

# RFU Training Course Suite

## Coaching Courses

Course Type	Course Title	Course Descriptor
<b>Player Safety and Well Being</b>  <i>Minimum 10 and maximum 20 delegates per course (One Tutor)</i>	Rugby Ready  20% Classroom delivery and Interactive tasks; 80% Practical	<u><b>Duration: 3 hours</b></u> <u><b>Cost: £15 (Min. Age: 14*)</b></u> The World Rugby (IRB) Rugby Ready programme was launched to educate, aid and support players, coaches, match officials on the importance of sufficient preparation for training and playing in order for rugby to be played and enjoyed while reducing the risk of serious injury.
	Rugby Smart  60% Classroom delivery and Interactive tasks; 40% Practical  (Launch Date 1 <sup>st</sup> July 2015)	<u><b>Duration: 3 hours</b></u> <u><b>Cost: £15 (Min. Age: 14*)</b></u> This workshop builds on from Rugby Ready and has the following learning outcomes for participants: <ul style="list-style-type: none"> <li>• Understanding the responsibilities of safeguarding the welfare of all players, including children</li> <li>• Increase awareness of Community Rugby Injury Surveillance Project (CRISP) and its implications on Rugby Union</li> <li>• Awareness of common injuries and the risks placed upon players by coaches</li> <li>• Reinforcing good practice in coaching</li> <li>• Basic understanding of concussion and best practice in managing incidents of concussion</li> <li>• Awareness of current issues / sanctions in Anti-Doping</li> </ul>
	Scrum Factory  30% Classroom delivery and Interactive tasks; 70% Practical	<u><b>Duration: 21/2 - 3 hours</b></u> <u><b>Cost: £15 (Min. Age: 14*)</b></u> The Scrum Factory aims to increase the number of players able to play in the scrum, particularly the front row. The course is designed to help coaches and players to understand individual and collective techniques, as well as position specific conditioning. Meaningful sessions can be delivered regardless of numbers attending training and with minimal equipment and expense to the club or school.
<b>Safeguarding Courses</b>  <i>Minimum 10 and maximum 20 delegates per course (One Tutor)</i>	Play It Safe  100% Classroom delivery and Interactive tasks	<u><b>Duration: 3 Hours</b></u> <u><b>Cost: £15 (Min. Age: 16*)</b></u> This course is for any <b>volunteer, coach or referee</b> who is working or has responsibility for children and vulnerable adults within rugby. Identifying best practice, it provides information and guidance on the responsibilities and support available for ensuring children and vulnerable adults are safeguarded appropriately. By the end of the course participants will be able to: <ul style="list-style-type: none"> <li>• Identify best practice and apply this within rugby</li> <li>• Know where to find support and guidance within the RFU</li> <li>• Identify signs and indicators of possible abuse and poor practice</li> <li>• State action to take if there is a concern or disclosure</li> <li>• Recognise their role in safeguarding and protecting children and vulnerable adults</li> </ul>
	In Touch  100% Classroom delivery and Interactive tasks	<u><b>Duration: 4 Hours</b></u> <u><b>Cost: FREE (Min. Age: 18) can be split into 2 x 2 hour sessions</b></u> This course is for club officials but especially targeted at <b>Club Safeguarding Officers</b> . It provides information of the roles and responsibilities of clubs in safeguarding children and vulnerable adults. Identifying best practice and resourcing attendees with the tools to apply appropriate policies and guidance within their own clubs. By the end of the workshop participants will be able to: <ul style="list-style-type: none"> <li>• Define and explain the role and responsibility of an RFU Club Safeguarding Officer</li> <li>• Identify the roles of club members and officers to promote best safeguarding practice</li> <li>• Identify best practice when recruiting in the club</li> <li>• Apply the RFU Safeguarding Children and Vulnerable Adults in Rugby Policy and Guidance and Safeguarding Toolkit</li> <li>• Manage concerns and disclosures</li> <li>• Provide an opportunity to share best safeguarding practice</li> </ul>

\*Denotes – Directly supervised by appropriately trained adult when coaching / refereeing until age of 18 is reached.  
 Updated – 20150327

Online course booking: [www.englandrugby.com/my-rugby/courses](http://www.englandrugby.com/my-rugby/courses)

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Course Type	Course Title	Course Descriptor
<p><b>Foundation: An Introduction to...</b></p> <p><i>Minimum 10 and maximum 20 delegates per course (One Tutor)</i></p>	<p>Kids First TAG Rugby</p> <p>20% Classroom delivery and Interactive tasks; 80% Practical</p>	<p><b><u>Duration: 3 hours</u></b>  <b><u>Cost: £15 (Min. Age: 14*)</u></b>                      Coaching provides a rich and rewarding experience for you and the players you coach. Tag Rugby offers an ideal medium for introducing you to coaching sport and more specifically to coaching rugby in an enjoyable, simple and safe way. Tag Rugby is a fast-moving, non-contact invasion game suitable for boys and girls to play together.</p>
	<p>Kids First Rugby – Schools</p> <p>30% Classroom delivery and Interactive tasks; 70% Practical</p>	<p><b><u>Duration: 3 hours</u></b>  <b><u>Cost: £25 (Min. Age: 14*)</u></b>                      Developing children as confident, capable young people first is at the core of the Rugby Football Union’s offer to all schools. Using Rugby Union as a vehicle for developing a young person’s personal and social skills alongside their rugby skills can have a dramatic impact on all aspects of their life and has real whole school impact. Upon completion of Kids First Rugby – Schools course you will:</p> <ul style="list-style-type: none"> <li>• Be fully aware of the holistic needs of children playing sport and be able to meet these needs when delivering rugby union sessions.</li> <li>• Have an understanding of how to teach rugby union in a fully inclusive, engaging and enjoyable manner.</li> <li>• Be able to enhance learning and children’s motivation through the use of rewards.</li> <li>• Be able to use Rugby Union to meet the outcomes of the new National Curriculum for Physical Education.</li> </ul>
	<p>Putting Kids First</p> <p>20% Classroom delivery and Interactive tasks; 80% Practical</p> <p><b>Note:</b> This course can be run as a standalone workshop for a club or as a precursor to the Kids First Programme.</p>	<p><b><u>Duration: 2 ½ -3 hours</u></b>  <b><u>Cost: £100 per club (Min. Age: 14*)</u></b>                      Developing children as confident, capable young people first is at the core of the Rugby Football Union’s offer to all clubs. Using Rugby Union as a vehicle for developing a young person’s personal and social skills alongside their rugby skills can have a dramatic impact on all aspects of their life and has real whole school impact.</p> <p><b>The Putting Kids First Workshop aims to:</b></p> <ul style="list-style-type: none"> <li>• Support existing child-centred attitudes and behaviours</li> <li>• Raise awareness of the attributes which best reflect a child-centred approach to coaching</li> <li>• Discuss and highlight attitudes which may be in conflict with a child-centred approach to coaching</li> <li>• Shape the discussion and information to the needs of the audience</li> </ul>
	<p>Players First</p> <p><b>(Launch Date 1<sup>st</sup> July 2015)</b></p> <p><b>Comprising of three workshops:</b></p> <ol style="list-style-type: none"> <li>1. Environment</li> <li>2. Creativity</li> <li>3. Success</li> </ol> <p>100% Practical</p>	<p><b><u>3 Separate Workshops: Each 2 hours in Duration</u></b>  <b><u>Cost: £100 per club (Min. Age: 14*)</u></b>                      This course is split into three separate workshops to provide an opportunity for coaches reflect on how they construct, adapt, progress and challenge players through their coaching delivery, highlighting key skills and approaches to better understand how to engage with your players.</p> <hr/> <p><b>Workshop 1 – ‘Environment’</b></p> <p><b>Part 1 – Developing healthy relationships between players and coaches</b>  <i>Key Learning Outcomes</i></p> <ul style="list-style-type: none"> <li>• Understanding backgrounds and contexts of player engagement</li> <li>• Creating a positive and engaging environment for all players</li> <li>• Enabling players to feel a sense of belonging</li> </ul> <p><b>Part 2 – Developing a culture of inclusivity, support and achievement</b>  <i>Key Learning Outcomes</i></p> <ul style="list-style-type: none"> <li>• Creating activities that involve all players</li> <li>• Providing environments that allow all to achieve</li> <li>• The importance of praise and feedback in the development of the individual</li> </ul> <p><b>Part 3 – Understand the wider principles of a person centred approach to coaching</b>  <i>Key Learning Outcomes</i></p> <ul style="list-style-type: none"> <li>• Understanding individuals wants and needs</li> <li>• Ensuring personal growth and connection between players and coaches</li> </ul>

