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# A Framework for Enhancing Long-Term Athletic Development

**Prof. Kevin Till** 



#CARR19





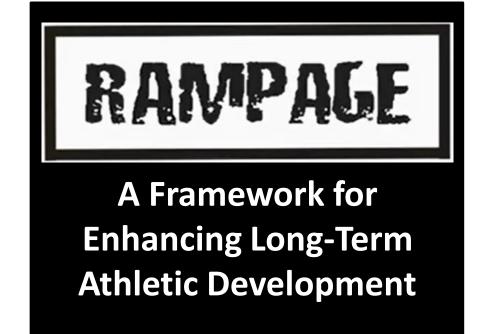
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## **Session Objectives**

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#CARR19

By the end of this session, delegates should be able to...

- Develop an informed view of Long-Term Athletic
   Development (LTAD) within their coaching context
- 2. Use the RAMPAGE Framework to Plan a Training Session
- 3. Consider the integration of Technical-Tactical-Physical-Psycho-Social characteristics within their LTAD planning





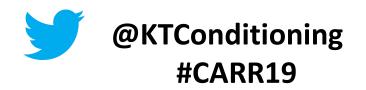








### **Introduce Yourself**



On your tables, introduce yourselves and discuss...

- 1. Who do you Coach (or work with)
- 2. What is Long-Term Athletic Development (LTAD)?
- 3. How do you implement LTAD in your practice?













### The Goal is Clear...



INTERNATIONAL OLYMPIC COMMITTEE 'Develop healthy, capable and resilient young athletes, while attaining widespread, inclusive, sustainable and enjoyable participation and success for all levels of individual athletic achievement.'

Bergeron et al. (2015) IOC consensus statement on youth athletic development. Br J Sports Med, 49, 843-851











## Long-Term Athletic Development

#### International Olympic Committee consensus statement on youth athletic development

Michael F Bergeron, 1,2 Margo Mountjoy, 3,4 Neil Armstrong, 5 Michael Chia, 6
Jean Côté, 7 Carolyn A Emery, 8 Avery Faigenbaum, 9 Gary Hall Jr, 10 Susi Kriemler, 11
Michel Léglise, 12 Robert M Malina, 13,14 Anne Marte Pensgaard, 15 Alex Sanchez, 16
Torbjørn Soligard, 17 Jorunn Sundgot-Borgen, 18 Willem van Mechelen, 19,20,21
Juanita R Weissensteiner, 22 Lars Engebretsen 17,23



#### LONG-TERM ATHLETIC DEVELOPMENT- PART 1: A PATHWAY FOR ALL YOUTH

RHODRI S. LLOYD, <sup>1</sup> JON L. OLIVER, <sup>1</sup> AVERY D. FAIGENBAUM, <sup>2</sup> RICK HOWARD, <sup>3</sup> MARK B. A. DE STE CROIX, <sup>4</sup> CRAIG A. WILLIAMS, <sup>5</sup> THOMAS M. BEST, <sup>6</sup> BRENT A. ALVAR, <sup>7</sup> LYLE J. MICHELI, <sup>8,9,16</sup> D. PHILLIP THOMAS, <sup>11</sup> DISA L. HATFIELD, <sup>12</sup> JOHN B. CRONIN, <sup>13,14</sup> AND GREGORY D. MYER<sup>16,15,16,17</sup>

OFFICIAL POSITION STAND OF THE NATIONAL STRENGTH AND CONDITIONING ASSOCIATION

#### NATIONAL STRENGTH AND CONDITIONING ASSOCIATION POSITION STATEMENT ON LONG-TERM ATHLETIC DEVELOPMENT

RHODRI S. LLOYD,<sup>1,2</sup> JOHN B. CRONIN,<sup>2,3</sup> AVERY D. FAIGENBAUM,<sup>4</sup> G. GREGORY HAFF,<sup>3</sup> RICK HOWARD,<sup>5</sup> WILLIAM J. KRAEMER,<sup>6</sup> LYLE J. MICHELI,<sup>7,8,9</sup> GREGORY D. MYER,<sup>9,10,11,12</sup> AND JON L. OLIVER<sup>1,2</sup>



