

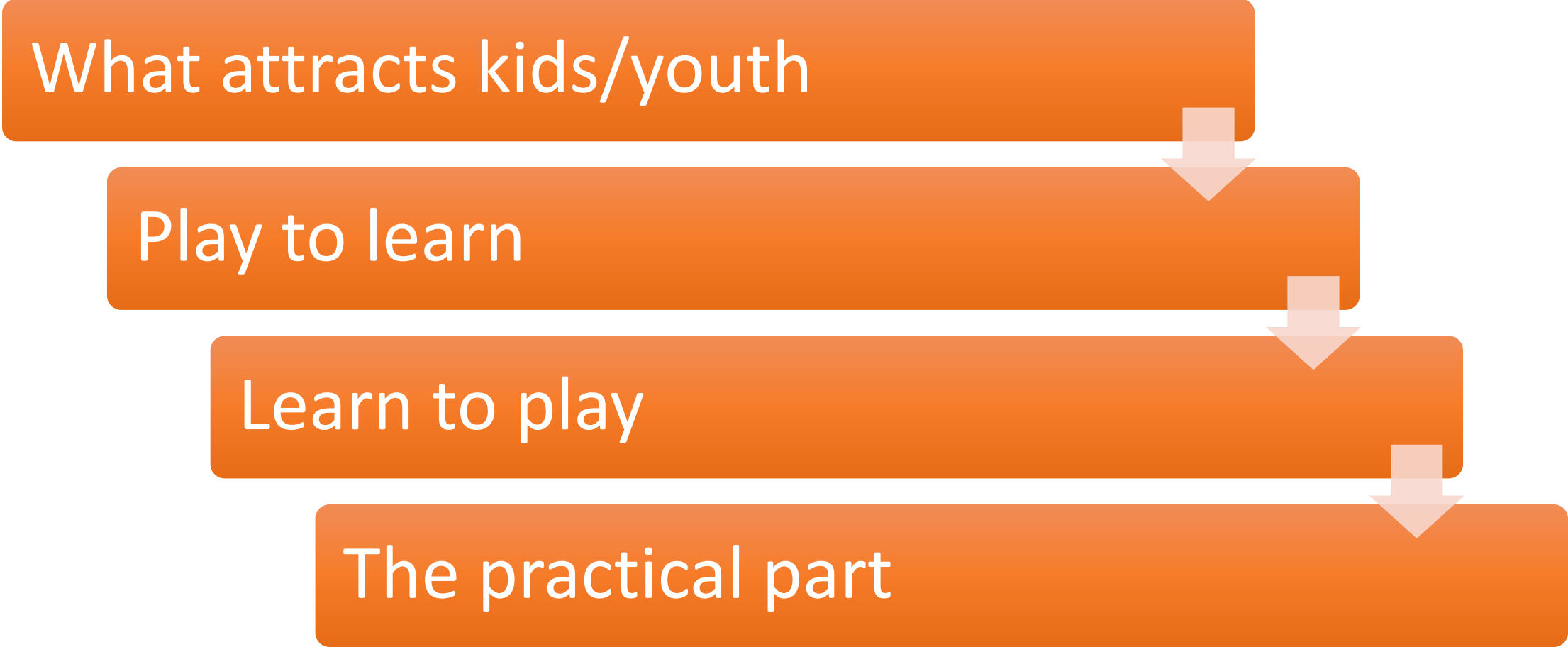
PLAY TO LEARN



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Coach

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What attracts kids/youth



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Play to learn

Learn to play

The practical part

What attracts kids



Volleyball is a product
And we need to know
our product

There is something going on
Activity, exploring , making
challenges
Competition
Tournaments
Friends

Kids meet good adults
Adults that's sees you
Organized freedom to try
and fail
Playful environment