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		<p><b>Workshop 2 – ‘Creativity’</b></p> <p><b>Part 1 – Understanding creativity and its impact on engagement and outcome</b>  <i>Key Learning Outcomes</i></p> <ul style="list-style-type: none"> <li>• Introduce and develop and understanding of creativity in coaching and associated delivery methods</li> <li>• Developing creativity within players</li> <li>• Creating the right environment for creativity</li> </ul> <p><b>Part 2 – Understanding how to create adaptive games through the application of conditions</b>  <i>Key Learning Outcomes:</i></p> <ul style="list-style-type: none"> <li>• Understand and implement the S.T.E.P process and how it affects session outcomes</li> <li>• Apply learning from module 1 through guided practice.</li> </ul> <hr/> <p><b>Workshop 3 – ‘Success’</b></p> <p><b>Part 1 – Coaching through games</b>  <i>Key Learning Outcomes</i></p> <ul style="list-style-type: none"> <li>• Understanding of facilitated coaching through games</li> <li>• Involvement of players within their learning</li> <li>• Evolving game design, through use of ‘S.T.E.P’ (refer to workshop 2)</li> <li>• Implications of coaching delivery on developing players self-worth and self-efficacy</li> </ul> <p><b>Part 2 – Differentiating Activity by challenge and outcome</b>  <i>Key Learning Outcomes</i></p> <ul style="list-style-type: none"> <li>• Understanding the role of the coach in engaging and developing players</li> <li>• Promoting self-paced skill development for players</li> <li>• Understanding and applying critical success factors for players</li> </ul> <p><b>Part 3 – Returning to the Game</b>  <i>Key Learning Outcomes</i></p> <ul style="list-style-type: none"> <li>• Application of learning from the ‘Part’</li> <li>• Opportunities for Coach to lead on the ‘Whole’ and receive feedback from facilitated coaching</li> <li>• Support creativity in game design from the coaches – objectives to be based on a principle of play</li> </ul>
	<p>Teaching and Coaching Rugby Union in Secondary Schools</p> <p>30% Classroom delivery and Interactive tasks; 70% Practical</p>	<p><b><u>Duration: 1 Day</u></b>  <b><u>Cost: £40 (Min. Age: 18)</u></b></p> <ul style="list-style-type: none"> <li>• Developing children as confident, capable young people first is at the core of the Rugby Football Union’s offer to all schools. Using Rugby Union as a vehicle for developing a young person’s personal and social skills alongside their rugby skills can have a dramatic impact on all aspects of their life and has real whole school impact. Upon completion of the Rugby Union in Secondary Schools course you will:</li> <li>• Be fully aware of the importance of the Core Values of Rugby Union, the 5C’s and how to apply them to your teaching.</li> <li>• Be able to use Rugby Union to meet the outcomes of the new National Curriculum for Physical Education</li> <li>• Have an understanding of how to teach rugby union in a fully inclusive, age appropriate, engaging and enjoyable manner.</li> <li>• Have gained confidence in teaching and refereeing the contact elements of rugby union in a safe and effective manner, and how to build the game progressively to enable students to play competitive rugby.</li> </ul>