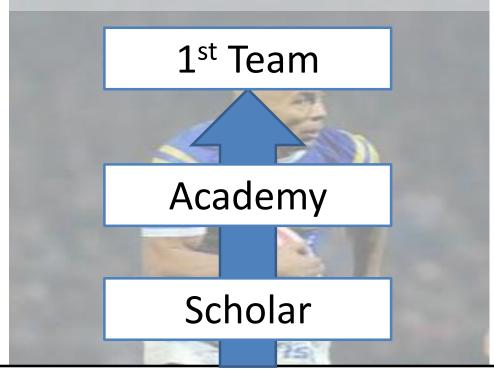








### **Long Term Athletic Development**



Community – Clubs / Schools (7-14 years)







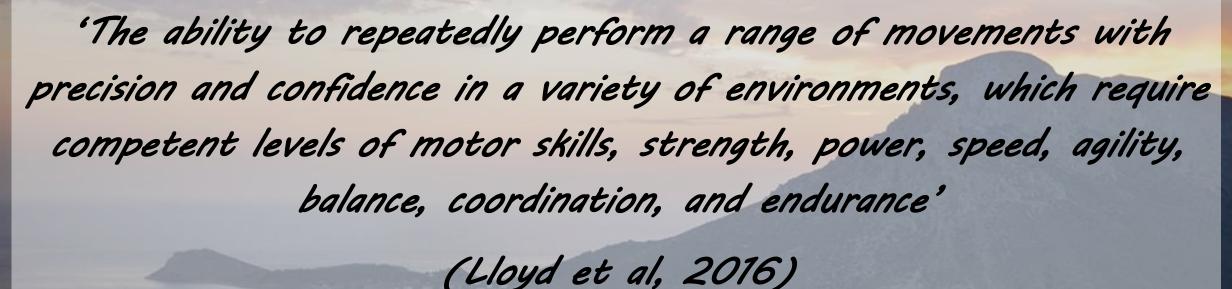




### Long Term Athletic Development















## **Current Issues for Enhancing Athleticism**

- 1. A lack of value of health and skill related components of physical fitness in youths
- Youth training focuses upon sports specific practice and competition, rather than general preparation work
- Limited integrative neuromuscular training (S&C and FMS training) delivered within youths training
- 4. Athletic development work is only delivered at certain time points during the season (i.e., Pre-season)

(Lloyd et al., 2015a; 2015b; 2016)



