

CRAFT OF COACHING

The 4 Corners Model for Player Development

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