

# DEVL\_1: Player Development 3 - Rugby

Module Title	e:	Player Development 3 - Rugby		
Language o	of Instruction:	English		
Credits:	5			
NFQ Level:	8			
Module Deli	ivered In	2 programme(s)		
Teaching & Strategies:	Learning	The learning outcomes will be achieved through the following teaching methodologies: • Practical – Students will take part in lecture (Coach) lead practical rugby specific practical sessions on the pitch and in the gym • Lectures - communication of knowledge and ideas from the lecturer to the student. • Self-Directed Independent Learning – The emphasis on independent learning will allow the student(s) to gain an appreciation of the many facets to be considered by elite athletes.		
Module Aim	1:	The aim of this module is to provide students with the knowledge & generic skills to enhance their tactical understanding, mental preparation and self-management and to introduce the individual skills to meet the demands of early stage 4 (LTPD) Rugby		
Learning Ou	utcomes			
On successf	ful completion of ti	his module the learner should be able to:		
LO1	Demonstrate knowledge of technical and tactical awareness of positions and show improved decision making within the principles of play & General movement in Rugby Union.			
LO2	an improvemen Fitness Condition	edge and understanding of rugby specific fitness, fitness testing and how to improve key areas while Showing ts in rugby specific fitness components - Speed technique - Athletic Movement (Activate Program) - General oning - Weights - Functional Strength - General Strength Conditioning Demonstrated through attaining ess testing results and advancing weight training programs.		
LO3	through the pro-	n improved understanding of the key components of off field player development. This will be facilitated duction of a fitness logbook, devised for their fitness development as a rugby player. The following key off field player development will be included – Leadership/ IDPs /Match & Training Demands – Match Day y Environment /Travel/ World Rugby Passport – • Conditioning for /Youth/ • Rugby Ready • Match officials		
LO4	Demonstrate ar area	n understanding of current drug and supplement use in sport and of Irish and International regulations in this		
Pre-requisit	te learning			
	commendations learning (or a prac	ctical skill) that is recommended before enrolment in this module.		
No recommendations listed				
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	e Modules			
No Co-requi	site modules liste	d		
<b>Requiremer</b> This is prior		ctical skill) that is mandatory before enrolment in this module is allowed.		
No requirem	ents listed			



## DEVL\_1: Player Development 3 - Rugby

### **Module Content & Assessment**

#### Indicative Content

#### **Rugby Generic**

1. Performance profiling: Through questionnaires, checklists and reports. 2. Skill Development: The coaching process, model of a skilled performance, technique & skill. 3. Motivation & Goal Setting: Different types of motivation, setting SMART goals. 4. Key Factor Analysis: Analysis rationale, Key factor Analysis model. 5. Physical relaxation: Controlled breathing & Progressive Muscular Relaxation (PMR). 6. Injury Prevention & Management: Types of injury, Immediate treatment - RICE, Analysis - TOTAPS. 7. Time Management: Achieving a balance (work & personal time), developing personal schedules.

#### Technical

1. General Movement. 2. Key Factor Analysis of Individual skills. 3. Development of Individual skills. 4. Skills ; • Evasion • Handling • Tackling • Continuity • Kicking • Catching • Ground skills. 5. Development of Positional skills within Units: Lineout, Scrum, Backline Attack, Backline Defence. 6. Development of Specialist skills: Prop, Hooker, Locks, Backrow, Scrumhalf, Outhalf, Centre, Wing & Fullback.

#### **Drugs in Sport/Supplements**

Drug regulation in sport: Irish sports council, WADA. History of doping. Drug testing protocol; players rights and obligations. Commonly used drugs and supplements in sports

Assessment Breakdown	%
Continuous Assessment	50.00%
Project	20.00%
Practical	30.00%

Continuous A	ssessment			
Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Other	Post Performance Player Feedback App - Self reflection - Including RPE/Training Load/Technical & Tactical proficiency rating to access: Player Development skills GENERIC - ball skills - Continuity - Defence POSITION specific - set - game awareness	1,2,3	30.00	Ongoing
Presentation	Drugs in Sport presentation on commonly abused substances and/or doping regulation. Approx 15 mins in duration	4	20.00	n/a

Project				
Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Project	Player Diary & World Rugby Passport	1,2,3	20.00	n/a

Practical				
Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Practical/Skills Evaluation	FITNESS RESULTS - TESTING eg: Yo Yo test/150m shuttle run - score -per position - 0-10speed -body fat Player Diary	2,3	30.00	Sem 1 End
No End of Module Fo	rmal Examination			

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



### DEVL\_1: Player Development 3 - Rugby

## Module Workload

Workload: Full Time			
Workload Type	Frequency	Average Weekly Learner Workload	
Lecture	12 Weeks per Stage	1.00	
Practicals	12 Weeks per Stage	4.00	
Independent Learning	15 Weeks per Stage	2.67	
Lecture	12 Weeks per Stage	2.00	
	Total Hours	124.00	

Module Delivered In			
Programme Code	Programme	Semester	Delivery
CW_BBSMC_B	Bachelor of Arts (Honours) in Sport Management and Coaching	3	Mandatory
CW_BBRUG_D	Bachelor of Arts in Sport Coaching and Business Management (Rugby)	3	Mandatory