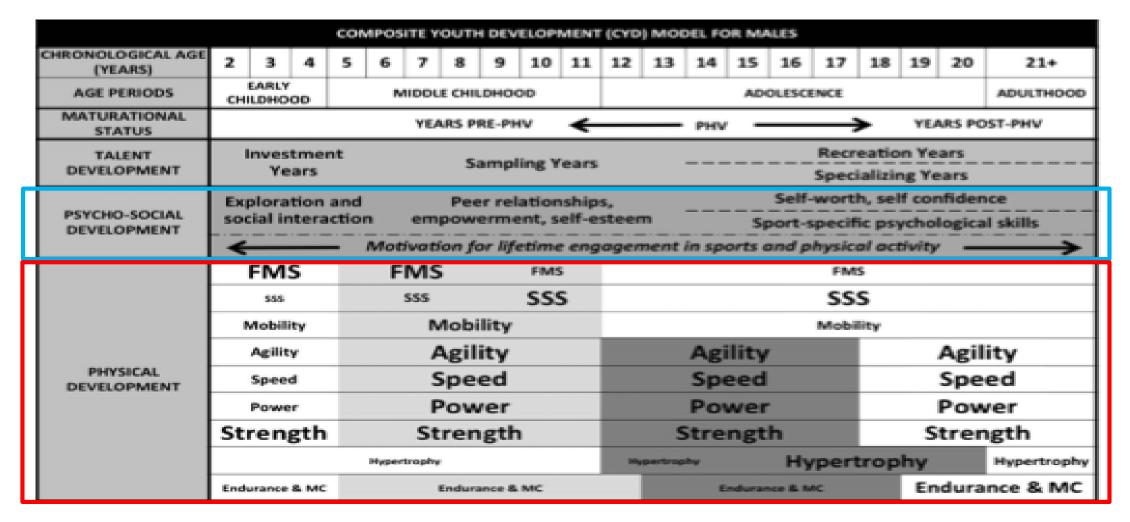








#### Composite Youth Development Model (Lloyd et al., 2015)











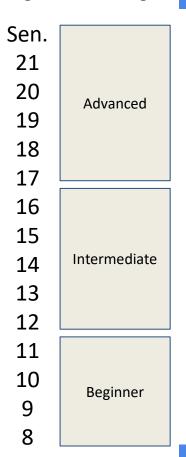


#### **MENTAL MODEL & PERFORMANCE MODEL**

What are the fundamental demands of the sport/setting? What do successful athletes (participants) look like?

#### **OUTPUT**

Age/Phase/Stage



How to scaffold this journey?

**UNDERSTANDING OF CHILDREN & YOUNG PEOPLE** 

What are children like as they enter your programme? (bio-psycho-social development)

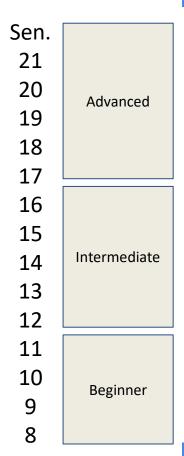
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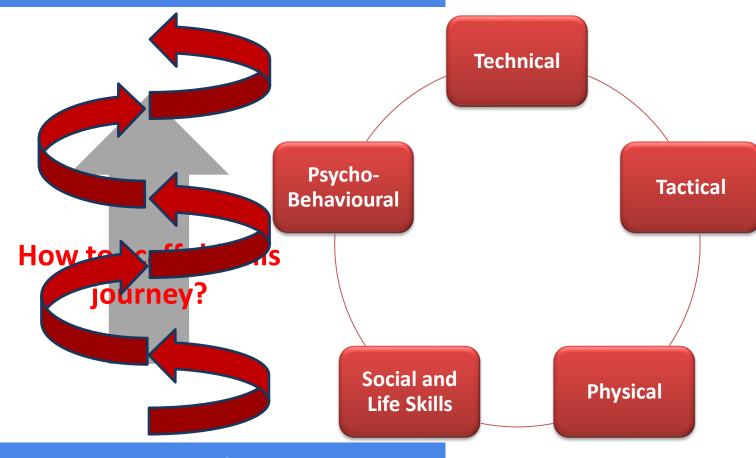
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#### **OUTPUT**







#### **UNDERSTANDING OF CHILDREN & YOUNG PEOPLE**

What are children like as they enter your programme? (bio-psycho-social development)

**INPUT** 

### Task 2



## What are your Physical – Technical – Tactical – Psycho–Social Objectives or Curriculum?

Technical	Tactical	Physical	Psycho-Social











### Task 2



## What are your Physical – Technical – Tactical – Psycho–Social Objectives or Curriculum?

Technical	Tactical	Physical	Psycho-Social
Catch & Pass	Decision-Making	Technique	Attitude
Grip / Carry	Defence	Speed	Motivation
Tackle / Combat	Attack	Strength	Resilience
Hand-Eye	Game Awareness	Power	Confidence
(Cognitive)	/ Role Clarity	Agility	Control
		Fitness	Communication











