

**COACH DEVELOPMENT MODEL FLOW CHART
HOCKEY CANADA NATIONAL COACHING CERTIFICATION PROGRAM
COMPETENCY BASED EDUCATIONAL TRAINING (CBET)**

The following illustrates the three (3) coaching streams and applicable age/competitive context and categories for the new certification/education Competency Based Educational Training (CBET) model that is currently being phased in by Hockey Canada and its member branches.

OVERVIEW:

- The new NCCP model has defined three streams of coaching: Community/Recreational level, the Development level or the High Performance level. These can also be referred to as Training to Train, Training to Compete and Training to Win.
- The new certification/education model give coaches the flexibility to enter the program at any level of play and find the coaching certification appropriate for them. Coaches will also have the ability to move from stream to stream.
- The athletes that the coach is coaching define each of the streams of coaching. A coach looking to enter the certification process has several options depending on the level of athletes. For example, if a coach were coaching Pee Wee House League, they would enter the Community/Recreational Stream.
- Theory 3 is optional (currently not mandatory in the new CBET model)
- Coaches in the new model will be educated in 5 main areas of competency:
 - CRITICAL THINKING
 - PROBLEM SOLVING
 - INTERACTION
 - VALUING
 - LEADERSHIP

**COMMUNITY COACH STREAM (COMMUNITY/RECREATIONAL/ADULT RECREATIONAL)
TRAINING TO TRAIN**

This level is for the hockey coach who is working with players at the recreational level of hockey.

- 4 Hour Clinic (Intro Coach Formerly Initiation Program)
- 8 Hour Clinic (Coach 1)
- Communication
- Teaching Skills
- Practice Planning
- Game Day Planning

**DEVELOPMENT STREAM (CORE PROGRAM 1-PROVINCIAL/ CORE PROGRAM 2-REGIONAL)
TRAINING TO COMPETE**

- This level is for the hockey coach who is working with players at a competitive level of hockey for provincial and regional level events. Completion of Development 1 is required for Development 2
- 16 Hour Clinic (Each Core Program)
- 2 Hour Clinic Post Task
- Analyzing Performance
- Planning and Designing A Practice Session
- Planning and Designing A Sport Program
- Coaching at Practice
- Coaching in Competition (Development 2)
- Program Management
- Upon completion of Development 1 coach is qualified to coach
- Upon completion of Development 2 (including evaluation) coach is certified in development stream
- Minimum Level For Provincial Teams

HIGH PERFORMANCE STREAM (CORE PROGRAM 1- NATIONAL)
TRAINING TO WIN

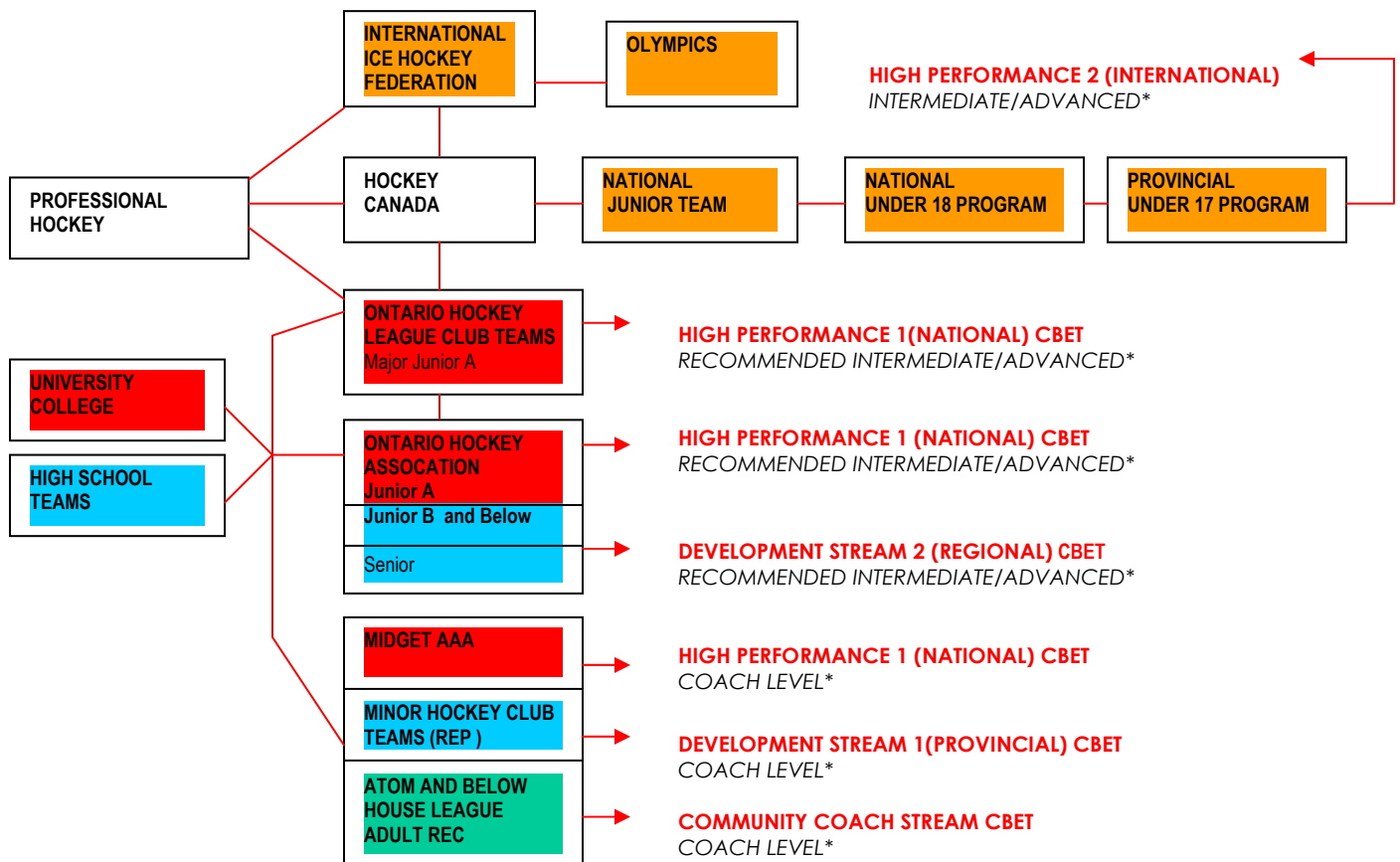
This level is designed for coaches working with high performance players for provincial and national level events.