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Course Type	Course Title	Course Descriptor
<p><b>Awards Courses</b></p> <p>Level 1 &amp; 2 Courses: <i>Minimum 10 and maximum 20 delegates per course (Tutor : Coach Ratio 1:8-10)</i></p> <p>Level 3 <i>(Tutor : Coach Ratio 1:4)</i></p>	<p>UKCC Level 1: Introducing Children to Rugby Union</p> <p>30% Classroom delivery and Interactive tasks; 70% Practical</p> <p>Assessment via Competency sign off – home study tasks of 6hrs minimum</p>	<p><b><u>Duration: 3 Days</u></b> <b><u>Cost: £105 (Min. Age: 16*) – rising to £115 January 1<sup>st</sup> 2016</u></b></p> <ul style="list-style-type: none"> <li>• Entry point for coaches of Mini/Midi Players [U7 to U12]</li> <li>• Provides those working with children with the knowledge, skills and attributes essential to developing children’s social, personal, physical and mental skills through the technical and tactical aspects of the game of Rugby Union.</li> </ul> <p><i>Mandatory Pre-course Tasks</i></p> <ol style="list-style-type: none"> <li>1. Attend face to face World Rugby (IRB) Rugby Ready</li> <li>2. Complete World Rugby (IRB) online Rugby Ready course</li> <li>3. Complete ‘New Rules of Play laws test</li> </ol> <p><b>Must have attended Rugby Ready course before applying for this course.</b></p>
	<p>UKCC Level 2: Coaching the 15-a-side game</p> <p>30% Classroom delivery and Interactive tasks; 70% Practical</p> <p>Assessment via Competency sign off – home study tasks of 6hrs minimum</p>	<p><b><u>Duration: 3 Days</u></b> <b><u>Cost: £115 (Min. Age: 18)</u></b></p> <ul style="list-style-type: none"> <li>• Entry point for coaches of the 15-a-side Game</li> <li>• Provides coaches with the knowledge, skills and attributes to effectively coach young players or adults in the 15-a-side game.</li> <li>• Develops coaching skills and the technical &amp; tactical aspects of defence and attack together with unit skills and developing play from set piece</li> </ul> <p><i>Mandatory Pre-course Tasks</i></p> <ol style="list-style-type: none"> <li>1. Attend face to face World Rugby (IRB) Rugby Ready</li> <li>2. Complete Scrum Factory Course</li> <li>3. Complete IRB Laws Test</li> </ol> <p><b>Must have attended Rugby Ready (or hold UKCC Level 1 Coaching Rugby Union Award) and RFU Scrum Factory course before applying for this course.</b></p>
	<p>UKCC Level 3: RFU Advanced Coaching Award</p> <p>Combination of theory and practical study delivered face to face and supported off course through on-going work / club based assessments</p> <p>Minimum 1 year of study</p> <p>Assessment via competency sign off</p>	<p><b><u>Duration: 3 days and Seasons Programme</u></b> <b><u>Cost: £1000 (Min. Age 18)</u></b></p> <p>On successful completion of the Level 3 all coaches should be able to:</p> <ul style="list-style-type: none"> <li>• Analyse participants’ current and potential performance needs and aspirations.</li> <li>• Articulate clear Coaching and Playing philosophies</li> <li>• Plan a coaching programme according to agreed goals.</li> <li>• Manage a safe and effective coaching environment.</li> <li>• Deliver a coaching programme using a range of coaching styles and interventions to meet participants’ needs.</li> <li>• Manage and develop personal coaching practice.</li> <li>• Manage and develop those around them</li> <li>• Coach techniques &amp; tactical concepts of rugby union.</li> <li>• Demonstrate an understanding of the units &amp; sub-units and their contribution to team play and the principles of rugby union.</li> <li>• Demonstrate an understanding of the principles of attack and defence.</li> </ul> <p>The course consists of 3 modules, 2 of which are delivered face-face, and one as development in the coaching workplace, supported by a trained RFU mentor. The course lasts one year <b>and applicants should make themselves available for all modules</b>. The course is a mixture of practical and classroom based activities. Assessment is competency based allowing you to be continually assessed &amp; receive support &amp; action planning throughout the course. The coach must be aged 18 years of age or over and hold a Level 2 or equivalent Rugby Coaching Qualification. The coach must demonstrate evidence of regularly attending recent coach development courses, seminars or coaching conferences &amp; <b>must</b> have significant experience of coaching within or managing a 15-a-side team or programme.</p> <p><b>Attendance at Advanced CPD – Minimum 2 as pre-requisite prior to application</b></p>

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	<p>UKCC Level 4: Coaching Rugby Union</p> <p>Combination of theory and practical study delivered face to face and supported off course through on-going work / club based assessments.</p> <p>Includes a long term assignment and is Postgraduate in nature</p> <p>Minimum 10 months of study</p>	<p><b>Duration: 12 days</b>  <b>Cost: £2750 + VAT (Min. Age 18)</b></p> <p>The Level 4 Course in Coaching Rugby Union has been developed in line with UK Coaching Certificate (UKCC) criteria. The course is postgraduate in nature and it is intended that coaches on the course receive academic credit for achieving Level 4 in partnership with a Higher Education (HE) institution (subject to achieving the required standard of a prescribed supplementary module and paying the HE administration and management fee - amount to be confirmed).            Admission to the UKCC Level 4 Rugby Union course will normally require evidence of the following criteria:</p> <p><b>1. UKCC endorsed Level 3 Award or equivalent</b>            A Home Nations Rugby Union Level 3 qualification will be considered acceptable, but candidates will be expected to demonstrate attendance at, or involvement in, extensive CPD.</p> <p><b>2. Appropriate experience of talent development, performance or elite coaching in Rugby Union</b>            The level of player being coached defines coaching in the talent development, performance or elite environments as articulated in the RFU Coach Development Model. This is normally; Directors of Rugby closely engaged in elite player development at major rugby playing schools; Academy, or Age Group National coaches; National League Head coaches, or those coaches in the Championship or Premiership. Age Group Representative team coaching is not normally considered to be sufficient if this is the candidate's sole experience.</p> <p>Although we do not specify that the candidate must have Head Coach experience, those who do not will be asked to demonstrate their familiarity with the full range of coaching responsibilities.</p> <p>In summary the following or equivalent will be expected:</p> <ul style="list-style-type: none"> <li>• Appropriate experience following a Level 3 award, or</li> <li>• Significant Performance or Elite coaching experience.</li> </ul> <p><b>3. Evidence of a capacity for extended study at postgraduate level</b>            Where candidates do not have an undergraduate degree or appropriate diploma, they will be required to demonstrate, (through an employment CV, previous studies, and evidence of producing documents/plans), that they are likely to be able to cope with the demands of the programme. Candidates may be asked to demonstrate this capacity by pre-programme study and/or production of papers/assignments.</p> <p><b>4. Demonstration of currency, involvement in the sport, and commitment to the game</b></p> <ul style="list-style-type: none"> <li>• Applicants will be expected to evidence a programme of CPD since their Level 3 coaching award.</li> <li>• Applicants should be 'practising coaches' throughout the period of the programme. (This cannot be guaranteed in advance, but applicants will be made aware that the absence of an appropriate coaching attachment may result in a suspension from the programme.)</li> <li>• Candidates need to provide 2 written references from senior coaching figures within rugby.</li> <li>• Applicants need to provide a personal statement about their commitment to the game and availability for the Level 4 course and its assessment requirements.</li> <li>• Coaches should be prepared to agree that selected parts of their work may be published by the RFU, thus recognising it as original and valid research developing other coaches</li> </ul>

