

Plan - Define	Not Evident - 0	Developing - 1	Proficient - 2	Expertise - 3
1. Core Skill	-There is no reference	-A core skill is provided.	-The core skill and	-The core skill and specific
2. Specific Aspect	to a core skill or there	-There is no specific	specific aspect is	aspect are clearly and
3. Session Objective	is reference to multiple	aspect provided.	provided.	concisely articulated.
	core skills (instead of	-The session objective	-There is a clear link to	-There is a clear link to the
	one).	provided doesn't offer a	the session objective.	session objective.
	-There is no reference	clear link to the core		-There may be reference
	to a specific aspect	skill and specific aspect.		to where the session fits in
	-There is no session			the coaches yearly plan
	objective provided.			(Cycle/Week/Session).
Comments	In each comments section	Points:		
	Evidence why the mark	0/3		
	How to improve (with su	uggestions and/or example	es offered).	

Plan - Design	Not Evident - 0	Developing - 2	Proficient - 4	Expertise - 6
The Skill Introduction design.	-No evidence that the	-The practice will allow	-The practice will allow	-A high degree of thought
	practice links to the	the core skill to be	the core skill and	and creativity to allow the
	session objective and	executed but offer little	specific aspect come to	core skill and specific
	would allow for	variation or options to	life with suitable	aspect to come to life
	repetition of core skill	players for added PDE.	repetition and little wait	which could start implicit
	and specific aspect.	-The practice doesn't	time for players.	learning.
	-The practice will not	allow the specific action	-The practice will	-Multiple options and
	adequately prepare the	connected to the core	prepare the players	variety for players is
	players (physically/	skill come to life.	well, both physically	offered, increasing PDE.
			and psychologically.	



	mentally) for the	-The practice will	-Good evidence that	-The practice will prepare
	match.	adequately prepare the	PDE will be included	the players well, both
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	-Players will have no	players physically and/	offering variety and	physically / psychologically
	opportunity for	or psychologically.	options to players.	where players have little
	decision making (PDE).	-There is no	-An element of	to no wait time.
	-There is no	competition element.	competition is included.	-An element of
	competition element.	-There are no 'added	-There are no 'added	competition is included.
		extras' if it's suitable	extras' if it's suitable	- If suitable to be included,
		that they be included.	that they be included.	'added extras' are planned
				and link to the core skill.
The Skill Training design.	-The practice is not	-The practice is a	-The core skill and	-A high degree of thought
	linked to a game like	realistic game like	specific aspect will be	and/or creativity allowing
	scenario.	scenario / situation.	able to be executed	key actions linked to the
	-The practice has no	-There will be little	repeatedly in a game	session objective emerge
	link to the core skill	repetition of the core	like situation.	to start implicit learning.
	and specific aspect.	skill and specific aspect.	-The actions players	-The practice allows a high
	-No progressions are	-The actions players	executed in the Skill	degree of PDE that may be
	listed	executed in the Skill	Training are consistent	externally paced,
	-There are	Training are not	with those executed in	random/distributed and
	inconsistencies	consistent with those in	the SI (offering a clear	incorporate anticipation.
	between the number	the SI (impacting on the	chain of learning).	-The actions players
	of players used in the	chain of learning).	-A number of step up or	executed in the Skill
	practice.	-If progressions are	step down progressions	Training are consistent
	-No progressions are	provided there are	are prepared if the	with those executed in the
	provided.	either too few or they	coach requires them.	SI (offering a clear chain of
	•	do not link well to the	,	learning).
		sessions focus.		-A number of smart step
				up or step down
				progressions are prepared
				if the coach requires them.



