

# COACH MENTORING

## Game Coaching Education Tool

Coach Name	
Date	
Game	
Mentor	

### 1. Pre Game Preparation

1. Pre Game Preparation	Notes
<p><b>Organisation</b></p> <ul style="list-style-type: none"> <li><i>Pre-game meal, arrival at venue, pre-game meeting etc.</i></li> </ul> <p><b>Communication of Strategy</b></p> <ul style="list-style-type: none"> <li><i>Team strategy, goal setting, scouting, individual roles and responsibilities</i></li> </ul> <p><b>Warm-up</b></p> <ul style="list-style-type: none"> <li><i>Effectiveness of warm-up and physical preparation for the game</i></li> </ul>	

### 2. Game Management

2. Game Management	Time	Scenario/Coach Actions	Time	Scenario/Coach Actions
First Quarter				
Second Quarter				

Third Quarter			
Fourth Quarter			

### 3. Break-in-play Management

#### Timeout/Halftime etc.

- *Management of breaks, relevance of strategy and message (data collection)*

Time	Score	Scenario	Coach message/methods

## 4. Game Coaching

### Game Management

- *Strategy and decision making*

### Use of Personnel

- *Substitution patterns, use of personnel and team balance*

### Officials

- *Communication with referees, role modelling to athletes*

### Data Collection

## 5. Post Game

### Game Review

- Review of strategy, and appropriateness of message – length & balance of outcome vs process focus

### Future Planning

- Action plan, goal setting, the next step

### Focus Questions

## 6. General Observations

### Notes