

# KEYSA Coach Education

Coach Education 'Pathway'





# KEYSA Coach Education – ‘Informal’



# Canada Soccer Coach Education – ‘Formal’



**KEYSA Coach Education Program**

- On-field Coach Mentorship
  - Coach Meetings & Workshops
- KEYSA ‘Google Classroom’ Resources

### Description

The KEYSA Coach Education Program gives coaches additional resources and information that is club-specific, rather than global (as with Canada Soccer Coach Education). These educational opportunities and resources do not grant ‘certificates’ or ‘licenses’. Rather, they give coaches a deeper understanding of club direction and give additional tools to help them run a successful program.

**Grassroots Coach Education Program**

- Soccer for Life (U13+)
- Learn to Train (U9-U12)
- Fundamentals (U6-U9)
- Active Start (U4-U6)

### Description

Canada Soccer’s Grassroots Coach Education Program has four workshops based on Stages 1, 2, 3, and 7 of the Long-Term Player Development Model. The first three workshops, Active Start, Fundamentals and Learn to Train, deal with soccer training and the importance of physical literacy for players up to 12 years of age. The Soccer for Life stage includes a wide array of participants who play for fun and fitness, those who enjoy recreational soccer, as well as those who prefer to play competitively but not at a high-performance level.

**Advanced Coach Education Program**

U4-U12	U13-U18	U18+
• Children’s License	• Youth License	• Pro License
		• A License
		• B License

**Entry Level**

- C License

### Description

Canada Soccer’s Advanced Coach Education Program starts with the C License which is the entry level course into all future coach education opportunities in this ‘stream’. The Children’s License is for coaches coaching in the U4-U12 age range, the Youth License is for coaches coaching in the U13-U18 age range, and other licenses are for coaches coaching senior players. These licenses are recommended for coaches that have a deep passion and commitment to coaching and the game.