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The Skill Game design.	-The component is not	-A game is planned but	-The constraints of a	-A clear consideration to
	game like and allow an	offers no link to the	'normal game' have	what constraints of the
	opportunity to observe	core skill or specific	been adjusted to offer	game need to be adjusted
	changes in player	aspect allowing a good	an opportunity to	ensuring there is a close
	behaviour.	opportunity to observe	observe if behaviour	link to a 'normal game'
	-There are	changes in player	change linked to the	however offer an
	inconsistencies	behaviour / intent.	core skill and specific	opportunity to observe the
	between the number	-The flow into the Skill	aspect has occurred	core skill and specific
	of players used in the	Game from the Skill	however there are	aspect come to life and if
	practice.	Training may be	some constraints that	behaviour change has
		disrupted due to major	may impact realism.	occurred.
		design changes that	-The flow into the Skill	-The flow into the Skill
		could have been better	Game is smooth	Game is seamless and
		planned.	requiring little change	requires little change from
			from the Skill Training	the Skill Training.
			practice area.	
The Script (for the Skill Training).	-There is no script	-Evidence that a script is	-Good evidence of	-Evidence of a high degree
	provided or any	provided indicating	detail in the script	of detail and excellent
	indication of what will	some element of	showing a clear	knowledge of skill
	form part of the	planning has been	breakdown of possible	acquisition player actions.
	coach's interventions.	attempted.	interventions the coach	-There is a clear link to the
		-There is a shallow level	could make in the	core skill and specific
		of detail with no specific	practice.	aspect.
		link to the core skill or	-There is a clear link to	-Where Tasks / Challenges
		specific aspect offering	the core skill and	are provided, they are not
		little insight into the	specific aspect.	explicit (and give all the
		coaches football	-Cues use specific	answers away).
		knowledge and what	language like	-Cues use specific
		actions will be coached	'As/If/When' to	language like 'As/If/When'
		during the session.	highlight the moment	to highlight the moment



	-Cues don't corr well and/or in e detail to player provided.	nough action will occur.	that a specific player action will occurCues correspond perfectly to player tasks and to a high level of detail.
Comments			Points: 0/24

* Video and sound quality is not assessable. If video and sound quality is not of the required standard it should not be accepted.

Prepare	Not Evident - 0	Developing - 1	Proficient - 2	Expertise - 3
-Safe training environment	-There is no thought to	-The practice	-Clear evidence of	-Clear evidence of a high
-Adequate preparation/planning	how the environment	environment is	planning and	level of detailed planning
-Contingency planning (if	is prepared or for the	prepared.	preparation ensuring	and preparation ensuring
required)	safety of those	-There are elements	the practice will flow	the session flows
	involved.	that could be improved	and is safe for players	seamlessly between
		to aid the quality of the	and staff/club	practice components and
		session.	personnel.	is safe for all.
				-There are contingencies in
				place if/when any issues
				arise in the conduct stage.
Comments				Points:
				0/3

* A session frame is mandatory for C Licence assessments only.

Conduct - Foundation	Not Evident	Developing	Proficient	Expertise
Session Frame/Introduction.	-No frame is offered to	-The introduction	-A strong introduction	-An excellent introduction
	set the tone for the	reinforces the session	that reinforces the	setting the scene for
	session and learning	focus using one of the	session focus using	players that establishes
	outcomes to be	following; Words/	words, visuals or a	context, generates buy in
	achieved.	Visuals/Demonstration.	demonstration ensuring	and engages using Q + A.
		-Too much detail is	your message is clear.	-Clear, concise words are
		provided covering		matched with moving



	coaching points or practice rules that waste valuable playing timePlayers are not engaged or seem motivated to undertake the practice.	-The coach may use key phrases or words to 'switch on' players or link to pro players or games offering added motivationQ and A may be used.	pictures (possibly video) or via a demonstration. -Tone and body language are adjusted appropriately -The coach may use key phrases or words to 'switch on' players or link to pro players or games offering added motivation.
Comments			No Points Allocated.

