

CRAFT OF COACHING

The 4 Corners Model for Player Development

<u>Technical</u>	<u>Psychological</u>
<ul style="list-style-type: none">• Technical practices (Un-opposed)• Skill practices (Opposed – (2v1) (4v2))• Small-sided games (3v3) (4v4)• Game craft / understanding	<ul style="list-style-type: none">• Learning• Developing – Needs of the child• Practising• Decision Making• Learning Styles• Awareness• Understanding
<u>Physical</u>	<u>Social</u>
<ul style="list-style-type: none">• Gross Motor Skills• Movement Skills (ABC's)	<ul style="list-style-type: none">• Enjoyment• Fun• Challenging• Experience• Teamwork• Confidence• Self-Esteem