

Developmental Models for Youth Sports

(J. J. Coakley 2001 & Steven Aicinena 2002)

The Pleasure and Participation Model

Emphasis	Excellence	Body	Decisions	Opponents
Active participation	Perform to capabilities	Source of enjoyment	Shared	Needed

- Active participation is emphasized
- Participation is the reason for involvement for sport
 - The participant and opponent are important
 - The opponent is seen as valued and needed
 - An opponent is viewed as someone whom participants compete with in order for a test to take place
- The participant's control of his or her body and objects in the environment provide satisfaction
 - Skilled movement and performance yield satisfaction
 - Demonstrating skill and cunning provides satisfaction
 - Domination and victory are not requisites of satisfaction
- Decisions are shared
- Cooperation is desired and expected
- Power is shared
- There is give and take between coaches and athletes

The Power and Performance Model

Emphasis	Excellence	Body	Decisions	Opponents
Strength, speed, & power	Winning	Machine	Coach-made	Enemies

- Strength, speed and power are emphasized
- Excellence is demonstrated through success
- Success is indicated by winning
- Winning is valued more highly if hard work, dedication, sacrifice, risk, and pain are evidenced
- The body is viewed as a machine
- Training and performance should be technologically enhanced and scientific
- Participants should not be concerned with injury
- A clear hierarchy of authority structures exists
- Players should be subordinate to coaches
- Coaches are in control
- It should be clear to observers that coaches are in control
- Opponents are viewed as enemies
- Only the best on a team should play
- If you are unskilled, you will cost the team a game and this is unacceptable