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Course Type	Course Title	Course Descriptor
<b>Kids First Courses U9-U12</b>  <u>Duration: 3 hours</u> <u>Cost: £15</u> <u>(Min. Age 14*)</u>  <i>Minimum 10 and maximum 20 delegates per course (One Tutor)</i>	Kids First Coaching through Games  20% Classroom delivery and Interactive tasks; 80% Practical	Coaching Through Games is not only a fun way to keep young players engaged and involved in their learning, it is also the most effective method by which youngsters can acquire skills and game understanding to prepare them for a lifetime in the game. The course helps with the principles of practice design and coaching process within games, so a coach is able to confidently lead game based coaching sessions
	Kids First Continuity Pre contact  20% Classroom delivery and Interactive tasks; 80% Practical	Coaches are often tempted to coach through Drills when looking at developing technique and skill. This course looks at how smaller skill development sessions can still be game related and develop creativity and decision making in players, as well as revisiting the principles of coaching process learned in Level 1. The course should be taken in the context of the Kids First Coaching Through Games CPD
	Kids First Continuity Post Contact  20% Classroom delivery and Interactive tasks; 80% Practical	This course will explore how children can be helped to acquire the skills to play rugby as the flowing, continuous game they love to play. The course will encourage coaches to explore more effective and engaging alternatives to "Drilling" technique into players, developing children who not only have technique, but also can apply techniques in game context to produce skilful players
<b>Continuous Professional Development (CPD)</b>  <u>Duration: 2.5 - 3 hours</u> <u>Cost: £15</u> <u>(Min. Age 14*)</u> Unless stated otherwise  <b>25% Classroom delivery and Interactive tasks; 75% Practical</b> Unless otherwise stated  <i>Minimum 10 and maximum 20 delegates per course (One Tutor)</i>	Scrum Factory 2  <b>(Launch Date 1<sup>st</sup> July 2015)</b>  40% Classroom delivery and Interactive tasks; 60% Practical	<b><u>(Min. Age 18)</u></b> The 3-hour <i>Scrum Factory 2</i> workshop builds on learning from Scrum Factory and has the following learning outcomes for the participants: <ul style="list-style-type: none"> <li>Revisiting key learning around safe and effective scrummaging – no excuses for some repeat of what happened on Scrum Factory</li> <li>Develop a positive approach to the scrum and see it in the context of the match</li> <li>Develop coaching style to allow players to problem solve for themselves in the scrum</li> <li>Facilitate the player being able to replicate a strong stable body position under a range of pressures</li> <li>Coach the Scrum using small sided games</li> </ul>
	Managing Contact  100% Practical Supported by online material  <b>(Launch Date 1<sup>st</sup> July 2015)</b>	Using intelligence from the RFU Injury survey to identify risk areas of the game, Managing Contact is a practical course supported by online footage which looks at how techniques from other sports such as Grappling and Judo to help coaches develop players who are physically prepared and have safe and effective skills in the contact area
	Coaching Continuity in the 15-a-side game	This course focuses on the manipulation of a defence by the ball carrier and support. As the primary threat to a defensive line, the ball carrier can disrupt the line shape and present opportunities to evade tackles, while maintaining forward movement.
	Coaching Back Attack in the 15-a-side game	The strategy and tactics of the backs should reflect the skills of your players. The most important area may be how space is attacked. The ability to manage the space in front and between the teams is vital. Players should understand that pressure cannot be applied to the opposition unless they put themselves under pressure. This module helps coaches condition sessions to develop decision-making in the face of varying scenarios.
	Coaching Defence in Phase Play in the 15-a-side game	The target audience for the Defence in Phase Play course is under-16 age group and above. Younger players should focus on tackle technique and scoring tries. The course is based on a set of philosophies and is not a system in itself. If players lack tackle skills, a defence system may have limited success.
	Coaching Half Back Play in the 15-a-side game	Development of Technical and Tactical Understanding in Half Backs is essential for a team to achieve its potential. This course helps coaches understand how to help players apply some principles in the game, by creating realistic practices
	Coaching Kicking in the 15-a-side game	Traditionally, the coach tells the players when to kick and the player kicks. However, will this impact on the player's decision making skills? By working in a game format the players have multiple opportunities to explore tactically and technically through discovery learning. Kicking lends itself to varied game-related activities that are both enjoyable and educational, some of which are covered during the kicking module.

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	Coaching Maul and Ruck in the 15-a-side game	This module focuses on players' lack of game understanding at the breakdown, partly due to expectations embedded by the traditional drill format. The drill is an excellent tool for developing technique in isolation but of little value for game understanding.
	Coaching the Lineout in the 15-a-side game	The lineout module explores, through a game-sense approach, innovative and active practices maximising player involvement. Coaches must monitor fatigue as this approach may mean far more jumping and lifting than in a match, and safety is always of paramount importance.
	Team Selection	The process of team selection in clubs is often based on subjective judgment, or a gut feeling on how a player is performing or may perform. Team selection is one of the most regular activities carried out on a weekly basis. The team selection course helps coaches to be both proactive and reactive in selecting.
	Coaching 7-a-side Rugby	This course introduces coaches to the principles of coaching seven-a-side rugby and develops their understanding of attacking and defensive frameworks from phase play and set piece. It will be of use for devising practices and by offering coaching models that help to use these practices with players.