## Physical: In Detail

		Locomotor	Stability	Mobility	Strength	Agility	Speed	Power	Endurance
Locomotor	Run	Χ					Χ		Χ
	Skip	X							
	Bound	Χ					Χ	Χ	
	Jump	Χ						Χ	
	Нор	Χ						Χ	
Changing Speed	Acceleration	Χ			X		Χ		
	Deceleration	Χ			X		Χ		
	Reacceleration	Χ			X		Χ		
<b>Multi-Directional Movement</b>	Lateral	Χ				X	Χ		
	Backwards	Χ				X	Χ		
	Combinations	Х				Χ	Χ		
Agility	COD - Cuts	Х				Χ	Χ		
	COD - Turns	X				X	Χ		
	Evasion / Dodging	X				X	Χ		
	Reaction	Х				X			
Lower Body	Squat		Χ	Χ	X				
	Lunge		Χ	Χ	X				
	Step Up		Χ	Χ	Χ				
	Hinge		Χ	Χ	Χ				
	Single Leg		Χ	Χ	X				
	Jump & Land		Χ		X			Χ	
	Hop & Land		Χ		X			Χ	
Trunk	Front		Χ	Χ					
	Side		Χ	Χ					
	Back		Χ	Χ					
	Rotation		Χ	Χ	X				
Upper Body	Push - H / V		Χ	Χ	X				
	Pull - H / V		Χ	Χ	X				
	Throw			Χ	Χ			Χ	
Mobility	Ankle			Χ					
	Hip			Χ					
	Thoracic			Χ					
	Shoulder			Χ					
					:ua Lik	ies Through			

Locomotor Stability Mobility

Strength

Δσility

Sneed

Fndurance











## Physical: In Detail

		Locomotor	Stability	Mobility	Strength	Agility	Speed	Power	Endurance
Locomotor	Run	Х					Χ		X
	Skip	X							
	Bound	Х					X	Х	
	Jump	Χ						X	
	Нор	Х						Х	
Changing Speed	Acceleration	Χ			X		Χ		
	Deceleration	Χ			X		Χ		
	Reacceleration	Χ			X		Χ		
<b>Multi-Directional Movement</b>	Lateral	Χ				Χ	Χ		
	Backwards	Χ				Χ	Χ		
	Combinations	Χ				Χ	Χ		
Agility	COD - Cuts	Χ				Χ	Χ		
	COD - Turns	Χ				Χ	Χ		
	Evasion / Dodging	Χ				Χ	Χ		
	Reaction	Χ				Χ			
Lower Body	Squat		Χ	Χ	X				
	Lunge		Χ	Χ	X				
	Step Up		Χ	Χ	X				
	Hinge		Χ	Χ	X				
	Single Leg		Χ	Χ	Χ				
	Jump & Land		Χ		X			Χ	
	Hop & Land		Χ		X			Χ	
Trunk	Front		Χ	Χ					
	Side		Χ	Χ					
	Back		Χ	Χ					
	Rotation		Χ	Χ	Χ				
Upper Body	Push - H / V		Χ	Χ	X				
	Pull - H / V		Χ	Χ	Χ				
	Throw			Χ	Χ			Χ	
Mobility	Ankle			Χ					
	Нір			Χ					
	Thoracic			Χ					
	Shoulder			Χ		us TI.			
					changing Li	ves Through Sporz			<b>~</b> ,









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		Locomotor	Stability	Mobility	Strength	Agility	Speed	Power	Endurance
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	Combinations	Χ				Χ	Χ		
Agility	COD - Cuts	Χ				Χ	Χ		
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	Jump & Land		Χ		Χ			Х	
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	Thoracic			Χ					
	Shoulder			Χ	maina Lin	ves Through Spon			
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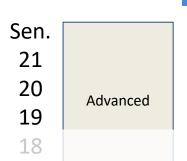
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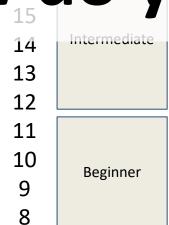
#### **OUTPUT**

**Technical** 

Age/Phase/Stage



How do you Deliver your Curriculum?





