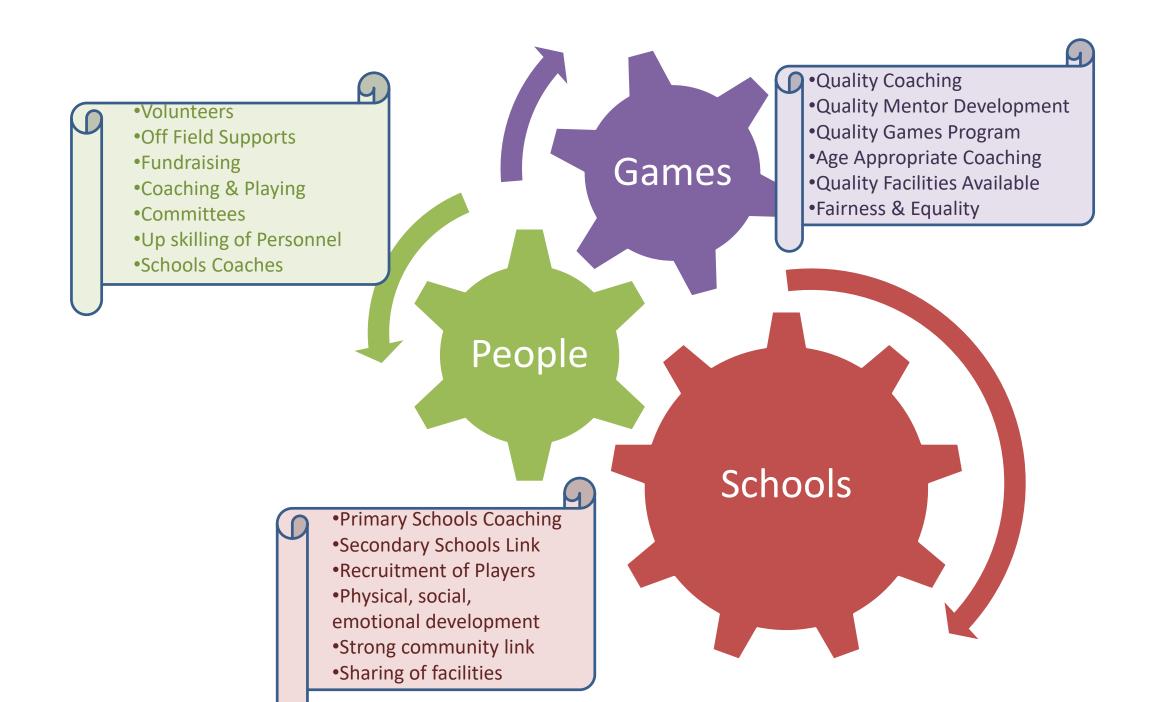




Sustainability...







In the Short term.....

• An Opportunity for Self Reflection:

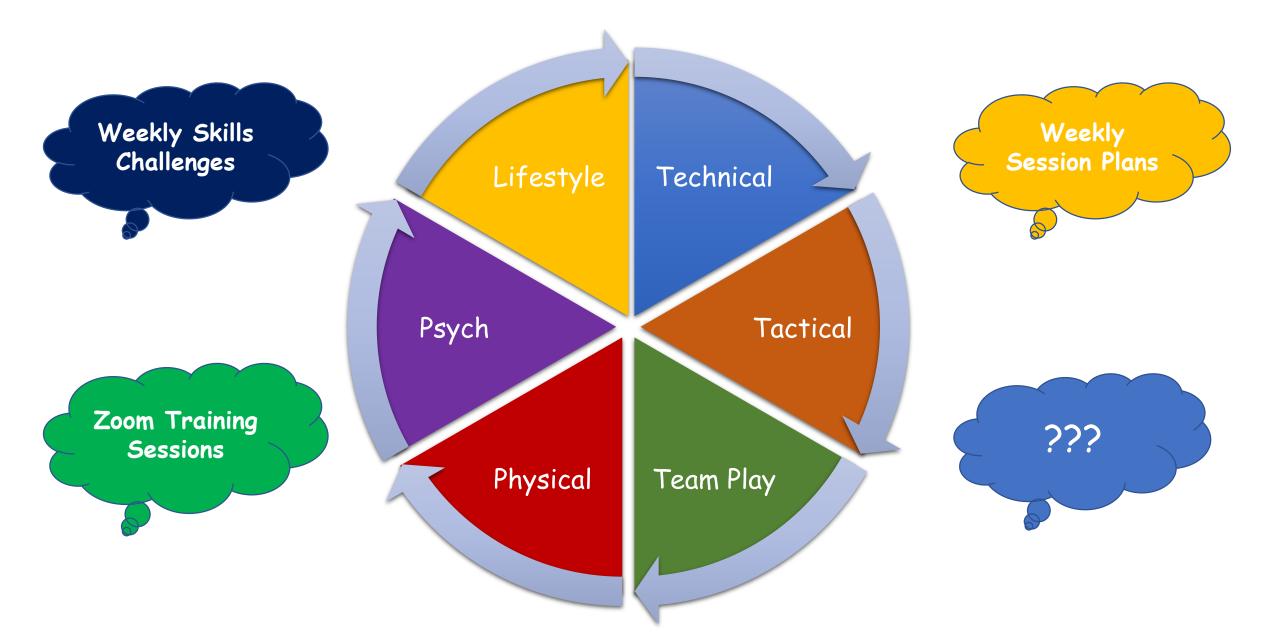
Why am I coaching?
What are my strengths as a coach?
Where can I improve as a Coach?
What do my players / team think of me as a coach?
What do I like / dislike about coaching?