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<b>Advanced CPD</b>  <i>Minimum 10 and maximum 20 delegates per course (One Tutor)</i>	Goal Setting  100% Classroom delivery and Interactive tasks	<b><u>Duration: 3 hours</u></b> <b><u>Cost: £15 (Min. Age 18)</u></b> To reach a desired outcome with accuracy requires goal setting, a method of planning, committing and delivering actions rather than wishes. The process to achieving a long term goal is to break it down into medium and short term goals that lead to the eventual outcome required. These goals help to monitor progress, to motivate and to identify a range of factors that motivate individuals through goal setting. This module helps coaches develop these skills.
	Performance Analysis  100% Classroom delivery and Interactive tasks	<b><u>Duration: 3 hours</u></b> <b><u>Cost: £15 (Min. Age 18)</u></b> This course explores the simple yet effective ways in which coaches in the Community game can adapt analysis techniques from the Elite game to provide meaningful information to be able to identify development areas for the individual player and the team
	Game Planning  100% Classroom delivery and Interactive tasks	<b><u>Duration: 3 hours</u></b> <b><u>Cost: £15 (Min. Age 18)</u></b> By the end of this module, the coach should be able to plan a basic game plan, building upon your coaching & playing philosophy & the strength and weaknesses of your players and the team.
	Planning and Periodisation  100% Classroom delivery and Interactive tasks	<b><u>Duration: 3 hours</u></b> <b><u>Cost: £15 (Min. Age 18)</u></b> This module plans Periodisation: the dividing of an annual training plan into a number of shorter units (phases) that vary in purpose and intensity to produce optimum performance at desired times.
	Player Profiling  100% Classroom delivery and Interactive tasks	<b><u>Duration: 3 hours</u></b> <b><u>Cost: £15 (Min. Age 18)</u></b> Player Profiling is the most accurate, objective way to analyse ability. Coaches should be aware of the benefits of effective profiling and devise templates to gather accurate information. Inaccurate profiling affects the coach-player relationship, so this course highlights the need for objective data, from evidence, not opinion or assumption.
	Director of Rugby Course  100% Classroom delivery and Interactive tasks	<b><u>Duration: 4 days</u></b> <b><u>Cost: £600 (Min. Age 18)</u></b> The Director of Rugby course has been developed by the RFU in partnership with the Ashridge Sport and Business Initiative to develop and support a generation of dynamic and inspirational leaders for the game. It is aimed at those leading rugby programmes in clubs, schools, Colleges and Universities. The course will develop leadership and management themes, but set them firmly in an applied rugby context. The course will be delivered over four days, taking in four modules. Modules will be delivered in two sets of consecutive days, with residential accommodation provided within the cost. Over dinner at each overnight stay, there will be chance to listen to and question an experienced Director of Rugby to further develop your learning. It is envisaged that each cohort will become part of an ongoing Community of Learning, sharing practice and experience for years to come and the RFU intends to help facilitate this. The content will be delivered as follows: <b>Module 1</b> <ul style="list-style-type: none"> <li>• The DOR Role</li> <li>• What is Success: Vision, Mission, Values</li> </ul> <b>Module 2</b> <ul style="list-style-type: none"> <li>• Stakeholder Mapping and Engagement</li> <li>• Change Management</li> </ul> <b>Module 3</b> <ul style="list-style-type: none"> <li>• Leadership Models and Style</li> <li>• Conflict Management and Influencing</li> </ul> <b>Module 4</b> <ul style="list-style-type: none"> <li>• Managing Performance and Developing People</li> <li>• Players, Coaches and Support staff</li> <li>• Appraisal</li> <li>• Succession Planning – Captains, Leaders</li> </ul>

# RFU Training Course Suite

## Match Official Courses

Course Type	Course Title	Course Descriptor
<b>Player Safety and Well Being</b>  <i>Minimum 10 and maximum 20 delegates per course (One Tutor)</i>	Rugby Ready  20% Classroom delivery and Interactive tasks; 80% Practical	<b><u>Duration: 3 hours</u></b> <b><u>Cost: £15 (Min. Age: 14*)</u></b> The World Rugby (IRB) Rugby Ready programme was launched to educate, aid and support players, coaches, match officials on the importance of sufficient preparation for training and playing in order for rugby to be played and enjoyed while reducing the risk of serious injury.
	Rugby Smart  60% Classroom delivery and Interactive tasks; 40% Practical  <b>(Launch Date 1<sup>st</sup> July 2015)</b>	<b><u>Duration: 3 hours</u></b> <b><u>Cost: £15 (Min. Age: 14*)</u></b> This workshop builds on from Rugby Ready and has the following learning outcomes for participants: <ul style="list-style-type: none"> <li>• Understanding the responsibilities of safeguarding the welfare of all players, including children</li> <li>• Increase awareness of Community Rugby Injury Surveillance Project (CRISP) and its implications on Rugby Union</li> <li>• Awareness of common injuries and the risks placed upon players by coaches</li> <li>• Reinforcing good practice in coaching</li> <li>• Basic understanding of concussion and best practice in managing incidents of concussion</li> <li>• Awareness of current issues / sanctions in Anti-Doping</li> </ul>
	Scrum Factory  30% Classroom delivery and Interactive tasks; 70% Practical	<b><u>Duration: 3 hours</u></b> <b><u>Cost: £15 (Min. Age: 14*)</u></b> The Scrum Factory aims to increase the number of players able to play in the scrum, particularly the front row. The course is designed to help coaches and players to understand individual and collective techniques, as well as position specific conditioning. Meaningful sessions can be delivered regardless of numbers attending training and with minimal equipment and expense to the club or school.
<b>Safeguarding Courses</b>  <i>Minimum 10 and maximum 20 delegates per course (One Tutor)</i>	Play It Safe  100% Classroom delivery and Interactive tasks;	<b><u>Duration: 3 Hours</u></b> <b><u>Cost: £15 (Min. Age: 16*)</u></b> This course is for any volunteer or coach at a club who is working with or has responsibility for children and vulnerable adults within rugby. By the end of the course participants will be able to: <ul style="list-style-type: none"> <li>• Identify best practice and apply this within rugby</li> <li>• Know where to find support and guidance within the RFU</li> <li>• Identify signs and indicators of possible abuse and poor practice</li> <li>• State action to take if there is a concern or disclosure</li> <li>• Recognise their role in safeguarding and protecting children and vulnerable adults</li> </ul>
<b>Foundation: An Introduction to...</b>  <i>Minimum 10 and maximum 20 delegates per course (One Tutor)</i>	Level 1: Refereeing Children  40% Classroom delivery and Interactive tasks; 60% Practical	<b><u>Duration: 3 hours</u></b> <b><u>Cost: £15 (Min. Age: 14*)</u></b> This course has been designed specifically for those who wish to start their refereeing career, refereeing children (u8-u12s). This course will provide you with a solid basis on which you can continue to build and improve your skills as a referee.  By the end of the course the delegates will: <ul style="list-style-type: none"> <li>• Identify the qualities of a good referee</li> <li>• Identify the key requirements of refereeing children</li> <li>• Identify the required behaviours, attitudes, skills &amp; knowledge of an effective children's referee</li> <li>• Identify and practice key skills in a practical situation</li> <li>• Review their learning on the day</li> </ul> The course is a mixture of practical and classroom based activities. Delegates must be aged 14 years of age or over. No prior experience is necessary. <b>Mandatory Pre-course Tasks</b> <ol style="list-style-type: none"> <li>1. Refereeing Children Test found on <a href="http://www.rfuca.com">www.rfuca.com</a></li> <li>2. Refereeing Children Pre-course Questionnaire which is sent to delegates following course booking.</li> <li>3. Complete World Rugby (IRB) online Rugby Ready course.</li> </ol>

\*Denotes – Directly supervised by appropriately trained adult when coaching / refereeing until age of 18 is reached.  
 Updated – 20150327

Online course booking: [www.englandrugby.com/my-rugby/courses](http://www.englandrugby.com/my-rugby/courses)

