Module Title:	Coach Education 2 - GAA
Language of Instruction:	English

Credits:	5

NFQ Level:	6

Module Delivered In	[2 programme(s)](#)

Teaching & Learning Strategies:	The learning outcomes detailed below will be achieved through the following teaching methodologies: *Lectures – communication of knowledge and ideas from the lecturer to the students; *Demonstrations – coaching demonstrations by lecturer; *Peer teaching – practice at coaching by students with structured feedback from their peers; *Problem solving exercises – students will work alone or as part of a team to address various coaching and performance analysis challenges; *Class discussion/debate - students will be encouraged to actively participate in the class sessions which will develop their analytical and communication skills; *E-Learning – the module will be supported by material from the GAA's learning and development portal; *Self-directed independent earning will be emphasised and encouraged – reading by students, searching the web, looking for advice or help from others, attending lectures and workshops on coaching and related topics, seeking opportunities to practice coaching in settings inside and or outside the IT.

Module Aim:	The aim of this module is to develop students' ability to coach each element of the Gaelic Games Player Pathway to youth & adult Gaelic footballers and hurlers while critically evaluating their own and others' coaching performances.

Learning Outcomes	
On successful completion of this module the learner should be able to:	
LO1	Demonstrate a progression in ability to use and understand I.D.E.A.L. method, S.T.E.P.R. method, and the six HOW TO COACH skills to coach each element of the Gaelic Games Player Pathway model to youth & adult Gaelic footballers and hurlers in a team environment.
LO2	Plan, design, coach and evaluate youth & adult Gaelic Games related session plan activities in ways that are at all times consistent with the guidelines in: OUR GAMES – OUR CODE, THE JOINT CODE OF BEST PRACTICE IN YOUTH SPORT.
LO3	Use computer-based, video recorded and manual methods of analysing sporting performance

Pre-requisite learning		
Module Recommendations This is prior learning (or a practical skill) that is recommended before enrolment in this module.		
8563	COAC C1315	Coach Education 1 - GAA
Incompatible Modules These are modules which have learning outcomes that are too similar to the learning outcomes of this module.		
No incompatible modules listed		
Co-requisite Modules		
No Co-requisite modules listed		
Requirements This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.		
Students must have completed and passed the Introduction to Gaelic Games Foundation Course.		

Module Content & Assessment

Indicative Content

Gaelic Games coach education structure
• Gaelic Games Coach education structure, process and award system • Mandatory coaching standards for Gaelic Games club and inter-county teams

The Gaelic Games player pathway model
• The Gaelic Games player pathway model as it applies to child Gaelic footballers, hurlers and camogie players (The environment, The Game, The Player) • The player - The 6 key attributes developed over time through a coaching approach to help players reach their full potential :1. Passion 2. Respect 3. Responsibility 4. Commitment 5. Resilience 6. Creativity • The Environment - The 6 key player support pillars within the Environment strand of the Gaelic Games Player Pathway : 1. Coaches 2. Teachers 3. Families 4. Role Models & Peers 5. The Games Programme 6. The Gaelic Games System • The Game - Building player capacities so players become more competent at playing our Games. 1. Technical 2. Tactical 3. Physical 4. Psychosocial

Role of the coach
• Roles and responsibilities of a Gaelic Games coach with particular emphasis on the needs of youth and adult Gaelic footballers and hurlers •Carrying out Gaelic Games related activities consistent with the guidelines in: 'Our Games – Our Code, the Joint Code of Best Practice in Youth Sport'

The skills of coaching
The I.D.E.A.L method of coaching a skill • The six 'how to coach skills' • The skills of Gaelic football and hurling • Correcting errors in the execution of Gaelic football and hurling skills, with reference to players' head, hands and feet • The S.T.E.P.R. method of varying coaching activities • Communication in coaching • all with particular emphasis on the needs of youth and adult Gaelic footballers and hurlers

Coaching technical
• Coaching technical to Gaelic Games youth and adult Gaelic footballers and hurlers

Coaching tactical
• Coaching team play and decision making to Gaelic Games youth and adult Gaelic footballers and hurlers

Coaching physical fitness
• Coaching physical fitness to Gaelic Games youth and adult Gaelic footballers and hurlers

Coaching psychological focus
• Coaching psychological focus to Gaelic Games youth and adult Gaelic footballers and hurlers

Coaching participant feedback
• Using participant feedback to complement the development of the other elements of the Gaelic Games player pathway model in youth and adult Gaelic footballers and hurlers

Planning in coaching
• The importance of planning in coaching • Designing session plans for coaching each element of the Gaelic Games player pathway model to youth and adult Gaelic footballers and hurlers

Evaluation in coaching
• The importance of evaluation in coaching • Evaluating the effectiveness of the coaching of each element of the Gaelic Games player pathway model, as the model applies to youth and adult Gaelic footballers and hurlers

Performance Analysis
• Principles of Data Analysis • Analysis facilities of Microsoft Excel • Creating Performance Dashboards to provide insight • Using Telestration tools to enhance player understanding • The role of feedback within the coaching process

Assessment Breakdown	%
Continuous Assessment	60.00%
Practical	40.00%

Continuous Assessment

Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Portfolio	Completion of a Coach Education log book to include youth / adult appropriate session plans, reflections and course workbook learnings. 9,000 word max	1,2	40.00	n/a
Presentation	Performance Analysis: Performance Profile Presentation.	3	20.00	n/a

No Project

Practical

Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Practical/Skills Evaluation	Assessment of planning and practical coaching abilities throughout the semester	1,2	40.00	Every Week

No End of Module Formal Examination

SETU Carlow Campus reserves the right to alter the nature and timings of assessment

Module Workload

Workload: Full Time		
Workload Type	*Frequency*	*Average Weekly Learner Workload*
Lecture	12 Weeks per Stage	2.00
Practicals	12 Weeks per Stage	2.00
Estimated Learner Hours	15 Weeks per Stage	5.13
	Total Hours	125.00

Module Delivered In

Programme Code	Programme	Semester	Delivery
CW_BBSMC_B	Bachelor of Arts (Honours) in Sport Management and Coaching	3	Mandatory
CW_BBGAA_D	Bachelor of Arts in Sport Coaching and Business Management (GAA)	3	Mandatory