



The Orange Way

Approach to Development and Programs

CALGARY BLIZZARD SOCCER CLUB

Strategic Goals

Blizzard's Commitment to Our Members

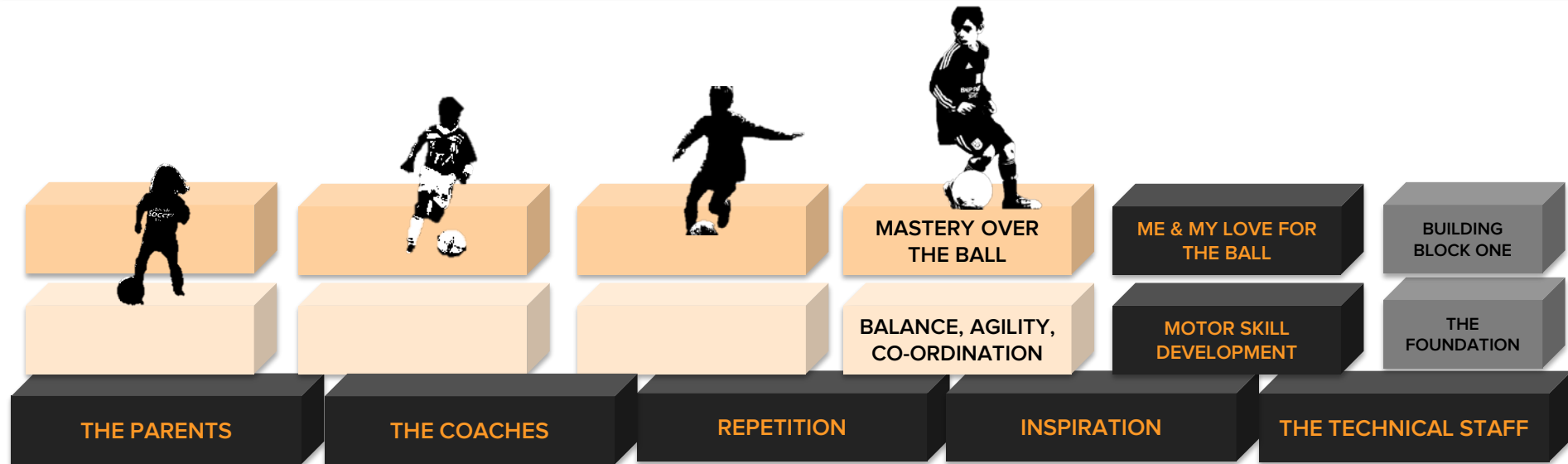
- **Develop great people and a better player** in line with the positive habits they already have. Blizzard's goal is to help each player understand the importance of key society values through the game they are playing whilst growing and maintaining a love for soccer. Soccer for Life.
- **Develop the individual player** with a clear & consistent identity linked to the objective characteristics associated to their development as a child In the Foundations Phase (Roots & Core Programming).
- **Develop the group of players** with a clear & consistent identity linked to the game at higher levels with an emphasis of getting players to higher levels (Reach Programming).
- **Continue to educate parents and our coaches** in line with LTPD on the world's best practices associated to player & coach development.

Player Building Blocks

- Blizzard has a building block approach to player development. Players follow a path focused on technique and skill development.
- As competency increases tactical elements are introduced.
- An extensive curriculum is designed within each building block.
- Proficiency within the required skills of each block is important to ensure that the player can support the next stage of the curriculum.
- As players progress through the Pathway they will continue to work on elements of preceding stages to ensure they are consistently and simultaneously challenged on all levels.

