



Sport: Boccia (Cerebral Palsy Sports)

Discipline: n/a

Context: Community Sport - Initiation

Participant age group: 10-60

Estimated number of participants: 300

Age range of coaches: 20-60

Estimated number of coaches: 20

Date of conditional approval: March 2005

Official launch date (both official languages): 2005-2006 fiscal year

Outcomes trained and evaluated:

Outcome	Trained	Evaluated
Make Ethical Decisions	T	
Plan a Practice	T	
Support to Athletes in Training	T	
Analyze Performance		
Design a Sport Program		
Support the Competitive Experience	T	
Manage a Sport Program		
**Sport-specific outcomes		

Which multi-sport modules will the coaches access through the provincial/territorial delivery system?

-Uses the CAC Community Sport workshop template.

Training Description:

This is an 8 hour workshop designed to introduce new coaches to the sport of boccia. The target audience includes parents, students, athletes transitioning to coaching, recreation staff and teachers, among others. This course requires a classroom and a large open space (gymnasium, multi-purpose room) for hands-on coaching sessions.

Evaluation Description:

The coaches are provided with two opportunities for practice coaching. After each session, they are evaluated by their peers using an observation form, and they also complete a self-assessment. The NSO does not conduct a formal evaluation process or collect portfolio components for the Community – Initiation context.

Learning Facilitator & Evaluator training:

Since the audience for this course is small, the CCPSA plans to develop one learning facilitator and evaluator training course to service both the Community Initiation and Competition - Introduction contexts. It is expected that this will include one 2.5 day facilitator and evaluator training workshop and additional post-workshop activities to maintain learning facilitator or evaluator status.

NSF Contact Information

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3 most innovative features of your program:

1. 'Card Party' – activity to spark discussion of ethics and the experience/feelings of athletes with a disability
2. Score sheet to identify personal coaching priorities and compare to participant priorities
3. 'Ages/Stages' – activity to solve accommodating a range of ages and skills within a program