Combine beach and indoor



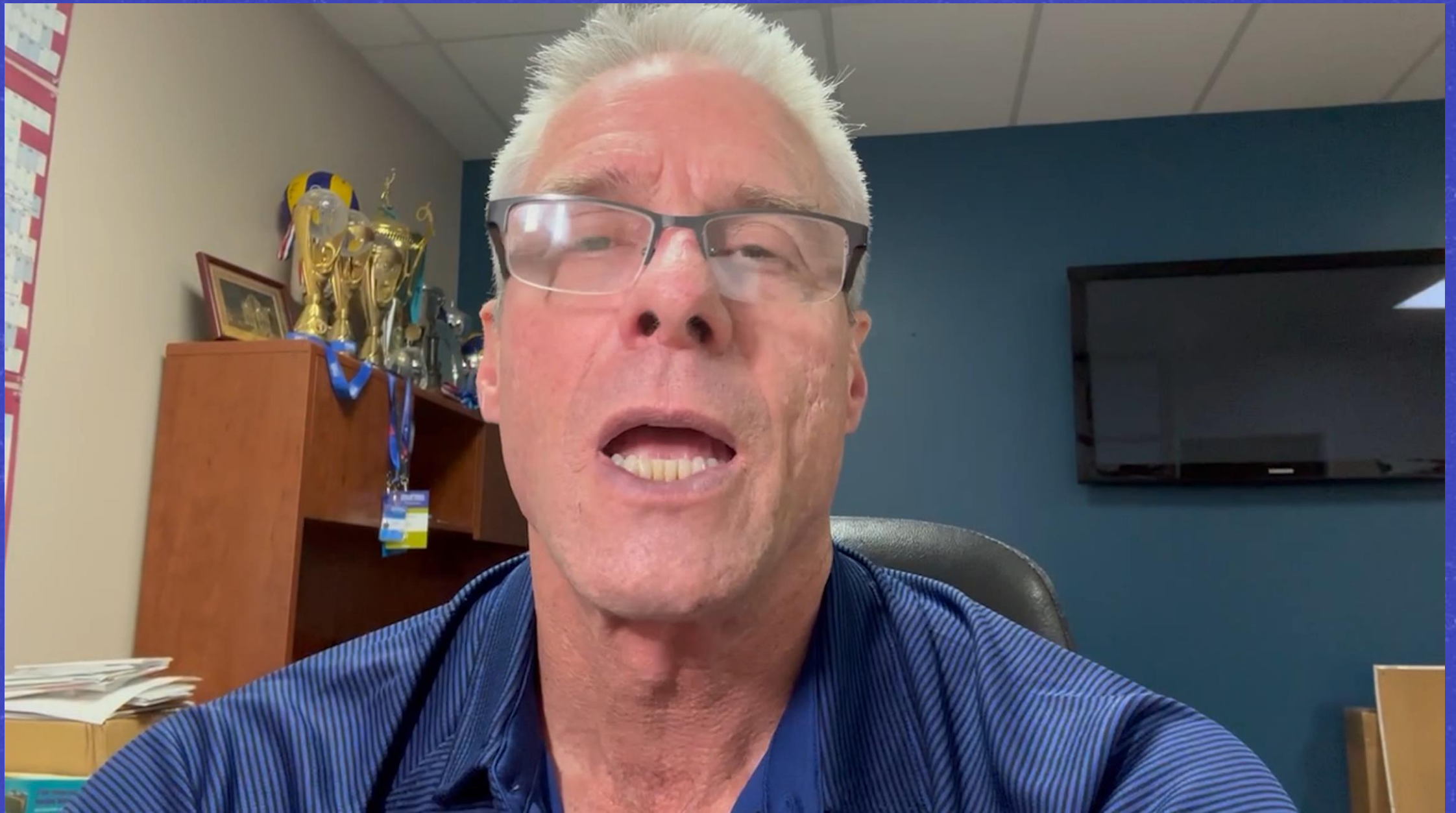


Understand how children learn a technical challenging sport. What motivates them and what input they can absorb