**UNDERSTANDING OF CHILDREN & YOUNG PEOPLE** 

What are children like as they enter your programme? (bio-psycho-social development)

**INPUT** 



Section	Description	Physical Qualities	Tech-Tact	Psy-Soc
R				
A				
M				
P				
A				
G				
G				
Е				













	Section	Description	Physical Qualities	Tech-Tact	Psy-Soc
R	Raise	Raise body temperature	Locomotor Skills	***	
Α					
M					
Р					
Α					
G					
Е					













	Section	Description	Physical Qualities	Tech-Tact	Psy-Soc
R	Raise	Raise body temperature	Locomotor Skills	***	
A	Activate			*	
M	Mobilise	Activate muscles and mobilise the joints	Stability, Mobility & Strength	*	
Р					
A					
G					
Ε					













	Section	Description	Physical Qualities	Tech-Tact	Psy-Soc
R	Raise	Raise body temperature	Locomotor Skills	***	
A	Activate	Activate muscles and mobilise the joints	Stability, Mobility & Strength	*	
M	Mobilise	, and the second	,,		
P	Potentiate	Increase the intensity of the activity	Speed, Agility, Power	**	
A					
G					
Ε					













	Section	Description	Physical Qualities	Tech-Tact	Psy-Soc
R	Raise	Raise body temperature	Locomotor Skills	***	
A	Activate	Activate managles and machilies the injusts	Ctobility Mobility O Ctropath	*	
M	Mobilise	Activate muscles and mobilise the joints	Stability, Mobility & Strength		
P	Potentiate	Increase the intensity of the activity	Speed, Agility, Power	**	
A	Activity	Main Technical / Tactical activity		****	
G					
Ε					













	Section	Description	Physical Qualities	Tech-Tact	Psy-Soc
R	Raise	Raise body temperature	Locomotor Skills	***	
A	Activate	Activate muscles and mobilise the joints	Stability, Mobility & Strength	*	
N	Mobilise	•	,,		
P	Potentiate	Increase the intensity of the activity	Speed, Agility, Power	**	
Δ	Activity	Main Technical / Tactical activity		****	
G	Games	Focus for implementation of the skill activity within game based situation	Metabolic Conditioning	***	
E					













	Section	Description	Physical Qualities	Tech-Tact	Psy-Soc
R	Raise	Raise body temperature	Locomotor Skills	***	
A M	Activate Mobilise	Activate muscles and mobilise the joints	Stability, Mobility & Strength	*	
P	Potentiate	Increase the intensity of the activity	Speed, Agility, Power	**	
A	Activity	Main Technical / Tactical activity		****	
G	Games	Focus for implementation of the skill activity within game based situation	Metabolic Conditioning	***	
Ε	Evaluate	Evaluate the session during a cool down	Flexibility, Landing Mechanics	**	













Section		Description	Physical Qualities	Tech-Tact	Psy-Soc
R	Raise	Raise body temperature	Locomotor Skills	***	1
A	Activate Mobilise	Activate muscles and mobilise the joints	Stability, Mobility & Strength	*	Observe & Use
P	Potentiate	Increase the intensity of the activity	Speed, Agility, Power	**	Coaching
A	Activity	Main technical / Tactical activity		****	Behaviours linked to
G	Games	Focus for implementation of the skill activity within game based situation	Metabolic Conditioning	ning ****	
Ε	Evaluate	Evaluate the session during a cool down	Flexibility, Landing Mechanics	**	<b>1</b>













Psycho-Social Characteristic	Definition	Example Observable Behaviours	Coaching Interventions
COMMUNICATION	Sending / receiving messages effectively including coach to player and player to player interactions.	Athlete shows positive body language (e.g., head up, eyes on the action, ready to participate)	Asks Questions Encourages Player Communication













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		Athlete doesn't let errors affect them	Promotes that mistakes will happen and encourages correct behaviour	













