

Making practice realistic to best develop

our yout

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Todays presentation

- The story of two Lions
- What motivates children to play sports?
- What are you looking to accomplish in a practice?
- Blocked and Random Practices
- How he type of practice effects children's lead



The story of two Tigers

The Zoo Tiger





The story of two Tigers

The Wild Tiger





What would happen if...



Ugly
Hard
Fight for every thing
Random

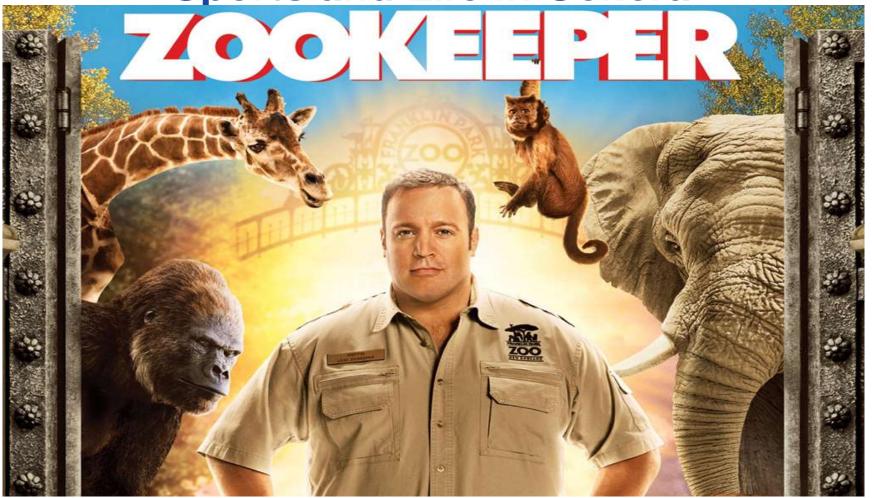
Pretty
Easy
Safe
Repetitive





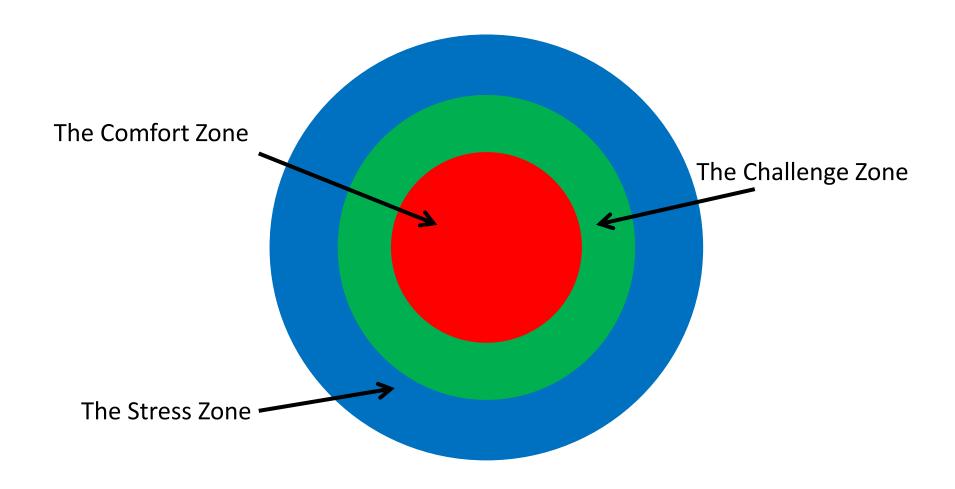
This lesson applies to all of us!

