

| Item                                | Rationale   | Resources  | Meets Standard   | Advanced  |
|-------------------------------------|---|--|--|---|
| Helmets                             |   | <u>Helmet Policy</u><br><u>Proper Equipment Video</u>  | CSA approved hockey<br>helmet required for all<br>skaters up to and including<br>Stage 5 | n/a   |
| Minimum Coach<br>requirement        |   | Coach in "Good Standing"<br>and NCCP Certification<br>status   | A minimum of (1) NCCP (in-<br>training) Club Coach<br>teaching on the ice                | n/a   |
| Coach/PA to skater<br>ratio         |   | Example: 3 group session,<br>(35 skaters)<br>1 coach and 3 PA's is the<br>minimum requirement  | 1:10 coach/PA to skater<br>ratio   | n/a   |
| Continuous Movement<br>on a session | Skaters learn best when they<br>move!<br>As the saying goes, "practice makes<br>perfect". Skaters must be given the<br>opportunity to practice in a fun,<br>dynamic and challenging<br>environment. Circuits are a great<br>tool for coaches to introduce to<br>teach effective movement. Using<br>the full ice surface for warm-ups,<br>group activities and cool-downs<br>also allows skaters the space they<br>need to experiment with<br>acceleration, length of stride and<br>balance. | Example: 60-minute<br>session<br>Movement required for 54<br>of the 60 minutes on the<br>ice.<br>You can assess this by<br>watching one group. Any<br>time the group is stopped<br>(waiting behind a line of<br>skaters, stickers,<br>attendance, etc.), start a<br>timer. Once moving again,<br>stop the timer. The<br>number at the end for the<br>session will indicate the<br>time not moving on the<br>session. | Movement for 90% of session  | Movement for 100% of<br>session<br>(Does not include 1-0n-1<br>coach time<br>Ex. Pulling skater off<br>circuit to work skill) |



| Music                  | Helps create a warm and                             | Music Guidelines               | Age appropriate music for  | Music cues built in to      |
|------------------------|---|--------------------------------|----------------------------|-----------------------------|
|                        | welcoming environment for                           | CS Manual – Sample Songs       | the entire session         | guide station rotations     |
|                        | skaters.  |                                |                            | and/or other segments of    |
|                        | <ul> <li>Motivates and stimulates the</li> </ul>    |                                |                            | the session                 |
|                        | senses, adds interest and fun.                      |                                |                            |                             |
|                        | • Encourages the development of                     |                                |                            |                             |
|                        | coordination, rhythm and                            |                                |                            |                             |
|                        | musicality.   |                                |                            |                             |
|                        | <ul> <li>Ensures the session runs</li> </ul>        |                                |                            |                             |
|                        | efficiently and on time.                            |                                |                            |                             |
| Teaching Aids/ Station | Teaching aids help make a                           | Teaching Aids Video            | Use teaching aids          | Use multiple types of       |
| Identification         | CanSkate session welcoming and                      | <b>Teaching Aids Guideline</b> | (minimum of markers or     | teaching aids               |
|                        | fun.  | Skills Signs                   | signs and pylons)          | (See ' <u>Teaching Aids</u> |
|                        | They add colour, visual impact,                     |                                | Use Station identification | Guideline' for samples)     |
|                        | interest and bring a three-                         |                                | signage                    |                             |
|                        | dimensional effect to the ice.                      |                                |                            |                             |
|                        | Some of the benefits include:                       |                                |                            |                             |
|                        | <ul> <li>Stimulating the senses of sight</li> </ul> |                                |                            |                             |
|                        | and touch   |                                |                            |                             |
|                        | <ul> <li>Increasing skaters' learning</li> </ul>    |                                |                            |                             |
|                        | <ul> <li>Encouraging skaters to</li> </ul>          |                                |                            |                             |
|                        | remember what skills to perform                     |                                |                            |                             |
|                        | with each prop                                      |                                |                            |                             |
|                        | <ul> <li>Encouraging skaters to</li> </ul>          |                                |                            |                             |
|                        | remember certain teaching points                    |                                |                            |                             |
|                        | about a skill                                       |                                |                            |                             |
|                        | • Encouraging skaters to keep their                 |                                |                            |                             |
|                        | eyes up as well as navigate their                   |                                |                            |                             |
|                        | paths   |                                |                            |                             |
|                        | <ul> <li>Adding motivation and</li> </ul>           |                                |                            |                             |
|                        | challenging development                             |                                |                            |                             |



