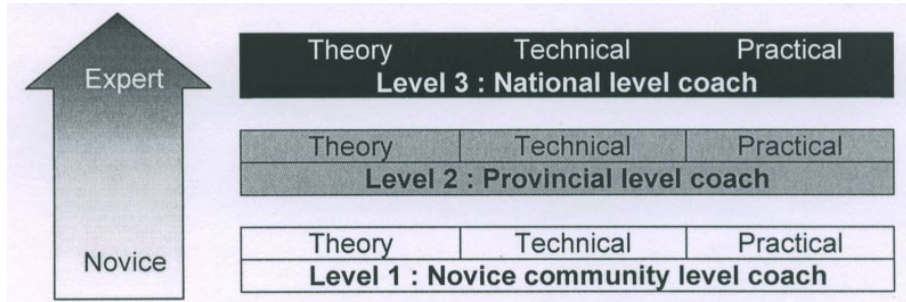


The Old NCCP Model – What was Wrong?

The old NCCP program involved levels. Levels 1, 2, and 3 consisted of three components: theory, technical, and practical. The assumption of the old NCCP was that coaches gained knowledge and expertise as they moved through the levels. However, there were several problems with this system.



First, the only way to be recognized as an expert coach in the old system was to complete higher levels. Any coach wishing to increase their knowledge in coaching had no option but to learn about training increasingly competitive (and even National level) athletes. What about all the coaches who did not aspire to coach elite athletes, but wanted to be EXPERTS at coaching novice or intermediate levels?

Second, the evaluation procedures in the old NCCP measured KNOWLEDGE of content. However, good coaches do not only know about their sport, they can also put that knowledge into practice. In other words, they can APPLY their learning. There is a huge difference between knowing something and being able to DO something with that knowledge. In coaching, “DOING” is one of the most important aspects of achieving success.

The New NCCP Model – How is it Improved?

The new program is a competency-based system, meaning it emphasizes what coaches DO with their knowledge (competencies), not just what they know. It involves STREAMS, and CONTEXTS within each stream. Coaches can work towards expertise within each context. They may also move from one context to another. Similarly coaches may move from one stream to another. The new NCCP is more flexible and specific to individual coaches’ needs. It also allows coaches at ALL levels to be recognized as experts. It is vital to have experts working with children, youth, novice adults, and all other levels – not just with elite athletes. A Bunny Coach needs a different skill set than someone coaching Junior AA. Neither should be considered better than the other, instead, they should both be competent in their particular context.

Streams and Contexts (Ringette)

Community Sport – Initiation (CSp-Init)
– Ongoing (CSp-Ong)

Competition – Introduction (Comp-Int)

– Development (Comp-Dev)