Spolls and Life in the increal





A Challenge is for all





The Challenge (Learning) zone

Quality Experience **Opportunity** to grow

Appropriate Challenge

Allow mistakes

Allow creativity

Reward effort

Freedom

Respect

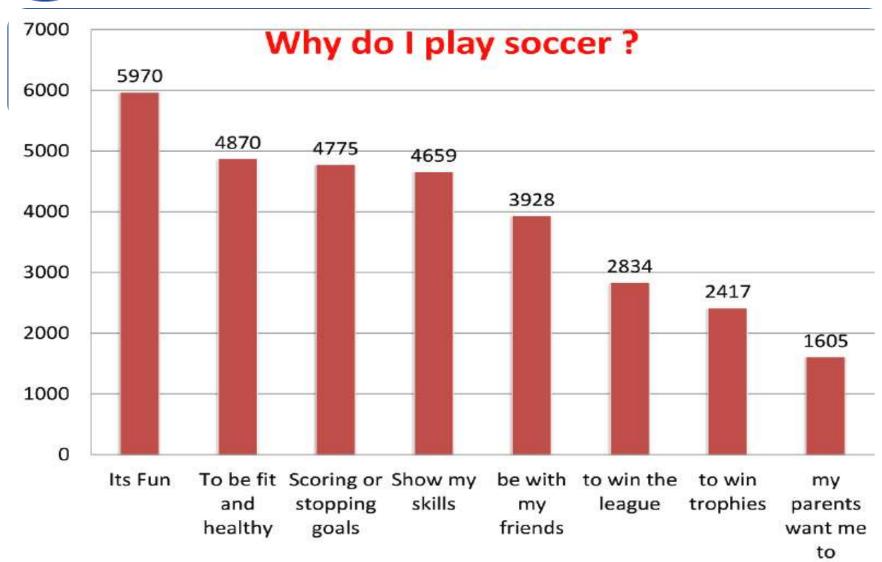
Sportsmanship

KEEP IT REAL

Be with friends



The # 1 motive to play soccer is....





Dr. Dean Kriellaars Ph.D.

PL 301:

Confidence is Built



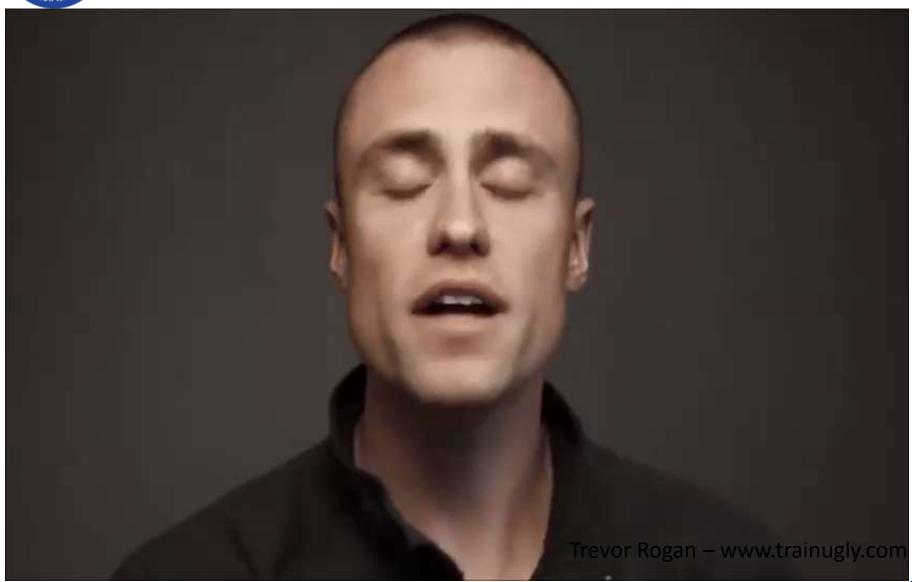


Blocked Practice





Random Practice





In every skill a player performs they do 3

things





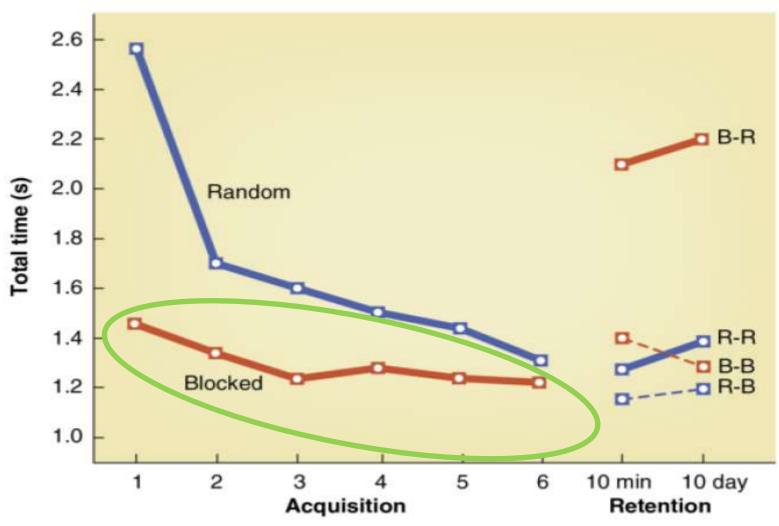
The Shea and Morgan Experiment (1979)

- Subjects practiced 3 different tasks (A,B and C)
- Respond to a light stimulus with rapid hand movements
- One group of subjects practiced in BLOCK order
- The other practiced in RANDOM order, no more than two consecutive trials could occur for any one task
- Both groups received the same amount of practice time on each task
- Both had the same total practice time
- They only differed in the order in which the tasks were presented