# RFU Training Course Suite

Course Type	Course Title	Course Descriptor
	<p>Level 2: Refereeing the 15-a-side game</p> <p>40% Classroom delivery and Interactive tasks; 60% Practical</p>	<p><b>Duration: 2 Days</b>  <b>Cost: £50 (Min. Age: 14*)</b></p> <p>This course is for new and developing referees wanting to referee the 15-a-side game and will equip candidates with the skills and confidence to do so effectively. It is delivered using a mixture of practical and classroom based activities.</p> <p>By the end of the course the delegates will:</p> <ul style="list-style-type: none"> <li>• Have developed their refereeing goals and understand the principles of play</li> <li>• Understand how to plan and prepare to referee</li> <li>• Understand how to referee players of different ages and levels of experience</li> <li>• Be able to referee rugby union matches</li> <li>• Analyse their own performance and feedback from others and improve performance as a referee</li> </ul> <p>The course is a mixture of practical and classroom based activities. Delegates must be aged 14 years of age or over.</p> <p><i>Mandatory Pre-course Tasks</i></p> <ol style="list-style-type: none"> <li>1.Complete World Rugby (IRB) online Rugby Ready course</li> <li>2.Complete World Rugby (IRB) online Laws test</li> </ol> <p><b>Assessment via Competency sign off – home study tasks of 6hrs minimum</b></p>
<p><b>Continuous Professional Development (CPD)</b></p> <p><i>Minimum 10 and maximum 20 delegates per course (One Tutor)</i></p>	<p>Match Preparation</p> <p><b>100%</b> Classroom delivery and Interactive tasks and scenarios</p>	<p><b>Duration: 2 - 3 Hours</b>  <b>Cost: £15 (Min. Age: 14*)</b></p> <p>This course prepares candidates to recognise and understand the importance of pre-match preparation (mental and physical) and provides a framework for developing and completing a Personal Development Plan.</p>
	<p>Game Understanding – Open Play</p> <p>100% Classroom delivery and Interactive tasks and scenarios</p> <p><b>(Launch Date 1<sup>st</sup> July 2015)</b></p>	<p><b>Duration: 1 1/2 - 2 Hours</b>  <b>Cost: £15 (Min. Age: 14*)</b></p> <p>The course is focussed on understanding and facilitating the game through appropriate game management and law.</p> <p>By the end of the course the delegates will:</p> <ul style="list-style-type: none"> <li>• Understand ‘principles of play’</li> <li>• Gain an appreciation for game plans and their implications on game management</li> <li>• Promote game understanding and its implications on the referee</li> <li>• Provide examples of what good practice looks like</li> </ul>
	<p>Game Understanding – Set Piece</p> <p>100% Classroom delivery and Interactive tasks and scenarios</p> <p><b>(Launch Date 1<sup>st</sup> July 2015)</b></p>	<p><b>Duration: 1 1/2 - 2 Hours</b>  <b>Cost: £15 (Min. Age: 14*)</b></p> <p>The course is focussed on understanding and facilitating the game through appropriate game management and law.</p> <p>By the end of the course the delegates will:</p> <ul style="list-style-type: none"> <li>• Understand ‘principles of play’</li> <li>• Gain an appreciation for game plans and their implications on game management</li> <li>• Promote game understanding and its implications on the referee</li> <li>• Provide examples of what good practice looks like</li> </ul>
	<p>Communication and Management</p> <p>80% Classroom delivery and Interactive tasks; 20% Practical</p>	<p><b>Duration: 2 - 3 Hours</b>  <b>Cost: £15 (Min. Age: 14*)</b></p> <p>By the end of the session the candidates will have an understanding of the importance of first impressions, how they can set a positive “climate” how they can deal with flashpoints.</p> <p>Strategies for coping with pressure, stock phrases they can use at this time, how they can convey an image of confidence &amp; competence.</p>

# RFU Training Course Suite

<p>Refereeing the Scrum</p> <p>100% Classroom delivery and Interactive tasks and scenarios</p>	<p><b><u>Duration: 2 - 3 Hours</u></b>  <b><u>Cost: £15 (Min. Age: 14*)</u></b></p> <p>This course will support the development of referees in understanding and refereeing the scrum</p> <p>This course will provide you with a solid basis on which referees can continue to build and improve your knowledge, skills and experience.</p> <p>By the end of the course the delegates will:</p> <ul style="list-style-type: none"> <li>• Be aware of the roles of the front row players</li> <li>• Be aware of the importance and be able to do a front row brief</li> <li>• Understand how to effectively manage a scrum.</li> <li>• Be able to take up effective positions to manage the scrum</li> <li>• Consider who to manage contested and uncontested scrums</li> </ul>
<p>Refereeing the Lineout</p> <p>100% Classroom delivery and Interactive tasks and scenarios</p>	<p><b><u>Duration: 2 - 3 Hours</u></b>  <b><u>Cost: £15 (Min. Age: 14*)</u></b></p> <p>This course will support the development of referees in understanding an refereeing the Lineout</p> <p>This course will provide you with a solid basis on which referees can continue to build and improve your knowledge, skills and experience.</p> <p>By the end of the course the delegates will:</p> <ul style="list-style-type: none"> <li>• Be aware of how the lineout is used in a game.</li> <li>• Know the priorities for referees at a lineout</li> <li>• Know some effective management strategies for refereeing the lineout</li> <li>• Review a referees management of the lineout</li> </ul>
<p>Refereeing the Maul</p> <p>100% Classroom delivery and Interactive tasks and scenarios</p>	<p><b><u>Duration: 2 - 3 Hours</u></b>  <b><u>Cost: £15 (Min. Age: 14*)</u></b></p> <p>This course will support the development of referees in understanding how to referee the maul. This CPD can be delivered both theoretically, practically or a mixture of both.</p> <p>This course will provide you with a solid basis on which referees can continue to build and improve your knowledge, skills and experience.</p> <p>By the end of the course the delegates will:</p> <ul style="list-style-type: none"> <li>• Identify when a maul is formed and ended</li> <li>• Be aware of why and how a maul is formed</li> <li>• Identify the value of varied positions at the maul</li> <li>• Be able to communicate effectively at a maul</li> </ul>
<p>Refereeing the Tackle &amp; Ruck</p> <p>100% Classroom delivery and Interactive tasks and scenarios</p>	<p><b><u>Duration: 2 - 3 Hours</u></b>  <b><u>Cost: £15 (Min. Age: 14*)</u></b></p> <p>This course will support the development of referees in understanding how to referee the Tackle and Ruck.</p> <p>This course will provide you with a solid basis on which referees can continue to build and improve your knowledge, skills and experience.</p> <p>By the end of the course the delegates will:</p> <ul style="list-style-type: none"> <li>• Recognise and manage a tackle</li> <li>• Recognise and manage tackle to ruck transition</li> <li>• Review tackle/ruck DVDs to emphasise good practice</li> <li>• Identify appropriate positioning at the Tackle/Ruck</li> <li>• Be able to communicate effectively at this phase of play.</li> </ul>
<p>Advantage</p> <p>100% Classroom delivery and Interactive tasks and scenarios</p>	<p><b><u>Duration: 2 - 3 Hours</u></b>  <b><u>Cost: £15 (Min. Age: 14*)</u></b></p> <p>This course will support the development of referees in understanding how to apply advantage during a match.</p> <p>This course will provide you with a solid basis on which referees can continue to build and improve your knowledge, skills and experience.</p> <p>By the end of the course the delegates will:</p> <ul style="list-style-type: none"> <li>• Know the difference between advantage and materiality</li> <li>• Know the effective application of advantage in certain circumstances</li> <li>• Know how to effectively communicate advantage</li> <li>• Review advantage clips to share good practice.</li> </ul>

