Atom

Program Overview

Soo Pee Wee Hockey League

- May 2019









Atom Learn to Play - A, DS & H/L (Combined Ages 9-10)

"This stage is the beginning of the most important window to develop the fine motor skills on an individual technical skill basis that leads to utilizing these skills into individual and team tactics later on. During this phase, prior to the beginning of the growth spurt, players have the best opportunity to learn and begin to master fine motor skills that can be used in combination with other skills. In most cases what is learned or not learned in this stage will have a very significant effect on the level of play that is achieved later on. Players should be able to begin to transfer skills and concepts from practices to games".

Hockey Canada: Long Term Player Development - (LTDP)





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Learn to Play - A, DS & H/L (Combined Ages, 9-10)

Program Goals

- Create a fun and safe environment for players to grow their passion for the game
- Have players working with players of like skill to develop confidence and self esteem
- Shift focus from developing a small group of players to a greater number of kids
- Focus on individual skill and individual tactics
- Introduce team tactics, play and game strategy
- Continue to develop skating ability, speed, agility and individual skill.

Atom A

Atom DS (Development stream)

Atom House League (H/L)





Atom Learn to Play - A, DS & H/L (Combined Ages, 9-10)

Keys for Success

- Station work during practice with a focus on individual skill/tactic development
- 5-1 player to coach ratio
- Introduce age appropriate off-ice activities (running, jumping and coordination training)
- Tiering of players in all situations (drills, small area games, games etc....)

- Collaboration with and amongst coaches at every level
- Maximize ice time by putting upwards of 30 players on the ice at a time
- Continue to grow their impression of hockey in a positive environment for players and parents



