

HOW TO USE THE GAME MAT

What is it that you want to teach?

- Positions
- Zones
- Kick ins
- Drills
- Forward set ups
- Game scenarios/moments
- Anything that happens on an oval!

Key teaching points:

- Be prepared, have everything you need. (cups us/opposition, scenarios on paper/cards)
- Ask the players don't tell them
- Don't get frustrated, be patient (you don't have to get through everything in one session)
- Maximum participation everyone needs to be heard
- Let players introduce what it is that they are demonstrating

Remember to:

- Let players say and do as much as possible
- Guide them when they become stuck but this is not to be confused with telling them
- Let them come up with different scenarios and set ups, you will find out an enormous amount about how young players see the game
- Give the players with lesser knowledge the easier tasks and then you may just engage a player that would normally be a distraction because he starts to feel good about himself. This will bring long term benefits to your team
- It can sometimes start to unravel, just keep guiding them and you will get your desired outcome
- Remember this - "If there has been no learning then there has been no teaching."

The Game Mat gives you an insight into what your players do and do not understand in an enclosed environment; be brave and let things get a little chaotic. The sign that they are starting to "Learn" is when there is limited input from you but maximum input from the players and they end up giving the answers you are trying to find.