

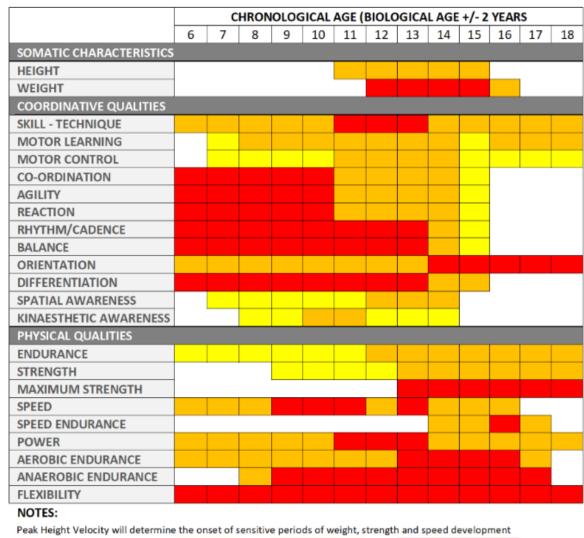


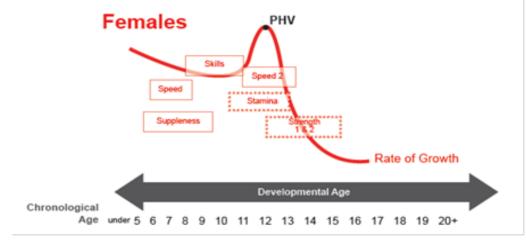


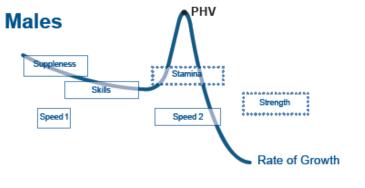
- Biological vs Chronological age or Biological vs Real age
- PHV (Peak Height Velocity) different for every player
- Sensitive Periods or Windows of Optimal Trainability

Sensitive Periods / Windows of Optimal Trainability









Physical, Mental - Cognitive, Emotional Development

KEY: Highly trainable Very highly trainable

REFERENCE:



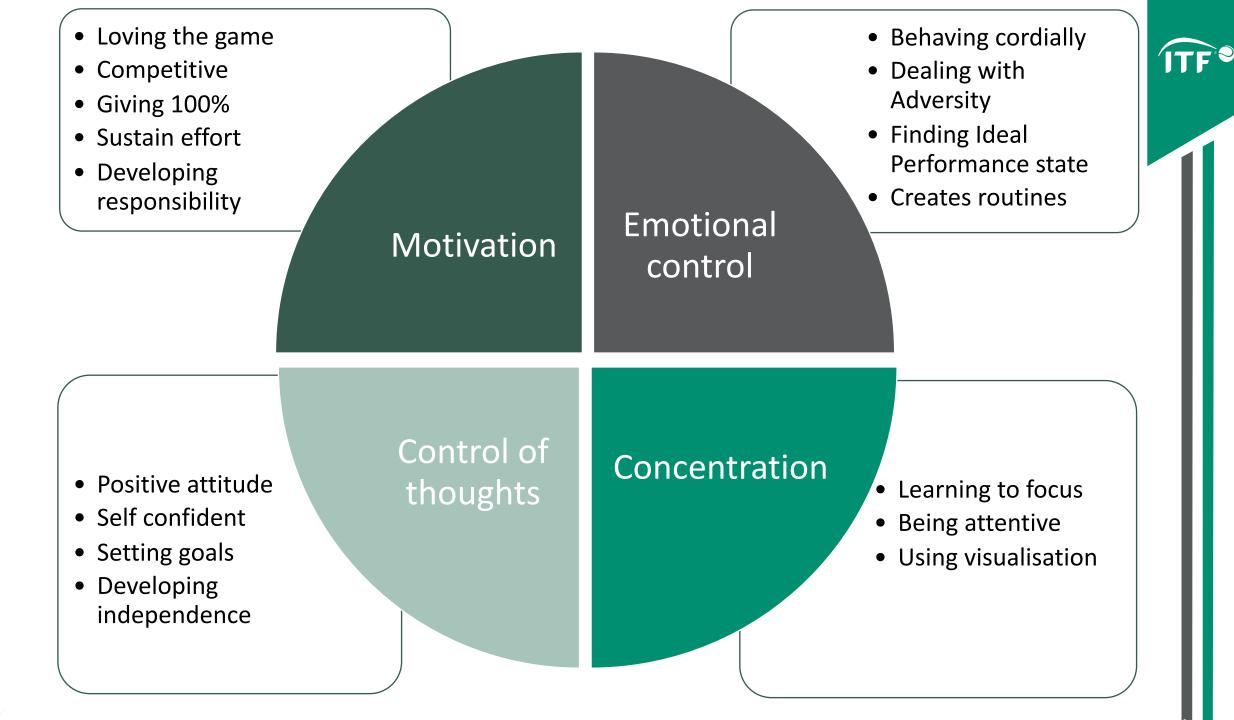






Mental Considerations









4-6 years

- Wants instant gratification
- Egocentric
- Learns by imitating
- Loses interest quickly
- Needs constant praise

7-9 years

- Growing capacity to concentrate
- Greater interest in group interaction
- Responsive to new information
- Wants praise from authoritive figures

10-12 years

- Can establish medium and long term goals
- Shows greater enthusiasm towards participation in activities
- Socially oriented towards peer approval
- Less accepting of what you tell them