|             | Program Assistants   |  |  |  |  |  |
|-------------|--|--|--|--|--|--|
| Use of PA's | Program assistants are used to<br>enhance the delivery of the<br>CanSkate program.                                     | Program Assistant Video<br>Program Assistant Role  | Use PA's as needed<br>Meets minimum coach/PA<br>ratio (1/10 ratio)     | Extra PA's to enhance<br>delivery<br><u>Examples</u> : 1 with each<br>coach, 1 with each group,<br>extra help for skaters who<br>need extra assistance, etc.   |  |  |
| Training    | The CanSkate coach (or coaching<br>team) is responsible for training<br>the club's PA's prior to the first<br>session. | PA Training Guidelines<br>PA Training (ppt)<br>PA Training Workbook<br>PA Training Certificate<br>PA Evaluation Form | PA's trained prior to each season                                      | Mentoring program<br>through the season<br>(combined with<br>evaluations, check-ins,<br>and/or additional training)  |  |  |
|             |  | Warm-up  |  |  |  |  |
| Warm-up     | The warm–up is a time to welcome<br>the skaters to the ice in a<br>motivational, high energy<br>environment.           | <u>Warm-Up</u>   | * Warm -up included in<br>every session<br>* Use full ice (fast track) | * Warm -up includes<br>forwards, backwards,<br>Counter-clockwise,<br>Clockwise<br>* Choreographed to music<br>* Incorporate all major<br>muscle groups and<br>focus on warming up the<br>joints in their full<br>range of motion to<br>promote flexibility<br>* Add time frames where<br>skaters can skate as fast as<br>they can! |  |  |



|                     |   | Lesson Time   |   |  |
|---------------------|---|---|---|--|
| Minimum Lesson Time | Lesson time is essential for learning<br>and practicing skills.   | Example: 35 skaters. 1<br>coach, 3 PA's<br>3 stations (with 3 groups) -<br>- 1 Coach led (Agility,<br>Balance, or Control focus),<br>- 1 PA led (Review circuit<br>from last weeks lesson),<br>- 1 PA led (Fun Zone)<br>Minimum 10-min lesson<br>rotation with 3 rotations. | A minimum 10-minute<br>lesson to each group by an<br>NCCP (in-training) Club<br>Coach (or higher) | <ul> <li>* More than one coach on<br/>the session (increased<br/>lesson time)</li> <li>* Optimize teaching<br/>opportunities by ensuring<br/>there is skill focus</li> <li>* Target working with<br/>each skater every lesson</li> </ul> |
| Use of Circuits     | Skaters learning to skate need to<br>be able to experience the feeling of<br>the blade, balance, bend, lean, etc.<br>Muscle memory relates to<br>continuous repetition and the<br>creation of motor pathways within<br>the body. Once established, it<br>allows for automatic reactions and<br>movements, which improves<br>performance since the athlete can<br>then focus on more complicated<br>aspects of the skill. Coaches can<br>develop muscle memory through<br>circuits, repetition and hands-on<br>training. | <u>Circuits</u><br><u>How to efficiently use a</u><br><u>circuit</u><br><u>Advanced use of Circuits</u><br><u>Lesson Plans</u><br><u>CanSkate Video Library</u><br><u>PreCanSkate</u>   | Use of circuits to teach and practice skills  | * Using circuits, as<br>designed, to maximize ice<br>usage (1/3 of the ice)<br>* Use of inside and<br>outside circuits   |



| Session Formats &<br>Rotation | It is important for skaters to rotate<br>during the session.<br>Benefits include:<br>* Experience of seeing multiple<br>coaches (personalities and<br>teaching styles)<br>*Learning to skate in all areas of<br>the arena<br>*Ability for coach to be master of<br>their circuit   | Stations   | Station rotations & session<br>formats as per (or similar)<br>to the recommended<br>formats<br>* skaters rotate to lesson<br>circuits | Designated master of each<br>lesson circuit (to be able<br>to adapt and change<br>circuits efficiently for<br>different levels)  |
|-------------------------------|--|--|---|--|
|                               |  | Group Activity                                   |   |  |
| Group Activity                | Adding fun to optimize learning!<br>Group activity immediately follows<br>the lesson time and is designed to<br>provide additional practice<br>opportunities in a fun and<br>interactive way. It should also<br>increase the heart rate, encourage<br>speed, balance and control and<br>challenge development. Group<br>activities are to be done to music<br>to encourage coordination. | <u>Group Activity &amp; Cool-</u><br><u>Down</u> | Include Group Activity  | Use lanes, add challenges,<br>make it fun!   |
|                               |  | Cool-Down  |   |  |
| Cool-Down                     | The cool-down is designed to<br>lower the heart rate decreases the<br>energy level and give skaters'<br>bodies the opportunity to begin<br>the recovery process before<br>leaving the ice.<br>(2-3min)   | <u>Group Activity &amp; Cool-</u><br><u>Down</u> | Incorporate a Cool-Down into your session   | Use continuous lanes or a<br>choreographed song for<br>Cool-Down.<br>Incorporate long, slow<br>glides, static stretches to<br>promote flexibility such as<br>gliding toe touches and<br>drags. |



