

OVERVIEW



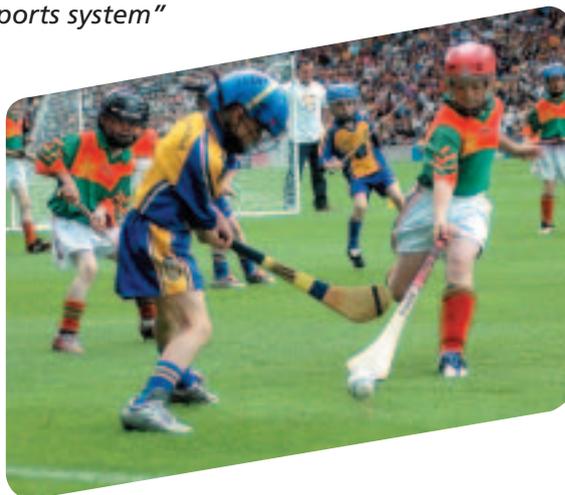
The Otú Games Development Model Underpinning the GAA Grassroots to National Programme (GNP)

“Excellence is a simple by-product of an effective sports system”

The GAA Grassroots to National Programme (GNP) is primarily about maximising participation in Gaelic games and optimising playing standards across all age levels.

To achieve these aims, players must be:

- Provided with a balanced programme of meaningful games – appropriate to their needs and abilities – as set out in the Pathway to Elite Performance (PEP)
- Assisted by developmental projects on and off the field of play – organised on an incremental basis – as part of an overall Sport Through Education Programme (STEP)
- Supported by a quality programme of Coach, Administrator and Referee Education (CARE) implemented throughout the Association, within which provision is made for Applied Lifelong Learning (ALL)



Of primary concern is the development of players at juvenile level and Go Games play an essential part in this. Go Games form the central element of the Fun Do stage of the Pathway to Elite Performance (PEP) which focuses on promoting and developing Gaelic games at Underage Club and Primary School level.

While Go Games ensure that all players are provided with regular meaningful games appropriate to their needs and abilities, complementary initiatives developed as part of the Sport Through Education Programme (STEP) work in tandem with the games to optimise player development for these age groups. The ABC/Have-a-Ball Nursery Programmes, Coaching Classes, Ú-Can Awards and Summer Camps provide focused assistance in ensuring that dropout is reduced, participation is maximised and every player is given the opportunity to achieve his/her full potential.

Other Fun Do Initiatives

ABC/Have-a-Ball Nursery Programmes

The ABC/ Have-a-Ball Nursery Programmes are a series of exercises adapted to Gaelic Games for players up to age 7 in order to facilitate the development of fundamental motor skills using a positive and fun approach. The ABC Programme focuses on development of locomotive and stability skills including agility, balance, coordination, running, jumping and throwing in the Primary School environment while the Have-a-Ball Programme focuses on development of manipulative skills like catching, kicking, striking and passing in the Club environment.

Coaching Classes

Coaching Classes are a series of classes that focus on the development of the basic skills of Hurling and Gaelic football through progressive exercises and drills appropriate for players between the ages of 8 and 12 years old.

Ú-Can Awards/Passport to GAA Success (The Primary Skills Challenge)

A series of skills challenges designed to encourage young players from 8 to 12 years old to practise the basic skills of Hurling and Gaelic football. Awards are made on the basis of the level of technical proficiency of each player. All levels of success are rewarded to encourage continual practice.

Summer Camps

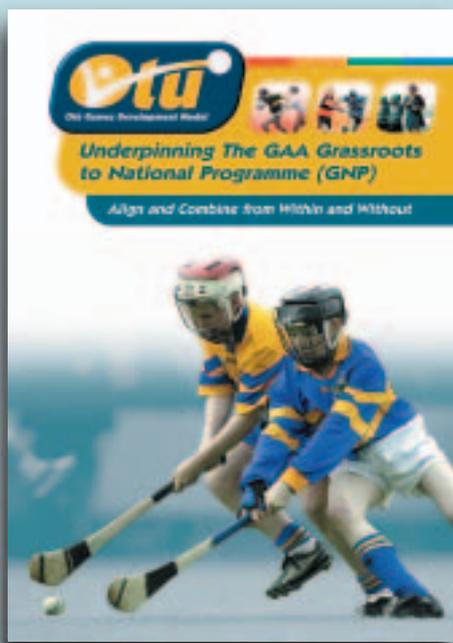
Organised during the months of July and August, Summer Camps are vital in terms of increasing participation and maximising retention. The Camps are structured to cater for a range of age groups. They consolidate the various projects organised within Primary Schools and Underage Clubs.

The GAA Code of Best Practice for Youth Sport

Cumann Lúthchleas Gael believes that a youth-centred approach should be adopted by everyone involved in the promotion and development of Gaelic games at underage level. The GNP and the associated Fun Do initiatives are firmly rooted in this philosophy, a philosophy that may be best summed up in the statement: “the greater the sense of achievement, fun and fair play that young people experience when participating in Gaelic games, the more they will enjoy their involvement and strive to develop their true potential”.



Latest GAA Developments



To keep up to date with the latest in Games Development, log on to the Official GAA Games Development website at <http://gamesdevelopment.gaa.ie>

On <http://gamesdevelopment.gaa.ie> you can download the Otú Games Development Model document in pdf format; stay up to date with the latest in Coach, Administrator and Referee Education (CARE); review the latest in player development initiatives and subscribe to the GAA Games Development electronic newsletter.





“Excellence is a simple by-product of an effective sports system”

Credits

Go Games concept devised and developed by Pat Daly, GAA Head of Games, in conjunction with Jimmy D'Arcy (Coaching and Refereeing Coordinator) and Peter Horgan (National Projects Coordinator).

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Further information available at <http://gamesdevelopment.gaa.ie>

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