# RFU Training Course Suite

	<p>Practical Refereeing</p> <p>80% Classroom delivery and Interactive tasks; 20% Practical</p>	<p><b><u>Duration: 2 - 3 Hours</u></b>  <b><u>Cost: £15 (Min. Age: 14*)</u></b>            This course will provide candidates with a solid basis on which they can continue to build and improve their knowledge, skills and experience.</p> <p>The aims of the course are;</p> <ul style="list-style-type: none"> <li>• Support candidates on-going development as Referees / Match officials</li> <li>• Apply the different forms of communication available to a referee / Match Official</li> <li>• Consider and practice referee’s positioning at different points in a game</li> <li>• Focus on the law at the breakdown and apply strategies to manage it</li> <li>• Facilitate the opportunity for candidates to identify personal development needs / opportunities</li> </ul>
	<p>Discipline-Report Writing</p> <p>100% Classroom delivery and Interactive tasks and scenarios</p>	<p><b><u>Duration: 2 - 3 Hours</u></b>  <b><u>Cost: £15 (Min. Age: 14*)</u></b>            This course has been designed specifically for society and federation referees to aid in the completion of discipline reports, in line with the current RFU guidelines. This course will provide you with a solid basis on which you can continue to build and improve your knowledge, skills and experience.</p> <p>By the end of the course the delegates will:</p> <ul style="list-style-type: none"> <li>• Aware of the importance of Discipline Report Writing (DRW)</li> <li>• Discuss a range of reports</li> <li>• Aware of key features of effective DRW</li> <li>• Practice effective DRW</li> <li>• Observe a mock Disciplinary Hearing</li> </ul>
	<p>Feedback and the REVIEW Process</p> <p>100% Classroom delivery and Interactive tasks and scenarios</p>	<p><b><u>Duration: 2 - 3 Hours</u></b>  <b><u>Cost: £15 (Min. Age: 14*)</u></b>            This course will support the development of match observers and referees when providing feedback to referees. This course will provide you with a solid basis on which referees can continue to build and improve your knowledge, skills and experience.</p> <p>By the end of the course the delegates will:</p> <ul style="list-style-type: none"> <li>• Be aware of how to give and received feedback.</li> <li>• Understand the relationship between match observer and referee.</li> <li>• Be able to use the REVIEW process to provide feedback</li> </ul>
	<p>Assistant Referee</p> <p>100% Classroom delivery and Interactive tasks and scenarios</p>	<p><b><u>Duration: 2 - 3 Hours</u></b>  <b><u>Cost: £15 (Min. Age: 14*)</u></b>            This course will support the development of match officials to act as Assistant Referees and support Referees during a match. This course will provide you with a solid basis on which referees can continue to build and improve your knowledge, skills and experience.</p> <p>By the end of the course the delegates will:</p> <ul style="list-style-type: none"> <li>• Understand the primary duties of an Assistant Referee</li> <li>• Know when the ball is in touch</li> <li>• Be able to signal effectively</li> <li>• Be able to communicate effectively as a Team of Three</li> <li>• Be aware of effective positioning</li> </ul>
	<p>Managing Captains and Coaches</p> <p>100% Classroom delivery and Interactive tasks and scenarios</p>	<p><b><u>Duration: 2 - 3 Hours</u></b>  <b><u>Cost: £15 (Min. Age: 14*)</u></b>            This module looks at how referees interact and engage with captains and coaches to build a rapport. It provides an opportunity to develop strategies for which to avoid and deal with conflict and considers how a referee’s own approach can positively influence situations.</p> <p>By the end of the course the delegates will:</p> <ul style="list-style-type: none"> <li>• Have the opportunity to reflect on your own current practice and behaviour.</li> <li>• Consider the perception of referees and understand why and how this can lead to different responses from captains and coaches.</li> <li>• Have identified strategies for which to avoid and deal with conflict between yourself, Coaches and Captains.</li> <li>• Have awareness of how to receive and benefit from feedback.</li> </ul>