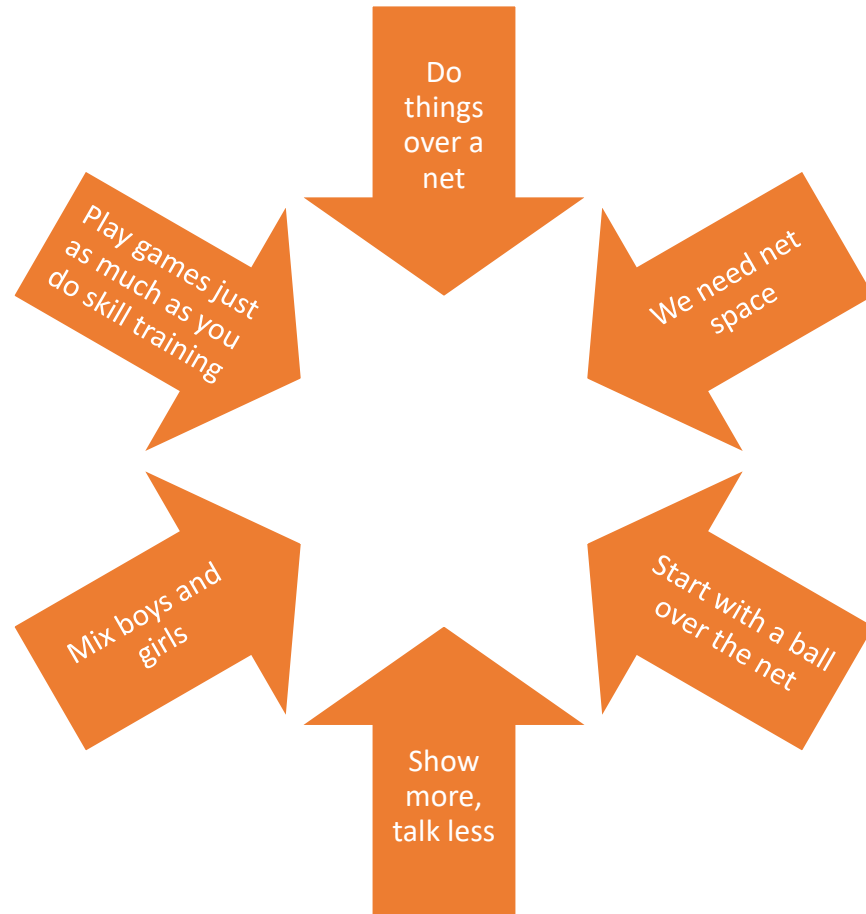
What are the child's development steps

Create a learning environment there we trust and challenge the brain, body and nerve **system.**





Play to learn



- Create learning situations on court.
- Exploring, challenging, smooth execution
- Trust your body, challenge the brain, body and nerve system.
- It doesn't look nice



Learn to play

- Organizing, involve with interaction to evolve
- One against one, catch and throw
- Self toss
- Have serious fun.

Learn to play

What it takes to win

Trying again after mistakes

Effort, perseverance, courage

Resilience Helping partners

Taking responsibility

Knowing what fair play is

What determines good ball control?

Players skill level and ball control depends on how they anticipate and position themselves to what they are able to read.

Kids need to be exposed to situations that require anticipation, timing and reading experience to perform a skill.



✧ The practical part

10-13 years old:
10-12 kids. 40 min

Challenge kids to
make good
technical
development.

LongNet game,
the ultimate game





Relations in our team

- The team comes first
- Help your teammates to be better than yourself
- The joy we create on our way
- Better people become better athletes



Relations in our team

- Find things you are good at within the team
- Robust relationships
- Honesty, being vulnerable
- Constructively dissatisfied
- Ask, ask and ask.

Learn to play

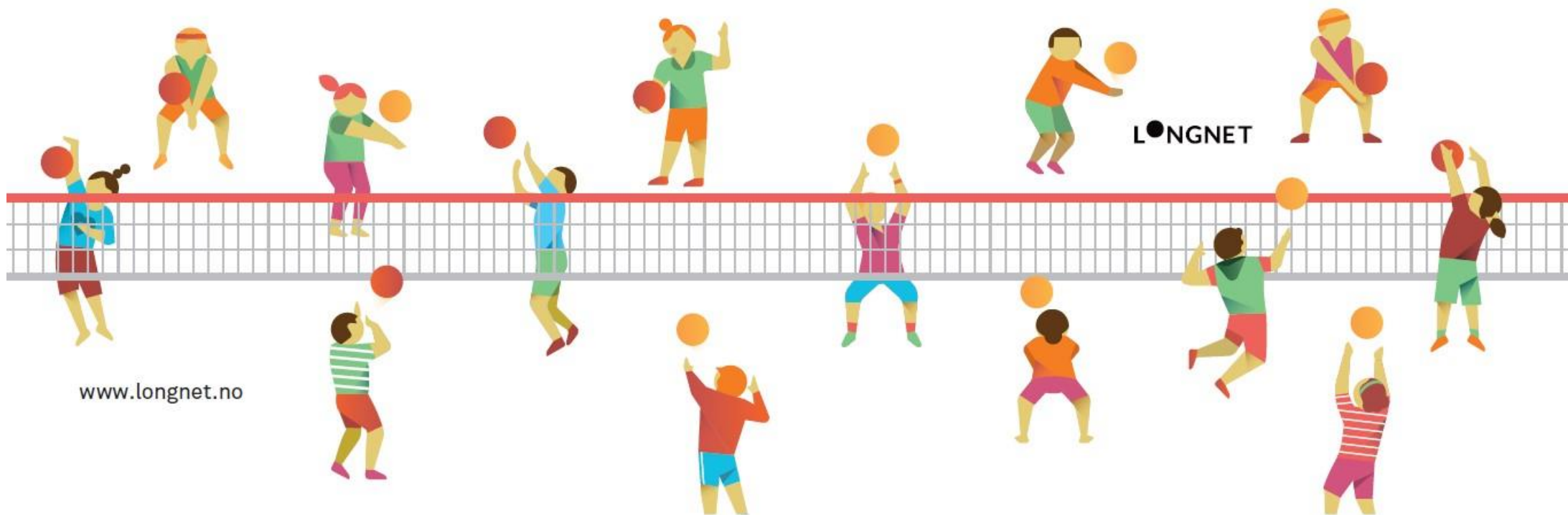
- Two- three players with to catches
- One catch
- 6 x 6 court two- three players, one catch

Basics in or program

Daily training quality

Relations in our team

The players are project managers
for own development and career





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