

Long Term Athlete Development Practices

Геат: <u>_</u>	Date:	Time:	to	
Arena: _	Equipment Needed:			
Goal(s):				
Time	Activity	Diagrams		
5min Off-ice in dressing room	Introduction Purpose is to greet athletes and let them know what will be taking place. • Before practice begins: inspect facilities, organize equipment, greet each athlete, assess each athlete's energy level. • At the beginning of practice: review the goals of practice and activities planned.			
10- 15min	Purpose is to prepare the body for the efforts of the main practice. General Warm-Up • General exercises or games to loosed muscles and raise body temperature • Progressive stretching that is dynamic (with movemement) Specific Warm-Up • Brief activities that athletes already know that mimic the movements of the main part (may even be the same activity, but at lower intensity) • A gradual increase in intensity that will not tire the athlete • A quick transition between the end of the warm-up, the explanations/instructions given for the first activities of the main part, and the activities themselves			
30- 45min	Main Part Purpose is to perform activities that will help athletes improve sport-specific abilities and fitness.			
	 Three or more activities linked in the proper order. Activities that challenge athletes so they can learn and improve while enjoying themselves Athletes involved in an activity most of the time (i.e. not standing around or waiting in line) Athletes allowed lots of practice for each activity Activities that are appropriate for the age, fitness, and ability levels of the athletes and are relevant to the sport 			



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Time	Activity	Diagrams
	Main Part cont' Beginning of the Main Part of Practice (athletes are not tired) • Activities to acquire new techniques, skills, or motor patterns • Activities that develop or require coordination or balance • Activities that develop or require speed Middle of the Main Part of Practice • Activities to develop or require strength • Activities that develop or require strength • Activities that develop or require strength-endurance Later in the Main Part of Practice (when athletes tired) • Activities to consolidate skills already acquired • Activities that develop or require aerobic endurance • Activities to develop flexibility	
5-10min	Cool-Down Purpose is to begin recovery. • A gradual decrease in intensity. • Stretching, especially of muscles most used.	
5min Off-ice in dressing room	Conclusion Purpose is to debrief the athletes and tell them about the next practice or competition. •Provide and ask for feedback on what went well and what can be improved •Tell athletes about next practice or competition (logistics, goals, & emphasis) •Lead team cheer & speak with each athlete before he or she leaves	