

<u>Active Start</u>

Ado: 0 - 6

Objective: Include Physical Activity as Part of # of Participants: Population wide				
Objective:		# of Participants:	Population wide	
Physical: Technical:	Active / Safe Exploration Modeling General Movement Skills	Training:	Few Organized Physical Activities (multi-activity programs)	
	Uninhibited / Spontaneous Play	Competition:	Unstructured Free Play	
Theoretical: Life Skills:	Stimulate Curiosity Parental / Family Centred	Program Delivery:	Active Movement Environments Community Programs / Clubs	
FUNdamentals				
Age: 6	5 - 9			
Objective:		# of Participants:	Population wide	
	General / Overall Development Introduce FUNdamental Athletic	Training:	Some Organized Physical Activities, Variety	
	Experience the Outcomes of Competition	Competition:	Modified / Semi-Structured (participation based)	
Theoretical: Life Skills:	Encourage Learning Role as Participant	Program Delivery:	School System, Community Programs / Clubs	
	Objective: Physical: Technical: Psychological: Theoretical: Life Skills: Coaching: Age: 6 Objective: Physical: Technical: Tactical: Psychological: Theoretical: Life Skills:	Objective: Include Physical Activity as Part of Daily Life Physical: Active / Safe Exploration Technical: Modeling General Movement Skills (standing, walking, running, etc.) Tactical: Uninhibited / Spontaneous Play Psychological: Enjoy Being Active Theoretical: Stimulate Curiosity Parental / Family Centred Parental / Family Centred Coaching: Parental / Family Centred Dbjective: Experience Joy / Excitement of Physical Activity / Games Physical: General / Overall Development Introduce FUNdamental Athletic Movements (run, jump, kick, etc.) Tactical: Experience the Outcomes of	Objective: Include Physical Activity as Part of Daily Life Physical: Active / Safe Exploration Technical: Modeling General Movement Skills (standing, walking, running, etc.) Tactical: Uninhibited / Spontaneous Play Psychological: Enjoy Being Active Theoretical: Stimulate Curiosity Parental / Family Centred Parental / Family Instructors Parents, Family, Instructors Program Delivery: Cobjective: Experience Joy / Excitement of Physical Activity / Games Physical: General / Overall Development Introduce FUNdamental Athletic Movements (run, jump, kick, etc.) Tactical: Experience the Outcomes of Competition: Psychological: Fereition: Technical: Highlight the Positive Psychological: Highlight the Positive Psychological: Highlight the Positive Psychological: Highlight the Positive Theoretical: Encourage Learning Physile: Forogram Delivery:	

<u>Learning To Wrestle</u>

Teacher, Community / Club Coach

Age: 10 - 12 (may enter later)

	Orientation to the Sport of Wrestling Core Wrestling Principles
Technical:	Concepts of Take-Downs & Parterre
	Actions
Tactical:	"Thinking" of How to Get an Advantage
Psychological:	Passion for Wrestling as Individual /

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Life Skills: Coaching:

 Technical:
 Concepts of Take-Downs & Faitere Actions

 Tactical:
 "Thinking" of How to Get an Advantage

 sychological:
 Passion for Wrestling as Individual / Combative Sport; (fun, basics, success)

 Theoretical:
 Basic Rules of Wrestling Cooperative Play, Sportpersonship

 Coaching:
 Teacher / Instructor / Club Coach

Division: Kids

Ŭ	2 - 6+ wks., 1– 3x/wk. Wrestling Specific Activity Exploring Movement in Common Wrestling Positions
Competition:	Festival Environment Modified Rules / Match Conditions 1+ events / yr.
Program Delivery:	Schools, Community Programs / Clubs, Regional Associations
Resources:	Skill Awards Program NCCP-Coach Certification Instructional Material

The 7 Stages

Formalized Training

Age: 1	12 - 16	Division:	Bantam / Cadet
bjective:		# of Participants:	
	Repetition	Training:	8 to 12+ wks., 2 – 4 x / wk.
Physical:	Introduction to Cross Training		High Repetition of Core Skills
chnical:	(off-mat training) Broad Exposure to Core Skills	Competition:	Emphasis on Training Regional, Provincial, National
Tactical:	Introduction to Principles of Tactics	oompetition.	Successful Competition
	(action, reaction, deception)		Experiences
ological:	Foster Personal Qualities for Wrestling		10 to 20+ matches / yr.
	(combative mentality, perseverance)	Program Delivery:	School System
oretical:	Language, Protocol, Structure and		Club Programs
fe Skills:	History of Wrestling Ethical and Moral Development		Regional / Provincial Associations
ie okino.	(respect for the sport, opponent & self)	Resources:	Skill Awards Program
oaching:	Teacher, Club Coach		NCCP-Coach Certification
	Provincial Development Coach		

<u>Training To Compete</u>

Age: 1	17 - 20	Division:	Juvenile / Junior
Objective:	Specialization of Training		2500+
Physical:	Development of Maximal Capacity (high volume / overload)	Training:	30+ wks., 5 – 8 x / wk. High Volume
Technical:		Competition:	Provincial, National, Canada
	Variations;		Games Intro. to International, Jr. Worlds
Tactical:	(generic towards individualized) Formulate Personal Strategies/Tactics		30+ matches / yr.
Psychological:	Plant a Seed for Peak Performance	Program Delivery:	High School, University
Theoretical:	(goal setting, desire, sacrifice) Understand Basis for Athletic		Programs Club Programs, H.P. Centres
	Performance		Provincial / National Team
Life Skills:		Deserves	Programs
Coaching:	Personal Coach High School / University Coach	Hesources:	Personal Support Team Video Analysis / Scouting
	Junior Development Coach		System

Training for Peak Performance

Age: 21+ Objective: Winning When It Counts Physical: Optimal Functioning / Fin

Division: Senior # of Participants: 30+ 0 12 v/v



Thyoroan	(tapering, peaking, pushing the limits)		Modeling & Competition
Technical:	Doing the things I do very well		Simulation
	(perfecting my repetoire)		Individualized / Quality
Tactical:		Competition:	National / International
	Opponents Actions		World Champ. / Major Games
Psychological:			15+ selective matches / yr.
	(uncontrollable events / adversity)	Program Delivery:	
Theoretical:	Personal Interpretations & Applications		H.P. Centres
	(problem solving, selectivity, choice,	_	National Team Program
	decision)	Resources:	Personal Support Team
Life Skills:			P.E.T Program
	(independent / self reliant)		Canadian Sport Centres
Coaching:			Video Analysis / Scouting
	National Team Coach		System

Enriched for Life

Age: Enter at Any Age

Objective:	Make Use of Positive Lessons of Sport	# of Participants:	Anyone Currently or Previously Involved in Wrestling
	Physically Active for Life Passing the Torch to Future Wrestlers (coaching / sparring / teaching)	Training:	Maintaining Physical Activity
	Strategic / Planned Approach in Life Mentally Stronger for Life	Competition:	Masters
Theoretical:	Life Long Learning Enriched for Life Reflecting on Experience in Sport	Program Delivery:	Community Programs / Clubs
Coaching:			

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