over 150 years, we've said we're for the success of football irrespective of class or creed. And we'd like to update that by adding: regardless of gender, sexuality, ethnicity, ability or disability too. Football is a game for all. No matter how good you are. Or aren't. The FA has created leagues for the blind, deaf, amputees, wheelchair users and for those of us with cerebral palsy. We've made all the latest coaching ideas available online. We've introduced FA Girls' Football Week and created a competition open to everyone in the country. It's called The FA People's Cup because it's for the people. All of the people. We are building 100s of 3G pitches around the country. And on our website you can find the nearest team or pitch to you. So, if you want to take part,

The FA can help you. Because, how can we be guardians of the national

game, if we exclude anyone? The FA. Not just for the few. We are for



FA Coach Mentor





Introductions...





What's missing?

ABCDEFGHI JKLMNOPQR. STUVWXZ



Observe the:

Environment, interventions and practise.





The Ball & Your Game

- Q. What skills have you used today?
- Q. How many different playing positions did you try?
- Q. What areas of the pitch did you play in?
 - Q. Did you learn anything about playing football today?

Your Body & Movement

- Q. How many different ways have you moved with a without the ball today?
- Q. Did you change direction when moving? Why?
- Q. How fast did you travel? Did your speed change for any reason?

Your Mind & Thinking

- Q. How did you feel when playing today? What made you feel that way?
- Q. What decisions did you make on 4 off the pitch?
 - Q. Have you tried anything new today? Why?

Your Friends & Squad-mates

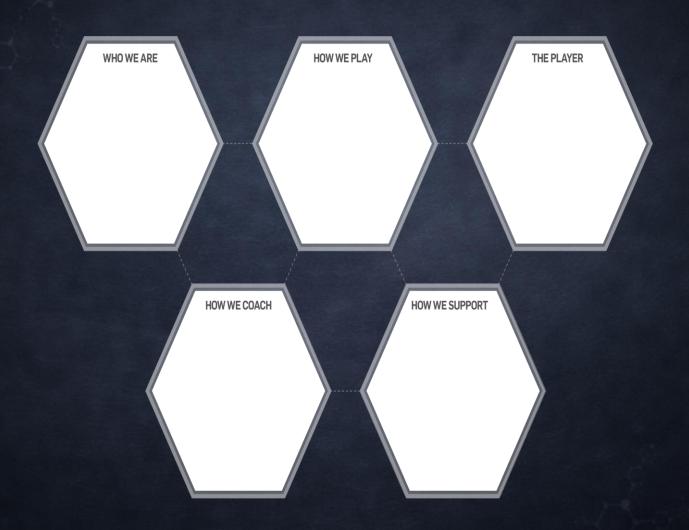
- Q. How many of your squad-mates have you listened & spoken to today?
 - Q. Who have you helped on a off the football pitch? How?
- Q. What have you learnt about your squadmates today that can help the team?

Matt Jones7





PLAYING YOUR PART





England DNA

USE A POSITIVE AND ENTHUSIASTIC MANNER WITH PLAYERS AT ALL TIMES

DELIVER REALISTIC GAME-RELATED PRACTICES USE GAMES WHENEVER POSSIBLE IN TRAINING DEVELOP PRACTICES THAT ENABLE THE PLAYERS TO MAKE LOTS OF DECISIONS

CONNECT WITH THE GROUP BEFORE THE SESSION OUTLINING THE AIMS AND OBJECTIVES

CONNECT, ACTIVATE, DEMONSTRATE AND CONSOLIDATE IN EVERY SESSION VALUE AND WORK EQUALLY ACROSS THE FA FOUR CORNER MODEL SPEND EQUAL TIME DELIVERING, PLANNING AND REVIEWING

INCLUDE ELEMENTS
OF TRANSITION IN
ALL PRACTICES AND
SESSIONS WHERE
POSSIBLE

USE A CAROUSEL APPROACH TO PRACTICE DESIGN MAXIMISING PLAYING TIME USE VARIED COACHING STYLES BASED ON THE NEEDS OF THE GROUP

AIM FOR A MINIMUM OF 70% BALL ROLLING TIME IN ALL SESSIONS

Mentoring Adults





Any questions?



