

Clinic Agenda

Time	Registration
0800 - 0830	<p><u>Registration</u></p> <ul style="list-style-type: none"> • Registration / Sign in • Provide resources – 1) Skills Manual 2) Skills of Gold DVD's 1 - 4
Time	Agenda
0830 – 0930 60 min	<p><u>Welcome</u></p> <ul style="list-style-type: none"> a) Key outcomes for the session b) Review of On-Line Components c) Long-Term Player Development
0930 – 1030 60 min	<p><u>The Practice Environment</u></p> <ul style="list-style-type: none"> a) Emergency action plan b) Use of Resources - Use of skills manual & videos c) Practice Delivery d) Half ice / Shared ice Practices
1030 – 1130 60 min	<p><u>Developing Skills</u></p> <ul style="list-style-type: none"> a) Skill Progressions b) Skill Analysis / Detecting and correcting errors
1130 – 1230 60 min	<p><u>On Ice Session</u></p> <ul style="list-style-type: none"> a) Overview b) Checklist c) Effective Use of Voice d) Checking Skills
1230 – 1430 2.0 hrs	<p><u>On Ice Session</u></p> <ul style="list-style-type: none"> a) Ice Awareness / Safety – 15 min b) Skating – 20 min c) Puck Control – 20 min d) Use of stations – 15 min e) Small Area games – 20 min f) Checking – 30 min

Clinic Format Overview

The Community Coach Clinic is divided into two components.

1. Classroom: 4.0 hours
2. Ice time: 2.0 hours

Clinic Classroom Agenda (4.0 hours)

Part 1: Introduction: (60 min)

- Key outcomes for the clinic
- Review of On-Line components
- Long Term Player Development

Part 2: The Practice Environment: (60 min)

Presentation: PowerPoint, discussion, videos

- Emergency action plan
- Use of Resources - Use of skills manual & videos
- Practice Delivery
- Half ice / Shared ice Practices

Part 3: Developing Skills (60 min)

Presentation: PowerPoint, discussion, videos

- Skill Progressions
- Skill Analysis / Detecting and correcting errors

Part 4: On Ice Session (60 min)

- Overview
- Checklist
- Effective Use of Voice
- Checking Skills

Instructional Ice Session Agenda (2.0 hours)

- Ice Awareness / Safety
- Skating
- Puck Control
- Use of Stations
- Small Area Games
- Checking