Conduct - Checklist	Not Evident - 0	Developing - 3	Proficient - 6	Expertise - 9
Checklist (Start-Organisation-	-No evidence that the	-The checklist was	-Good evidence that the	-Clear evidence the
Attitude-Ability-Understanding-	coach has attempted	observed but didn't	checklist was observed.	checklist has been
Shape-Self)	to work through the	adequately allow the	-If adjustments to the	observed at the start and
	checklist.	core skill and specific	practice were made,	throughout the session.
	-May not have	aspect to come to life	they ensured the core	-If adjustments to the
	identified key issues	repeatedly and under	skill and specific aspect	practice were made, they
	that impacted the	game like resistance.	came to life repeatedly	were well thought out and
	quality of the practice.	-If adjustments were	and in a realistic way.	seamlessly maintained or
	-The practice did not	made to the practice,	-The coach continued to	improved the amount of
	start within 2 minutes.	they did not link well to	monitor the checklist or	repetition for the core skill
		the session focus.	adjust the practice	and specific aspect.
		-There may be issues	during the session	-The shape was managed
		not addressed that	ensuring the challenge	to ensure that the players
		impacted the quality of	for players was	without the ball offered
		the practice.	appropriate.	appropriate resistance
		-No shape was	-The shape was	defensively, mimicking the
		managed.	managed naturally due	intensity of the match.



	-The practice did not	to the design and start/	
	start within 2 minutes.	re-start of the practice.	
Comments			Points:
			0/9

Conduct –Task/Observe/Intervene	Not Evident - 0	Developing - 4	Proficient - 6	Expertise - 8
Exercise Task/Collective	-No reference or	-An exercise	-An exercise	-An exercise task
Challenge	evidence to an	task/challenge was	task/challenge was	/challenge was delivered
	exercise task/	referenced or delivered	delivered in the	in the moment where the
	collective challenge.	but not at an appropriate	moment where the	specific aspect/action
		time, effectively	specific aspect/action	is/has taken place.
		communicated or done in	is/has taken place.	-Communication is clear,
		a timely manner.	-Communication is clear	confidently delivered and
			-Key words suitable to	uses key words suitable to
			the age of the players	the age of the players to
			are used to 'trigger' the	'trigger' the learning
			learning process linked	process linked to the task.
			to the task.	-The task/challenge is
				reinforced throughout.
Player Tasks/Player Challenges	-No player	-Evidence that player	-A number of tasks/	-A number of tasks/
	tasks/challenges are	tasks/challenges were	challenges were	challenges were delivered
	delivered or	delivered.	delivered to individuals	at appropriate times and
	referenced.	-The tasks could have	or groups of players at	in varied ways (in the
		been more effectively	good moments and in	moment, in breaks in play
		communicated or	varied ways that linked	or on the run) that clearly
		completed at more	clearly to the objective.	linked to the objective.
		appropriate times.	-Communication is clear	-Communication is clear
			and concise.	and concise.



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Cues/Actions/Coaching Points	-No cues are delivered	-Some cues/coaching	-Cues are delivered in	-Cues are delivered in the
	in the moment.	points are delivered but	the moment, use clear	moment, use clear and
	-There was little	are not completed in the	words and often	concise words with
	evidence that the	moment, use football	pictures that are clearly	moving pictures, are used
	coach could	action language	linked to the session	when players/team need
	communicate their	(as/if/when/before/after)	objective.	guidance and clearly work
	football knowledge	or are based on good	-Good football	toward achieving the
	effectively.	observation.	knowledge offered.	session objective.
		-Some football	-There may have been a	-Excellent football
		knowledge is offered.	logical flow to coaching	knowledge imparted.
		-There was no evidence	points given to players.	-There was a clear flow to
		of a logical flow to	-Coaching on the run is	coaching points given to
		coaching points offered	used to good effect.	players maximising
		maximising player		understanding /learning.
		learning/understanding.		-Coaching on the run is
				used to excellent effect.
Observation (and Game Flow)	-Tasks/Cues delivered	-Tasks/Cues delivered	-Evidence that	-Evidence that Tasks/Cues
	were pre-prepared and	may not have been	Tasks/Cues delivered	were offered to groups or
	were not delivered	required or were not	were based on good	individual players that
	based on observation.	based on good	observation although	needed help or were
	-There is no flow to the	observation.	some interventions may	required to help achieve
	practice and no	-There is some flow	not have been required.	the session outcome,
	evidence that coaching	during the session but is	-There is good flow	showing excellent
	interventions are	hindered due either to	during the session that	observation.
	based on good	too many interventions	ensures an adequate	-There is an enjoyable
	observation.	or continual/constant	opportunity for the	flow throughout the
	-Player engagement	communication.	coach to observe.	practice that offers a
	and intensity is poor.	-Player engagement and	-There is a strong level	balance between
		intensity is sufficient.	of player engagement	observation and
			and game like intensity.	interventions, ensuring a



		high level of player engagement/intensity that replicates match day.
Comments		Points: 0/32