How can i become a better coach and <u>engage with</u> my players over the next few weeks?

U9 Coaches - Child & Parent Feedback

Kilmacud Crokes GAA 2011 Boys	On a scale of 1-5 how much does your son like 2011 GoGames matches? * What is FUN for your son? *
Feedback	1 2 3 4 5 Your answer
Please take 5 mins to sit with your son and get his feedback on GAA at Kilmacud Crokes.	Not at all OOOO Super!
* Required	
	Name one thing that your son would like the coaches to do more. *
Why does your son play GAA? *	What does he like about training? * Your answer
Your answer	Your answer
	Name one thing that your son would like coaches to do less. *
What does he like about GoGames matches? *	What does he not like about training? * Your answer
Your answer	Your answer
	Lastly, a question to parents: Do you play or practice GAA with your son at
What does he not like about GoGames matches? *	On a scale of 1-5 how much does your son like 2011 GAA training? * home? *
	1 2 3 4 5 O Never outside Crokes activities
Your answer	Not at all O O O O Super! O 1-2 times a week outside organised Crokes activities

In the Short term.....

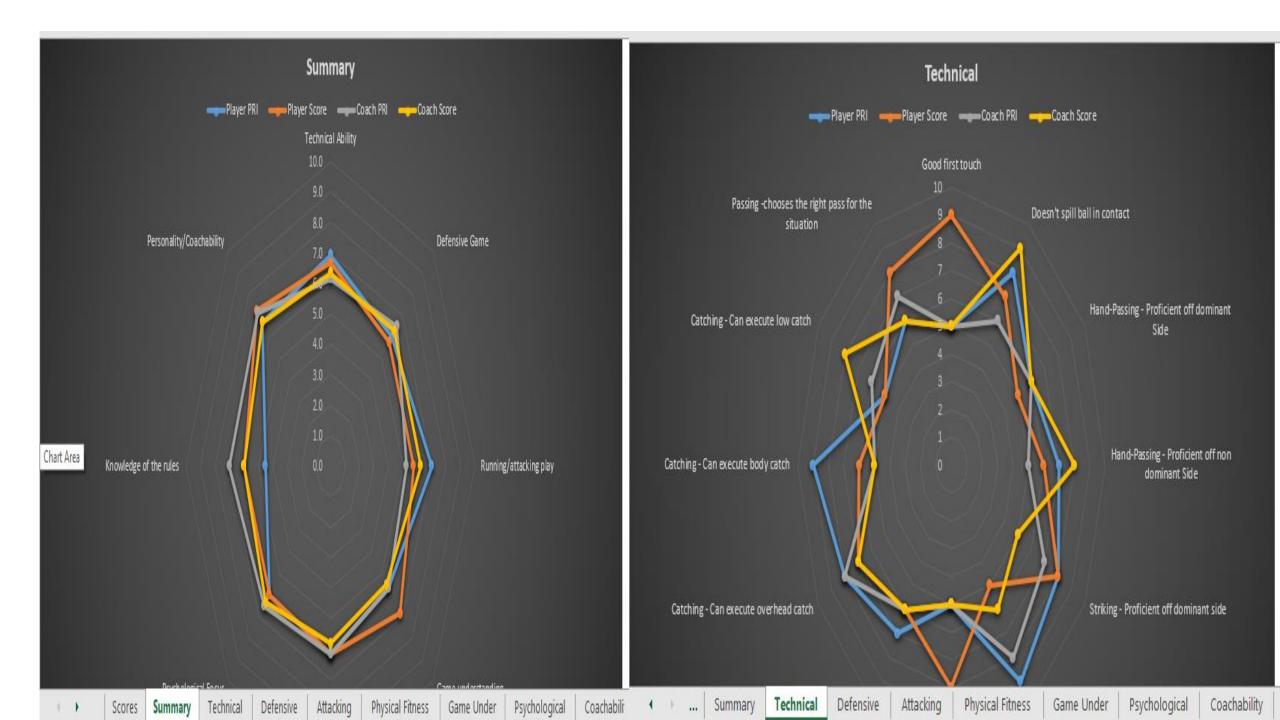


Player Profiling

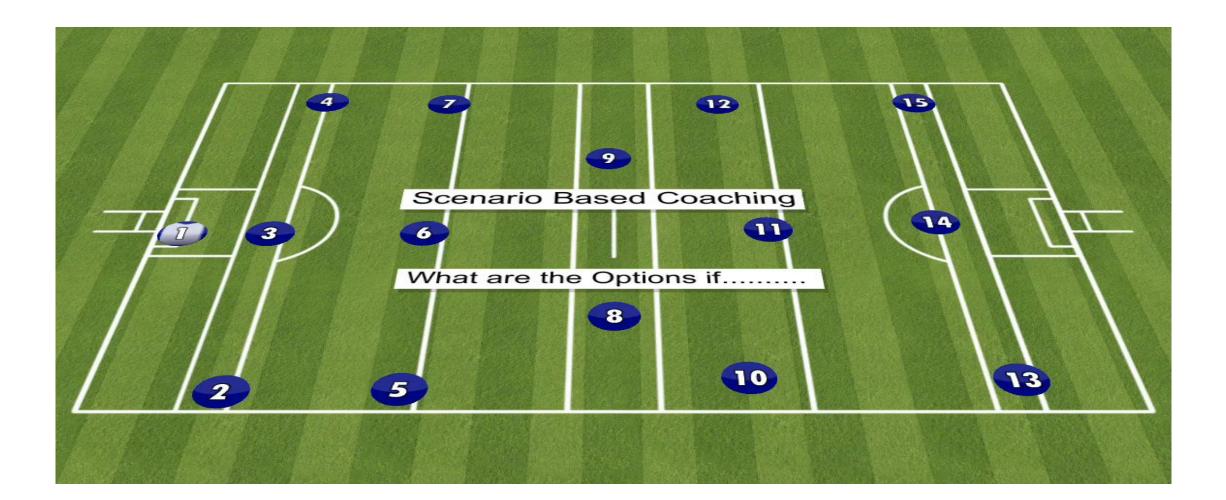
- Create Self Awareness
