

Sport Leadership Framework

Student Group /Focus	Overview	Content	Outcomes
<p>Stage 3 Participation & problem solving</p>	<ul style="list-style-type: none"> • learn activities for developing the fundamental movement skills (FMS) for a particular sport • understand game play. • experience initiative game situations 	<ul style="list-style-type: none"> • warm up game(s) • series of FMS for specific sports • minor/modified games for specific sports • challenges and initiatives 	<ul style="list-style-type: none"> • participation in a variety of activities that develop the FMS appropriate for particular sports • apply FMS in a game situation. • successfully resolve challenges through collaboration
<p>Stage 4 Participation with purpose</p>	<ul style="list-style-type: none"> • actively participate in a variety of sports develop skills for leadership, management, and organisation of small groups. 	<ul style="list-style-type: none"> • management and organizational strategies for conducting a sport session e.g., organizing and managing groups, promoting high levels of participation, etc. • implement extension strategies to challenge players 	<ul style="list-style-type: none"> • identify leadership skills which enhance engagement levels in the sport session. • participate in a variety of activities to develop leadership and organizational skills • apply skills in an expanded game situation
<p>Stage 5 Leading a sport session</p>	<ul style="list-style-type: none"> • lead student participation in a variety of sports • implement management, leadership, and organization of small groups. • apply principles of leadership 	<ul style="list-style-type: none"> • plan and conduct sport and physical activity sessions • promote and differentiate key coaching components appropriate to participant level 	<ul style="list-style-type: none"> • model effective leadership • demonstrate the skills of management, leadership and organization of small groups in a sport & physical activity context • provide mentoring and support to future sports leaders