## What does a good session plan look like?

- ✓ Realistic timings and duration
- ✓ Appropriate progression
- ✓ Relevant to the audience
- ✓ Considers differentiation (i.e. STEP principles and The Activity Inclusion Model)
- ✓ Contains coaching points appropriate to multi-skills (consider FMS and SSS principles)
- ✓ Warm up how does this prepare us for the activity ahead? Ensure it relates to your objective
- ✓ Main session (can include small sides games, technique shaping, scenario based activities).
- ✓ Cool down how can this be used to slow down the heart rate, check for learning and gain feedback?
- ✓ Contingency planning What could potentially change i.e. numbers, equipment etc?





## An example or two....

## 1st 4sport

Task 4.2: Session Plan (1)

Date:	19/3/17	Venue:	TRINITY	SCHOOL	Session No:	One
Numbers:	6	Duration:	40 mi	ns	Age range:	6-84rs
Ability:	Beginn	er	Interm	nediate	Advar	nced
Session Focus:	Balanc Co-ordi			Travei	FMS Lling for backwa	rwards rds
Safety screening notes:		r vijuria area b t with a	es or i	imitab turnin	•	rement.
Others involved and their role:						

Product ref. L2AMDSQ LP1

23

\*To improve balance and co-ordination when bowelling forwards and backwards.

\*Increase body control when moving

Red, Green, orange cards

Balloons, Bearbags

fast and slow



Product ref. L2AMDSQ LP1

	Session Content	Timings	Coaching Points	
	Traffic lights - coach to have red, green or orange laminated Cards.	6 mins	Keep your head up to see the cauds t awaid ather	
	Participants moving around the area, Coach shows be card and they pick a movement at right pace Rect - Stop and balance Amber - Suon the movement		Posture tips to help balance - head up - bedy weight over base	
	Green - Speed up the movement Coach to ask participants to Change the type of movement regularly Lencourage fluards Y bloads)		Are you using avers to neep you brover?	
ACTIVITY: CONFIDENCE CHOICE OF COME TO USE.	Set up gnd below, cones to be Colour co-ordinated so adaptations Offered for different ability  SP-sterning point  o-inclusive  sp-direction	2 mins to introduce task.	Skills Runring Togging - tups Square - Bails of your feet.	
Activity:  CREATIVITY  CHILDREN  CHOSE  MOYEMENT	1) Each participant starts at (SA) and fales out towards a core. up to 5 children per gridladd extra grids for more participants) 2) Start moving towards their cone, go rand & return towards SP, 3) next movement to the next line of cores in clockwise direction.	5-8 mins	- arms liegs working together.	
COMPETENCE ADD A TIME CHALLENGE HOW FAST	progression - co-ordination		where do you need to look to control ballon or move forward	
COMPLETE CIRCUIT?	Progression - Balance Add a beanbag to be balanced on a part of their body until to ravelling harder - speed up, early son down.	5-8 mins	you maintain batance when speeding up?	
COOL-down: CONNECTION TO EACH OTHER.	Balloon relay as a team, pass, the balloons from person to person.	6mins	refer back to op for Boulance Co-ordination	

- Realistic timings
- FoM and FMS principles
   (this was a session focused on Fundamental Movement Skills)
- Clear session goals
- Coaching points relevant to FMS



- Should focus on at least 1 FMS and 1 SSS per session with the content progressing over the coaching programme
- Programme should consider the needs and abilities of the participants. It should be:
  - Progressive
  - Create appropriate challenge
  - Be realistic
  - Be fun
  - Have coaching points
- Can the plan be flexible enough to enable session content to be modified based on delivery?

Specific

M

Exactly what is it you want to achieve and to what extent.
 This statement should answer "which, what, who, where, when, why?"

Measurable

•You need to be able to measure the outcome and track the progress, e.g. how much/many?, when by? etc.

Achievable

 You should be able to state what you are going to do and describe how you are going to achieve these goals.

Realistic

•The goal should be challenging but realistic as well as relevant. Goals are made realistic by putting strategies in place, i.e. shorter term goals, support systems, etc.

Timed

 Goals should have a time limit, providing something to aim for and an outcome measure. When setting goals, it should be stated when these will be achieved.

**Sport**<sup>™</sup> structures

	Session 1	Session 2	Session 3	Session 4
Aims/goals:	To develop:  Fundamentals of movement skills relevant to striking and fielding games (Coordination)  Fundamental movement skills relevant to striking and fielding games (Receiving)  Specific sport skills relevant to striking and fielding games (Fielding — catching and collecting)	To develop:  Fundamentals of movement skills relevant to striking and fielding games (Coordination)  Fundamental movement skills relevant to striking and fielding games (Sending)  Specific sport skills relevant to striking and fielding games (throwing and bowling)	To develop:  Fundamentals of movement skills relevant to striking and fielding games (Balance)  Fundamental movement skills relevant to striking and fielding games (Striking)  Specific sport skills relevant to striking and fielding games (Batting)	To develop:  Fundamentals of movement skills relevant to striking and fielding games (Agility)  Fundamental movement skills relevant to striking and fielding games (Travelling)  Sport specific skills relevant to striking and fielding games (Kwik-dricket, non-stop rounders)

This is an example of a linked and progressive plan (aims only). This is purely an example and should not be copied but the principles could be adapted and used.



- ✓ Complete 4 individual plans
- ✓ Complete the health and safety checklist
- ✓ Record your delivery
- ✓ Complete all the fields in all templates
- ✓ Review each of the sessions delivered.
- ✓ Complete the overall programme evaluation
- ✓ Select one of the sessions delivered and consider how you delivered the session identifying how you would alter the plan for this session when considering different audiences

Please note: Your session for task 5 should be based on a different SSS topic to that in the linked sessions from task 4.



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