- Great way of starting the conversation
- Build a greater understanding between coach & player
- Develop an Action Plan

		н			U	6	U	L	I
1	Name					Player PRI	Player Score	Coach PRI	Coach Score
2	Technical Ab	ility							
3	Good first tou	ich				5	9	5	5
4	Doesn't spill	ball in cont	act			8	7	6	9
5	Hand-Passing - Proficient off dominant Side				6	5	6	6	
6	Hand-Passin	g - Proficie	nt off non domi	nant Side		7	6	5	8
7	Striking - Pro	ficient off d	lominant side			8	8	7	5
8	Striking - Pro	ficient off r	on dominant s	ide		9	5	8	6
9	Blocking					5	8	5	5
10	Hooking			7	6	6	6		
11	Catching - Can execute overhead catch			8	7	8	7		
12	Catching - Can execute body catch			9	6	5	5		
13	Catching - Ca	in execute	low catch			5	5	6	8
14	Passing -cho	oses the ri	ght pass for th	e situation		6	8	7	б
15	Defensive Ga	me							
16	Ability to tack	kle in game	situtation			7	6	5	5
17	Deny Space to attackers			5	5	8	7		
18	Delay opponents			8	8	5	5		
19	Develop Play from defense to attack			4	4	8	8		
20	Running/attacking play								
21	Can score of either side			9	6	4	5		
22	2 Sees space and gets into good positions.			6	8	5	4		
22	Dooto oppon	anto with a	uariatu af faatu	uark		L C	1	1	0
	(\rightarrow)	Scores	Summary	Technical	Defensive	Attacking	Physical Fitness	Game Unde	r Psychologica