|                  | Fast Track   |  |   |   |  |  |
|------------------|--|--|---|---|--|--|
| Fast Track       | Encourages speed and length of<br>stride by using the full perimeter of<br>the ice.<br>Allows the skaters to increase their<br>heart rates between stations.<br>Allows coaches time to check off<br>any skills mastered in the lesson<br>before teaching the next group.     | Fast Track   | Incorporate Fast Track in<br>your warm-up   | Fast Track incorporated in<br>between lesson time and<br>during lessons<br>(incorporated in lesson<br>circuit). |  |  |
|                  |  | Fun Zone   |   |   |  |  |
| Fun Zone         | A station or area on the ice that is<br>used for review or practice<br>purposes. The Fun Zone should<br>have more props, teaching aids<br>and visual impact than the regular<br>teaching or review stations to help<br>keep skaters' interest and<br>motivation levels high. | The Fun Zone can be<br>incorporated into one of<br>the fundamental areas<br>(Agility, Balance, Control),<br>or a review station. | Incorporate a Fun Zone  | n/a   |  |  |
|                  |  | Awards/Incentives  |   |   |  |  |
| Badges/Ribbons   | Participants earn ribbons and<br>badges as skills are mastered.<br>Incentives (stickers, colouring<br>sheets, etc.) at the end of each<br>session.   | Awards & Incentives<br>Awards & Incentives<br>Guide<br>Awards Poster   | Use CanSkate awards<br>Use incentives on each<br>session  | n/a   |  |  |
| Timing of awards | Awards and incentives should be<br>provided in a timely manner to<br>reward and reinforce participation,<br>good effort and/or mastery of<br>skills.   | <u>Awards &amp; Incentives</u><br><u>Awards &amp; Incentives</u><br><u>Guide</u>   | Award CanSkate Ribbons<br>and badges no more than<br>1-week following the<br>mastering of the skills at<br>that level | n/a   |  |  |



|   | Off-Ice  |  |   |  |  |  |
|---|--|--|---|--|--|--|
| Skater progress<br>tracking<br>Parent Communication | Tracking the progression of skaters<br>through the program.<br>Connecting with the<br>parents/guardians of participants is<br>an integral key to the success of<br>the CanSkate program. Regularly<br>scheduled meetings/information<br>sessions must be offered in<br>conjunction with the program. It is<br>important to ensure that all   | Off-Ice Progress Sheets *Online registration methods also available Parent Info Session Guide Parent Meeting Agenda Customer Satisfaction Survey | Maintain records of skaters'<br>progress using CanSkate<br>tools<br>Communicate regularly<br>with parents/participants in<br>person, email, or website.<br>Minimum of (1) parent info<br>session per term or session.<br>(information sheets,<br>equipment, safety, club<br>policy information) | n/a<br>Ongoing communications<br>- newsletters, emails<br>- multiple parent meetings<br>(during season, before and<br>after) |  |  |
|   | customers remain well-informed<br>on items such as program<br>objectives and benefits, session<br>schedules, expectations, on-ice<br>safety, equipment, rewards,<br>coaching and club structure. Many<br>parents come to a club program<br>without any skating background or<br>knowledge. The more they know,<br>the more appreciation they will<br>have of the quality of the program<br>being offered and of the benefits<br>that their skater is gaining from<br>participation in skating. |  |   |  |  |  |



| Report Cards | Report cards are an important<br>communication tool between the<br>coach and the parent/skater.<br>They provide feedback on the<br>progress of the skater—what the<br>skater is doing well and what<br>needs to be improved. |  | Communicate skater<br>progress to parents using<br>CanSkate report card at end<br>of term or session | n/a   |
|--------------|--|--|--|---|
| Bonus!       | Beginning the introduction of<br>activities that help to develop<br>agility, coordination, balance,<br>speed, flexibility, etc.  | Long Term Athlete<br>Development Model |  | *Off ice warm-up prior to<br>hitting the ice<br>*Off ice training<br>component included in<br>the program |

## **Resources:**

<u>CanSkate Manual</u> <u>Long term Athlete Development Model</u> <u>Safe Sport Guide</u>