Results from Shea and Morgan

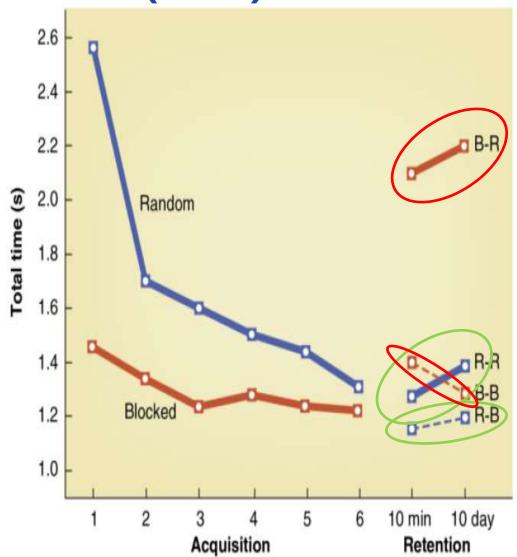
(1979)





Results from Shea and Morgan

(1979)

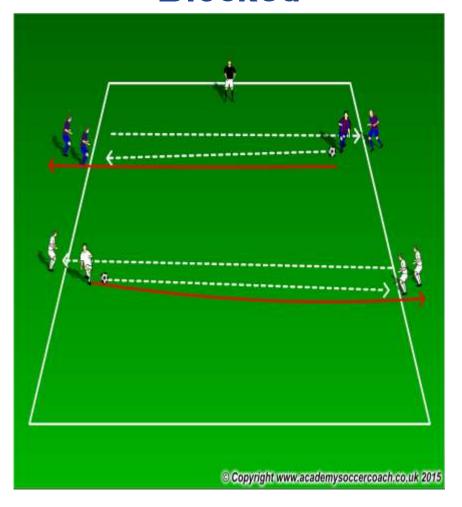


- Test conducted after 10 mins and 10 days
- Random or Blocked conditions
- 4 subgroups
- Random groups outperformed block groups in random conditions
- Under blocked conditions the Random group still out performed block
- Practising a # of different tasks in random order leads to greater retention and performance

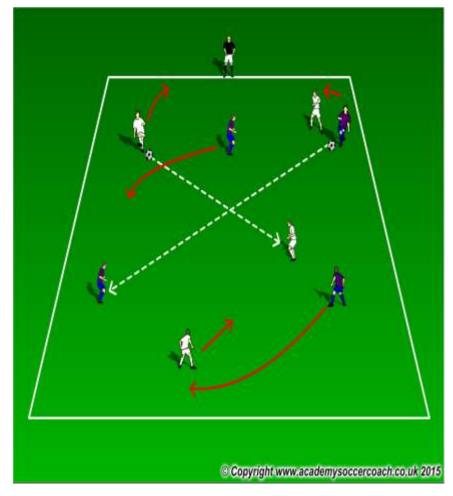


Which one and Why?

Blocked

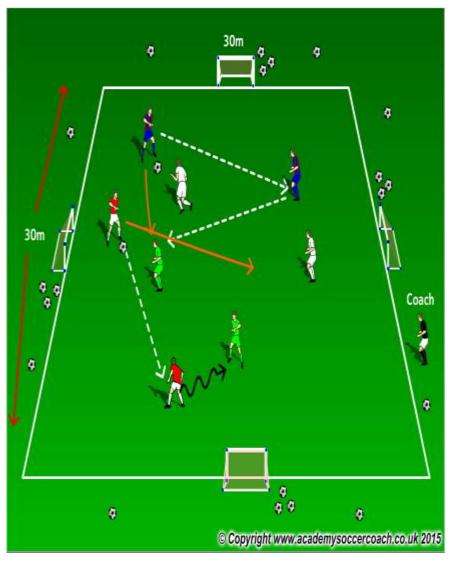


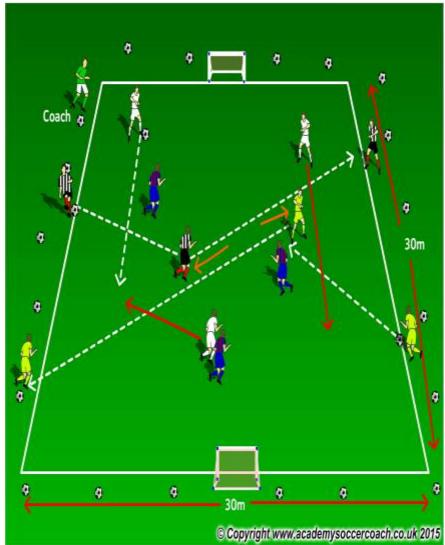
Random





Examples of Random Practices







Why is there a difference?

Enhance cognitive effort from players



Facilitation of solution retrieval process

Increased attention to intrinsic feedback

Improved error detection from players











Have a







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