

Model:

Emphasize intangibles, build a better culture.

Pillars of **Competition, Fun and Trust**

Pirate Core Values: (**Passion Integrity Respect Accountability Toughness Excellence**)

3rd-6th grade:

-Skill Clinics

-Camps

-Contact between high school players, coaches with younger players in the program

-promoting teams, players on social media

-3 on 3, 5 on 5 tournaments

-A 7th and 8th grade club team

-Teams for 3rd-6th grade with coaches bought in to the mission and values of the program, from the top down

--Alumni and community involved

-Build a basketball vocabulary

-shared language, values, and philosophy from elementary to high school,

Curriculum:

A games approach to coaching.

Skills and intangibles, hard and soft skills

Blocked and random practice

Non linear pedagogy

-every athlete is unique and learning is non linear

Lots of discussions, periodization, adapting

Age level standards

Practice templates

Skills expected at any given age

-emphasize technique and competition

Don't sacrifice long term growth for short term results

Basketball should make you better at other sports-connect athlete to body and understanding of body, space, movement

Continuity between high school and younger levels

-teach if the same

-use similar language

-same points of emphasis

-high school coaches oversea and communicate what they want from younger level

"Be great at the things that happen a lot"

1) Ball handling, body and ball movement

2) rips, pivot and jab

3) Change pace and change direction

4) Finishing-forceful-two feet, one foot, inside and outside hand, reverse finish, two foot power finish

5) Shooting-catching, dribble, off ball, slides and repost