Players content about the In **Year 3** we are seeking to give the player Learning coaching process; and can the knowledge, skills, attitudes and Focus: Basics in place: Knowledge through coach themselves to solve experience to play the game as U11s. Run, Catch, Pass, Tackle, Skills experience of There is a similar level of instruction problems. **Track and Advance** Attitudes (Core conditioned (teaching) in skills at this stage but even Values) game play more game play to help problem solve in conditioned games. We are trying to develop decision makers to create Understanding the capabilities of Coaching imaginative patterns of play based on an players and seeking to grow them Focus In **Year 1** we are seeking to give the player organised team structure and the player's Year 1 with more structured physical the knowledge, skills, attitudes and capabilities. There is a need at this point for **U9 Initial** development experience to play the game as U9s. There players to be much more self-aware of is more instruction (teaching) in skills at this theirs and other player's abilities stage to aid knowledge and understanding: but game play problem solving is managed Coaches gaining more by conditioned games to create learning **Focus: Maintain the Basics** experience of how to coach. situations and develop understanding of Maintain Scrum skills, what and why to coach in order patterns, organisation and structure. Rucks, Mauls and Kicking to create game situations for Coaching learning - now focussed on Strategy challenging the players to solve Players understanding how they will be U9-U11 game play problems to aid coached (developing alignment) Year 3 2014-2017 learning **U11 Transition** Understanding the capabilities of players and seeking to develop them Coaches gaining more experience of how to **Focus: Maintain the Basics** Year 2 coach, what and why to coach in order to Introduce 3 man Scrums, no **U10 Foundation** create game situations for learning contest, Rucks and Mauls In **Year 2** we are seeking to give the player Players now understand how they will be the knowledge, skills, attitudes and coached (cementing alignment) and what is experience to play the game as U10s. expected of them, but learning how to coach There is a similar level of instruction themselves (teaching) in skills at this stage but more game play to help problem solve in Understanding the capabilities of players Coaches gaining more experience of how to coach, conditioned games. We are trying to and seeking to grow them with a focus on develop decision makers to create what and why to coach in order to create game

introduction of structure physical

development

patterns of play based on organised team

structure (experimentation).

situations for learning – explaining game complexity

simply but challenging the players to think