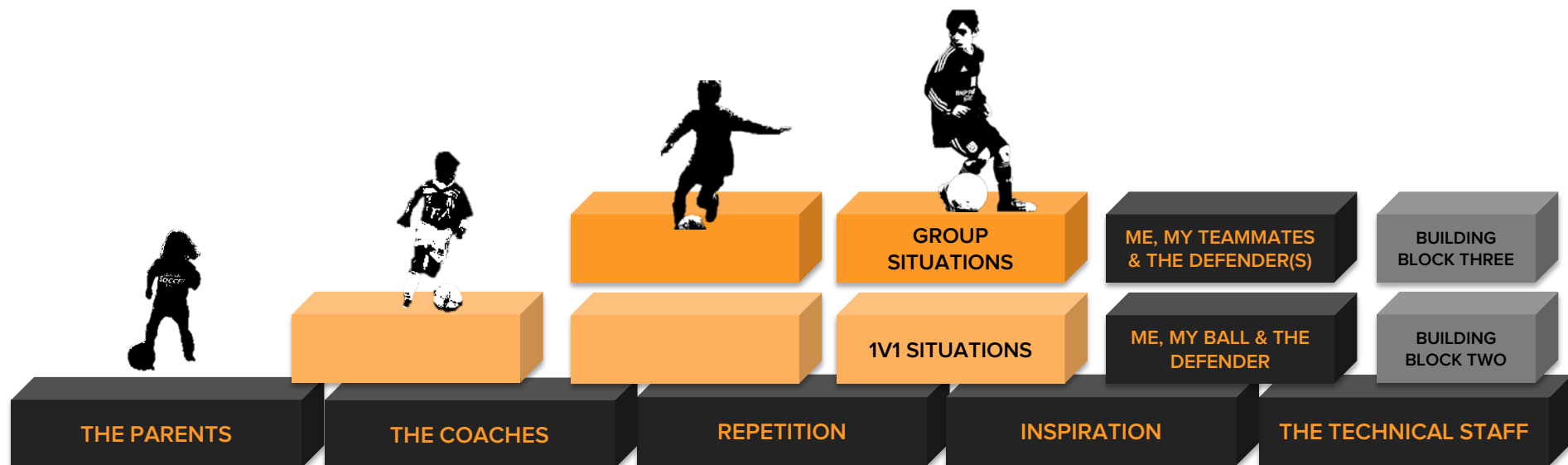


Roots (U4 – U8)



BUILDING BLOCK PHASE	AGE	DESCRIPTION
MOTOR SKILL DEV.	3+	WHAT: FUN BASED SOCCER ACTIVITIES THAT FOCUSES ON OWNING THE BALL WHY: AID IN THE DEVELOPMENT OF FINE MOTOR SKILLS AND INSPIRE PLAYERS TO LOVE THE GAME HOW: SHORT FAST PACED ACTIVITIES THAT ALLOW PLAYERS TO OWN THE BALL
ME & MY LOVE FOR THE BALL	6+	WHAT: MASTERY OVER THE BALL WHY: PRIOR FORMATION OF MOTOR SKILLS ALLOWS FOR PLAYERS TO MANIPULATE THE BALL FROM POINT A TO B HOW: ACTIVITIES THAT MAXIMIZE BALL CONTACT & REPETITION

Core (U8 – U11)



BUILDING BLOCK PHASE	AGE	DESCRIPTION
ME, MY BALL & THE DEFENDER	8+	<p>WHAT: SMALL SIDED GAMES THAT FOCUS ON 1V1 ATTACKING & DEFENDING SITUATIONS</p> <p>WHY: BUILDING MASTERY OVER THE BALL ENABLES AN INTRODUCTION OF INDIVIDUAL TACTICS FORMING THE FOUNDATION TO BUILD GROUP & TEAM TACTICS</p> <p>HOW: FULLY OPPOSED ACTIVITIES THAT DEVELOP CREATIVE DECISION MAKING</p>
ME, MY TEAMMATE & THE DEFENDER(S)	10+	<p>WHAT: SMALL SIDED GAMES THAT FOCUS ON GROUP ATTACKING & DEFENDING SITUATIONS</p> <p>WHY: INTRODUCED SO PLAYERS COMFORTABLE IN DEALING WITH “OUTNUMBERED” GAME SITUATIONS</p> <p>HOW: USE OF NUMBERS UP (2V1), NUMBERS DOWN (1V2) AND BALANCED NUMBERED (3V3) ACTIVITIES WITH GAME CONDITIONS (CONSTRAINTS TO PROMOTE LEARNING)</p>

Reach (U12 – U19)



BUILDING BLOCK PHASE	AGE	DESCRIPTION
ME, MY TEAMMATE & THE DEFENDER(S)	10+	<p>WHAT: SMALL SIDED GAMES THAT FOCUS ON GROUP ATTACKING & DEFENDING SITUATIONS</p> <p>WHY: INTRODUCED SO PLAYERS COMFORTABLE IN DEALING WITH “OUTNUMBERED” GAME SITUATIONS</p> <p>HOW: USE OF NUMBERS UP (2V1), NUMBERS DOWN (1V2) AND BALANCED NUMBERED (3V3) ACTIVITIES WITH GAME CONDITIONS (CONSTRAINTS TO PROMOTE LEARNING)</p>
ME, MY TEAMMATES & THE OPPOSITION	13+	<p>WHAT: SITUATIONS WHERE MULTIPLE GROUPS OF PLAYERS ARE WORKING TOGETHER TO DEVELOP TEAM CONCEPTS</p> <p>WHY: OUR PLAYERS TRANSITION TO THE 11V11 GAME, FUNCTIONING WITHIN AN ADULT FRAMEWORK & STANDARD</p> <p>HOW: USING LARGER GROUPS OF PLAYERS IN GAME BASED SCENARIOS CONNECTING 2 LINES OF TEAM SHAPE WITH A FOCUS ON TRAINING TWO LINKED MOMENTS OF THE GAME (e.g. DEFENDERS ATTACKING – TRANSITION TO DEFEND)</p>

Blizzard Player Pathway