Conduct - Communication	Not Evident - 0	Developing - 4	Proficient - 6	Expertise - 8
Words	-Words delivered to players are not effective, clear or conciseThere may be little impact on player learning or understandingNo use of varied approach to engage (like Q and A).	-Some evidence of the use of clear or concise wordsDelivery isn't adjusted regularly to cater to individuals, the group or certain situations throughoutQ and A may be used but not to good effect.	-Good use of clear and concise words that uses effective language to reinforce key messagesDelivery is adjusted at certain points throughoutQ and A is used at appropriate times to good effect.	-Excellent use of clear and concise words that uses descriptive language appropriate to the age of players to reinforce key messagesTone, tempo and volume of voice is adjusted to suit the context of messages deliveredQ and A is used at appropriate times to excellent effect.
Pictures	-No use of pictures that support the wordsNo interventions are conducted in the moment.	-Some use of a ball and/or players, demonstrations or interventions in the moment to offer a picture to players.	-Good use of a moving ball and players, demonstrations or interventions in the moment for most interventions/coaching points.	-Excellent use of a moving ball and players, demonstrations or interventions in the moment that offers a clear picture for players (matching clear words).
Non-verbal Communication / Interaction / Behaviour	-Poor body languageNo evidence of an attempt to adjust or	-Some evidence of an attempt to adjust body language or coaching	-Good body language, movement and positioning throughout	-Positive body language and movement throughout the practice,



	modify coaching	position to maximise	the practice maximising	taking up strong positions
	approach to suit the	interaction with	interaction with the	to either engage or
	players needs.	individuals or the group.	group and individuals.	observe players.
	-Coaching behaviour is	-The coach remains	-Coaching behaviour	-The coach clearly adjusts
	not appropriate for the	mostly static.	ensures the training	to meet the needs of the
	age/stage of the	-Coaching behaviour is	environment is positive,	group or individuals.
	players.	appropriate for the age/	challenging and	-The session has a 'buzz'
		stage of the players.	enjoyable.	and is enjoyed by all.
Comments				Points:
				0/24

Evaluate	Not Evident - 0	Developing - 2	Proficient - 4	Expertise - 5
Self-Assessment	-No self-assessment completed.	-The review does not delve deeply into key	-A strong review that shows evidence of an	-Insightful, detailed and shows a strong
		areas that could have been improved or is not well detailed showing an understanding of the coaches ability to adequately self-reflect.	ability to be self-critical and/or highlight positivesTime stamps of moments in the practice video may be noted.	understanding of where and how to improve in the futureTime stamps of moments in the practice video are used to reinforce comments.
Comments				Points: 0/5

Final Comments:

Only if competent (please include one of the following).

A: The assessment submission is of a good standard and offers evidence to suggest you would be a suitable candidate to apply for involvement on a B Licence, (be mindful however, that this course focuses on Senior football).



B: The assessment submission meets the competency required at C Yth Licence Licence level. There are key elements outlined in the Action				
Plan (below) that you will need to address before considering application for involvement on a B Licence however.				
Coaches Action	n Plan:			
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Points Breakdo	own/Total:			
Define: 0/3 Poi	nts			
Design : 0/24 Pe	pints			
Prepare: 0/3 Po	pints			
	klist: 0/9 Points			
	/Observe/Intervene: 0/32 Points			
	munication: 0/24 Points			
Evaluate : 0/5 P	oints			
Total: 0/100		T		
Competent	lacksquare	Needs more p	practice \sqcup $ extstyle e$	
Assessor		Signature		

^{*}Yth C Licence Competency 60 points.