	<i>n v</i>	v		-	
25	Game understanding				
26	Commincates Clearly & Accuretly	6	7	7	6
27	Reads the game well - (Good anticipation of how plays will develop)	7	8	5	5
28	Plays "heads up" (always looking for options)	6	9	8	7
29	Doesn't waste support runners	6	8	4	5
30	Doesn't get isolated on the ball	4	5	5	5
31	Position Specific - knows the requirements of positions	5	4	5	5
32	Components of Physical Fitness				
33	Strength/Core	7	6	8	7
34	Speed	8	5	4	5
35	Agility	5	7	6	7
36	Flexibility	4	6	6	5
37	Endurance	6	7	8	6
38	Speed Endurance	7	6	5	5
39	Psychological Focus				
40	Confidence (Belief that you are able to perform at the required standa	8	7	7	8
41	Concentration (Ability to remain focussed during training/games)	5	6	5	5
42	Control (Ability to manage your aggression and/or anxiety before, duri	4	5	6	4
43	Commitment (to be the best that you can become)	5	8	8	8
44	Refocusing after errors (when you make a mistake you do not let it ef	8	4	5	6
45	Enjoyment	6	6	8	7
46	Knowledge of the rules -				



Tactical Pad



Task – Group 1

Defenders are being dragged all over the place by quick running forwards resulting in lots of space in front of goal How will you:

• Create a ploy to deny space in defence

Task – Group 2

All the forwards are bunching with the result that when they get the ball they are bottled up by defenders and the ball is being turned over too often

How will you:

• Devise a team play to create space in the forwards

Task – Group 3

The team is not winning possession in the midfield / half forward line from own puck outs.

How will you:

 Devise a tactical ploy to help team gain possession from own Puck outs

Task – Group 4

The forwards are shooting from very difficult positions and the conversion rate is much lower than it should be How will you:

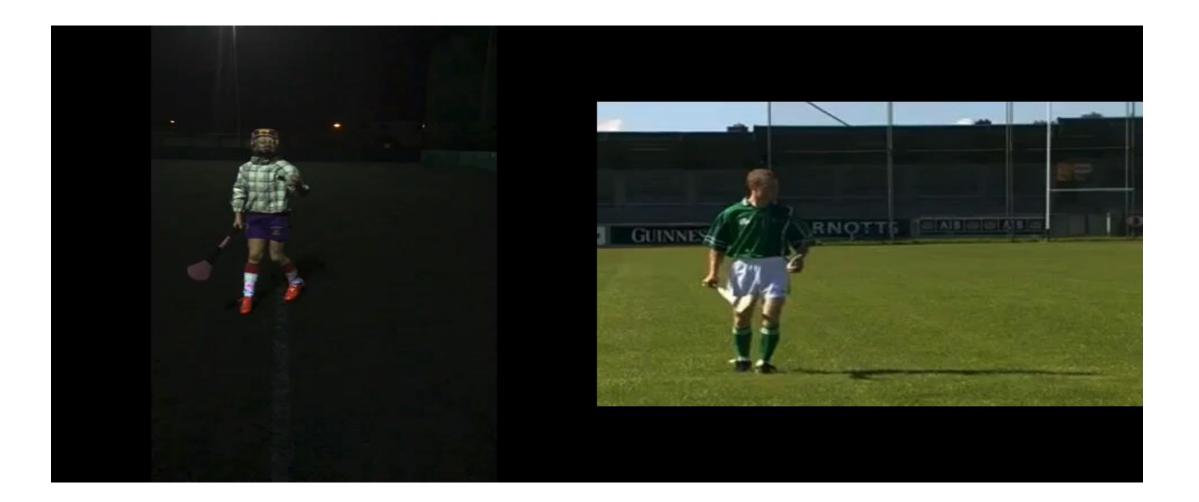
• Create a tactical ploy to increase the conversion rate in the forwards

Freeze Framing





Hudl Technique



Useful Resources

- <u>https://learning.gaa.ie/</u>
- https://www.scoilnet.ie/pdst/physlit/
- <u>https://www.icoachkids.eu/</u>
- <u>https://ulster.gaa.ie/pals/resources/</u>
- <u>https://www.sportireland.ie/institute/performance-service/nutrition/nutrition-faqs</u>
- <u>https://www.sportireland.ie/coaching/coach-support/coach-resources</u>
- <u>https://coaching.dublingaa.ie/</u>

Hudl Technique







