

# COACH AS FACILITATOR

1. Coaching is teaching. Coaches assist and encourage learning.
2. Enthusiastic coaches promote fun. Enjoyment fosters growth.
3. Kids must experience success to learn and enjoy the game. Coaches should modify activities to create mastery first and then increase difficulty to challenge players.
4. The more repetitions a player receives, the quicker he or she will learn. Design activities so that maximum participation is possible.
5. Winning is part of learning, but so is losing. Downplay or redefine success in terms of achieving preset goals.
6. Stretch and challenge accomplished players in training and encourage struggling players to develop (perhaps on their own time, too).
7. Promote the integrity of the game in every teaching situation.
8. Encourage players to watch older, better players and attempt to emulate their playing style. (Remember, coaches are the best role models.)
9. Combine the four pillars of methodology, where possible, to "economically" train players.
10. A variety of activities and a fast-paced learning environment will promote the highest level of development.