- 6-7 Day Course
- Mentorship and Formal Coach Field Evaluation.
- Analyzing Performance
- Planning and Designing A Practice Session
- Planning and Designing A Sport Program
- Coaching at Practice
- Coaching in Competition
- Program Management
- Minimum Level For National Teams

HIGH PERFORMANCE STREAM (CORE PROGRAM 2- INTERNATIONAL)
TRAINING TO WIN

This level is designed for coaches working with high performance players for international level events. Completion of High Performance 1 is required

- 6-7 Day Course
- Mentorship and Formal Coach Field Evaluation.
- Analyzing Performance
- Planning and Designing A Practice Session
- Planning and Designing A Sport Program
- Coaching at Practice
- Coaching in Competition
- Program Management
- Minimum Level For National Teams



- Denotes former NCCP program equivalency

COMMUNITY COACH STREAM	AGE RANGE	COMPETITIVE CONTEXT	TRAINING ENVIRONMENT	SKILL EMPHASIS	COMMUNITY COACH STREAM OVERVIEW
COMMUNITY	5-10	<ul style="list-style-type: none"> Initiation Novice Atom 	2-4 hours per wk 1-2 practices/wk 1-2 games/wk	Technical skills 75-80% Individual tactics 15-20% Team tactics 10% or less	Goals of Participation: Fun, Fitness and Fundamentals Frequency of Participation: 1-2 times per week Level of Competition: Low – Within community Proficiency of Players: Acquiring basic skill, Age of Participants: Children and youth Stage in Athletes Development: Fundamentals of Game
RECREATIONAL	11-17	<ul style="list-style-type: none"> Pee Wee House Bantam House Midget House 	2-4 hours per wk 1 practice/wk 1-2 games/wk	Technical skills 75-85% Individual tactics 15-25% Team tactics 10% or less	
ADULT RECREATIONAL	18+	<ul style="list-style-type: none"> Ad hoc Leagues 	1-2 hours per wk No practices 1-2 games/wk	N/A	
DEVELOPMENTAL STREAM (CORE 1 and 2)	AGE RANGE	COMPETITIVE CONTEXT	TRAINING ENVIRONMENT	SKILL EMPHASIS	DEVELOPMENT STREAM OVERVIEW
PROVINCIAL	11-17	<ul style="list-style-type: none"> Pee Wee Rep Bantam Rep Midget Rep 	4-6 hours per wk 2-3 practices/wk 2-3 games/wk	Technical skills 35-45% Individual tactics 15-25% Team tactics 10-20% Team play 10-15% Strategy 10% or less	Goals of Participation: Fun, Fitness, Fundamentals and Performance on Provincial Level Frequency of Participation: 2-4 times per week Level of Competition: Medium – Regional to Provincial Rep Level Proficiency of Players: Consolidating Basic Skills and Tactics Age of Participants: Youth Stage in Athletes Development: Training to Train
REGIONAL	15-21	<ul style="list-style-type: none"> Junior B and Below Senior 	4-6 hours per wk 2-3 practice/wk 2-3 games/wk	Technical skills 35-45% Individual tactics 15-25% Team tactics 10-20% Team play 10-15% Strategy 10% or less	
HIGH PERFORMANCE 1	AGE RANGE	COMPETITIVE CONTEXT	TRAINING ENVIRONMENT	SKILL EMPHASIS	HIGH PERFORMANCE 1 OVERVIEW
NATIONAL	15-40	<ul style="list-style-type: none"> Midget AAA Junior A Major Junior University 	6-10 hours per wk 3-5 practices/wk 2-3 games/wk		Goals of Participation: Performance in Provincial and National Events Frequency of Participation: 4-6 times per week Level of Competition: Medium – Provincial to National Proficiency of Players: Refining Basic Skills and Tactics; Acquiring and Consolidating Advanced Team Skills Age of Participants: Young Adults Stage in Athletes Development: Training to Compete
HIGH PERFORMANCE 2	AGE RANGE	COMPETITIVE CONTEXT	TRAINING ENVIRONMENT	SKILL EMPHASIS	HIGH PERFORMANCE 2 OVERVIEW
INTERNATIONAL	15-40	<ul style="list-style-type: none"> National Teams Minor Professional European Leagues 	6-10 hours per wk 3-5 practice/wk 2-3 games/wk		Goals of Participation: Performance in National and International Events Frequency of Participation: 4-6 times per week Level of Competition: Medium – Provincial to International Proficiency of Players: Refining and Varying Advanced Team Skills Age of Participants: Young Adults to Adults Stage in Athletes Development: Training to Win