



**COACHING
EDUCATION**

SELF-DEVELOPMENT CARD

COACHING GAMES

CANDIDATE NAME

INSTRUCTOR NAME

DEFINITION OF THE TASK

COACHING GAMES	WENT WELL	CHALLENGES	LEARNING NEEDS	ACTION STEPS
PREPARING THE GAME PLAN, LINKING TO PREVIOUS WEEK'S PLAN				
CREATING A SAFE, FUN, INCLUSIVE, AND ORGANIZED ENVIRONMENT FOR THE PLAYERS				
ENCOURAGE AND SUPPORT PLAYERS PLAYING FREELY AND MAKING THEIR OWN DECISIONS IN THE GAME				
IMPLEMENTING A FORMATION AND SUBSTITUTION PATTERN				



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SELF-DEVELOPMENT CARD

COACHING TRAINING SESSIONS

CANDIDATE NAME

INSTRUCTOR NAME

DEFINITION OF THE TASK

TRAINING SESSIONS	WENT WELL	CHALLENGES	LEARNING NEEDS	ACTION STEPS
PREPARING (PLANNING)				
EXECUTING (FIVE- ELEMENTS)				
EVALUATING WITH PLAYERS				
EVALUATING AND REFLECTING				



**COACHING
EDUCATION**

SELF-DEVELOPMENT CARD

LEADING THE PLAYER/LEADING THE TEAM

CANDIDATE NAME

INSTRUCTOR NAME

DEFINITION OF THE TASK(S)

LEADING THE PLAYER/TEAM	WENT WELL	CHALLENGES	LEARNING NEEDS	ACTION STEPS
GIVING ALL PLAYERS INDIVIDUAL, UNCONDITIONAL ATTENTION				
HELPING PLAYERS TAKE RESPONSIBILITY/ HOLD SELF ACCOUNTABLE FOR DEVELOPMENT				
SETTING CO-CONSTRUCTED GOALS WITH THE TEAM				
DEVELOPING AGREED UPON TEAM BEHAVIORS				



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SELF-DEVELOPMENT CARD

MANAGING THE PERFORMANCE ENVIRONMENT

CANDIDATE NAME

INSTRUCTOR NAME

DEFINITION OF THE TASK

MANAGING ENVIRONMENT	WENT WELL	CHALLENGES	LEARNING NEEDS	ACTION STEPS
IDENTIFYING KEY FACTORS AND PEOPLE THAT INFLUENCE THE ENVIRONMENT				
BUILDING RELATIONSHIPS WITH THOSE THAT CAN INFLUENCE THE ENVIRONMENT				
DEVELOPING THE PARENT MEETING PLAN				
IMPLEMENTING THE PARENT MEETING PLAN				



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SELF-DEVELOPMENT CARD

LEADERSHIP

CANDIDATE NAME

INSTRUCTOR NAME

DEFINITION OF THE TASK

LEADERSHIP	WENT WELL	CHALLENGES	LEARNING NEEDS	ACTION STEPS
EXHIBITING A PLAYER CENTERED ENVIRONMENT FOCUSED ON FUN & DEVELOPMENT				
ACCOMPLISHING DEFINED TEAM AND PLAYER GOALS				
LEADING OTHERS				
LEADING ONESELF				