# RFU Training Course Suite

## First Aid Courses

Course Type	Course Title	Course Descriptor
Online Concussion Module	'Don't be a Headcase'  Mixture of theory and demonstration of understanding via online quiz	<b><u>Duration: 3 x 20 minute</u></b> <b><u>Cost: Free</u></b> Available at <a href="http://www.EnglandRugby.com/Headcase">www.EnglandRugby.com/Headcase</a> Part of the RFU's "Don't be a headcase" concussion education programme, these three, 20-minute online courses will explain what concussion is, how it happens and what individuals can do to help players avoid injury or return safely to playing following a concussion.
First Aid	Emergency 1 <sup>st</sup> Aid in Rugby Union  Mixture of Theory and Practice	<b><u>Duration: 8 Hours</u></b> <b><u>Cost: £65 (Min. Age: 16*)</u></b> The RFU Emergency First Aid Course is a fully recognised Emergency First aid at Work (EFAW) course with extra rugby-specific elements which prepare volunteers for their work pitch-side. The course covers RFU requirements regarding the management of concussion and spinal injuries as well as injury reporting requirements. This course also provides volunteers with a nationally recognised qualification that is transferable to the workplace; other sports or can be credited towards a larger qualification.
Health Care Professional Courses	RFU Immediate Care in Sport (Level 2)  Mixture of Theory and Practice	<b><u>Duration: 10 Hours</u></b> <b><u>Cost: £300 (Min. Age: 18)</u></b> This two day course is for pitch side practitioners seeking an introduction to the delivery of immediate care in sport. On successful completion of the course the delegate will be able to: <ul style="list-style-type: none"> <li>• Plan and risk assess for potential emergency situations at sports grounds</li> <li>• Appreciate safety hazards for working pitch side in the sporting setting</li> <li>• Through a structured initial assessment protect cervical spine injuries and perform of a rapid primary survey – ABCDE</li> <li>• Effectively manage compromised airways</li> <li>• Recognise immediate and potentially life threatening thoracic trauma</li> <li>• Perform a systematic approach to circulation assessment</li> <li>• Understand the management of circulatory collapse (haemorrhagic and non-haemorrhagic) with understanding of balanced fluid resuscitation</li> <li>• Assess and manage head and facial injured athletes with an understanding of pitch side concussion management</li> <li>• Recognise cardiac arrest and perform effective basic life support with safe defibrillation</li> <li>• Handle a potentially spinally injured player safely in an emergency situation and team lead for safe extrication from the field of play</li> <li>• Manage serious limb injuries safely and effectively including open and closed fractures and dislocations</li> <li>• Recognise and manage immediate medical emergencies.</li> </ul>
	RFU Advanced Immediate Care in Sport (Level 3)  Mixture of Theory and Practice	<b><u>(Min. Age: 18)</u></b> The ICIS Level 3 course will address the Immediate Care training needs of doctors, physiotherapists and postgraduate allied medical personnel working within rugby and other contact and collision sports. It is approved by the Faculty of Pre-hospital care - Royal College of Surgeons of Edinburgh and is specifically designed to address the needs of those working within rugby union. The course draws on existing hospital emergency care courses, i.e. ALS, ATLS, and pre-hospital immediate care courses, i.e. PHEC, but has additional rugby/collision sport specific modules such as the on field assessment of concussion, wound care and wound closure. Each course will be led by Mr Andy Smith (Programme Director) assisted by a teaching faculty with extensive experience of pre-hospital immediate care and sports medicine education. Teaching is by discussions, practical skill stations and moulage practice. Assessment is continuous through the course, by a written paper and mock casualty moulages.  <b>ICIS works on a four year cycle as follows and the course fees are £600 for 2 day courses and £400 for 1 day courses:</b>  <b>Year 1 First course (2 days) - £600</b> <b>Year 2 Reaccreditation (1 day) - £400</b> <b>Year 3 Reaccreditation (1 day) - £400.</b> <b>Year 4 Recertification (2 days) - £600</b>

# RFU Training Course Suite

## Developing People

Course Type	Course Title	Course Descriptor
Playground Leaders Course	Key Stage 2 Playground Leaders Course (School Years 5 & 6)	<b>Cost: FREE (School Years 5 &amp; 6)</b> The England Rugby KS2 playground leaders course develops children who can safely and effectively organise and manage safe, effective playground rugby with their peers. Through the use of the Core Values of rugby union and touch rugby students will learn how to deliver positive play, enabling their peers to have an enjoyable experience whilst developing their physical, personal and social skills.
	Mixture of Classroom delivery and Interactive tasks, scenarios and practical	<b>Download FREE</b> delivery resources here: <a href="http://www.englandrugby.com/my-rugby/education/schools/primary/student-development/">www.englandrugby.com/my-rugby/education/schools/primary/student-development/</a>
Young Leaders Course	Key Stage 3 Young Leaders Course (School Years 7/8/9)	<b>Cost: FREE (School Years 7, 8 &amp; 9)</b> Students participating in this course will develop as independent learners who are able to safely and effectively plan and deliver non-contact rugby union to their peers. They will learn to lead informal Touch Rugby at lunchtimes, enabling their peers to have an enjoyable experience whilst developing their physical, personal and social skills.
	Mixture of Classroom delivery and Interactive tasks, scenarios and practical	<b>Download FREE</b> delivery resources here: <a href="http://www.englandrugby.com/my-rugby/education/schools/secondary/student-development/">www.englandrugby.com/my-rugby/education/schools/secondary/student-development/</a>
Level 1 Leaders Course	Key Stage 4 Level 1 Leaders Course (School years 10 & 11)	<b>Cost: FREE (School Years 10 &amp; 11)</b> Participating in this course will develop as independent learners who are able to safely and effectively plan and deliver non-contact rugby union to their peers. They will also be able to plan and deliver rugby events such as tag rugby festivals and coaching to younger pupils. This course will support the development of their physical, personal and social skills.
	Mixture of Classroom delivery and Interactive tasks, scenarios and practical	<b>Download FREE</b> delivery resources here: <a href="http://www.englandrugby.com/my-rugby/education/schools/secondary/student-development/">www.englandrugby.com/my-rugby/education/schools/secondary/student-development/</a>
The Rugby Activator Course	Colleges	<b>Duration: 3 – 6 Hours (dependent on prior learning)</b> <b>Cost: FREE (Min. Age: 16)</b> With an increasing focus on leadership and volunteering, the Rugby Activator course offers ideal preparation for those wishing to support, officiate or coordinate an informal activity or short form competition event in their school, college, university or local rugby club.
	100% Classroom delivery and Interactive tasks and scenarios  (Launch Date 1 <sup>st</sup> July 2015)	The course can be used to support existing leadership programmes being delivered and has been mapped by Pearson against the following BTEC courses:  Edexcel BTEC Level 3 Subsidiary Diploma in Sport (QCF) 500/6751/5 Edexcel BTEC Level 3 90-credit Diploma in Sport (QCF) 600/3931/0 Edexcel BTEC Level 3 Diploma in Sport (QCF) 500/6755/2 Edexcel BTEC Level 3 Extended Diploma in Sport (QCF) 500/6764/3
Developing People	Developing Coaches & Match Officials Level 1	<b>Duration: 3 Hours</b> <b>Cost: FREE (Min. Age: 18)</b> This course allows learners to understand the support role of a <b>coach or official</b> and be aware of the skills needed to become effective. The aims of the course are to help learners to: <ul style="list-style-type: none"><li>• Be gain insight into the roles</li><li>• Be clear about building relationships</li><li>• Ensure they follow good practice</li><li>• Be aware of the specific skills and understanding they will require in order to fulfill their role</li><li>• Review their own learning and work performance</li></ul>
	Developing Coaches & Match Officials Level 2	<b>Duration: 3 Hours</b> <b>Cost: FREE (Min. Age: 18)</b> This course allows learners to further develop the support role of a <b>coach or official</b> and be aware of the skills needed to become effective: <ul style="list-style-type: none"><li>• Identify negative behaviours that limit rapport</li><li>• Demonstrate positive behaviours that build rapport</li><li>• Demonstrate chunking questioning technique</li><li>• Recognise the different types of effective questions</li><li>• Apply open questions,</li><li>• Apply probing questions,</li><li>• Demonstrate active listening</li><li>• Recognise the three ego-states (TA)</li></ul>
	100% Classroom delivery and Interactive tasks and scenarios	