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CONTROL	Can regulate own thoughts and emotions	Athlete doesn't let errors affect them	Promotes that mistakes will happen and encourages correct behaviour
CONFIDENCE	Belief that they can execute skills to a desired level for themselves and the team	Athlete wants to attempt new skills	Designs tasks to create success













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RESILIENCE Role of mental processes and behaviours in protecting themselves from negative stressors		Athlete sticks at the task with full engagement when finds something challenging	Provides challenge to players	













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RESILIENCE	Role of mental processes and behaviours in protecting themselves from negative stressors	Athlete sticks at the task with full engagement when finds something challenging	Provides challenge to players
COMMITTMENT	Quality and quantity of motivation to get better in training and competition	Athlete is punctual and eager	Rewards effort over performance











### **Example Session Plan**



RAMPAGE: Session Plan  DATE 29.03.2019 SQUAD U13s  BURATION 1 hour  RUGBY SKILLS Grip & Carry, Push Support   Challenge = Low (Challenge)  PHYSICAL Linear Running, Mobility & Stability, Footwork  PYSCHO-SOCIAL Communication  SESSION 1. Perform two hand carry with push support OBJECTIVES 2. Perform high intensity ball carries with footwork at line			Potentiate (10 mins)  Activity (15 mins)	Accelerations / Footwork  - 10m accelerations (no ball) x 4  - 15m accelerations (catch ball at 5m) x 4  - 15 m accelerations (catch ball at 5m, footwork on defender at 10m)  3 v 2 v 1  - 10m x 20m grid with defenders at 10 & 20  - Attackers aim is to score  - Perform from left and right sides  - Swap defenders every few repetitions	Technical Cues  Drive quickly  Terive quickly, 2 handed catch / carry  Trive quickly, 2 handed catch / carry, late footwork  Actions – Praise Effort, Encourage Comms  Technical Cues - 2 handed ball carry, Attack at pace, Communicate support, Carry / Run ball when available  Actions – Question individuals on outcome of drill (success / failure) based on above	
Session Section Raise (5 mins)	ACTIVITY  Grip & Carry Lines  - Lines of 3 opposite each other  - Carry ball and pass on  - Perform running, high knees, lateral and backwards			Games (20 mins)	3 x 5 min games (90s rest).  All carries from DH pass. Two hand touch. Hit floor and PTB. 6 tackles, no kicks.  - Game 1 – 2 handed carry  - Game 2 – With push support with pass  - Game 3 – Communication  Penalties for failing above	- Technical Cues - 2 handed ball carry, Attack at pace, Communicate support, Carry / Run ball when available  - Actions – Referee, Let the game play for 5 mins, discuss, Praise and reward key actions, and question in rest period
Activate & Mobilise (5 <u>mins</u> )	Body Weight Circuit (30s Each)  - BW Squats  - Lunges  - Stand Tall, foot flat  - Plank  - Push Up  Technical Cues:  - Feet Flat / Back Straight  - Shin and body vertical, 90-90  - Stand Tall, foot flat  - Explosive, Land softly  - Brace core  - Chest to floor, full extension  Actions – Demonstrate and Cue		Evaluate (5 mins)  Coaching Interventions	Key Questions  - Why a 2 handed carry? What makes a successful 2 handed carry?  - What were the key aspects of the session? Why is communication and support important?  Flexibility Stretches  Praise, Ask questions.  Key questions = What worked well / didn't work well? What could you have done better?		











## Summary



- LTAD focuses on the long-term development of <u>ALL</u>
   Participants
- Have clear Physical Technical Tactical and Psycho-Social objectives for your planning
- Use the RAMPAGE framework for planning, delivering and reflecting upon your training sessions
- Consider how you can integrate Physical, Technical-Tactical and Psycho-Social Development.



A Framework for Enhancing Long-Term Athletic Development



















# A Framework for Enhancing Long-Term Athletic Development

**Prof. Kevin Till** 



#CARR19





UKSCA