



SKILLS & CONCEPTS CURRICULUM

GLENOAK YOUTH BASKETBALL

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First of all, THANK YOU for choosing to be a coach in our youth program. You could have chosen to do countless things with your time but instead, you are here, reading this guide to help give our players the best experience you can possibly give them. We have an incredible youth program already in place, with over 400 boys participating. This is only possible with the sacrifice you make for our program.

I hope you fully grasp the impact you have as a coach, and strive to be a mentor to the players that you influence through the game of basketball. One of the great things about sports is the ability to fail and have no real consequences - don't ever forget that. I'd ask you to please take the challenge head on to not only develop basketball and players, but good people.

We have 4 goals in our development model:

1. To create global players "every player develops every skill" through 8th grade
2. To develop players with advanced athletic, tactical, technical and psychological skills
3. To meet players needs at each phase of development
4. Prepare players for their next level of competition

Notice, there is no goal tied to winning. As coaches at the youth level, we must resist the urge to sell out to winning. Winning is great, and no one wants to be discouraged by constantly losing, but we should measure our performance based on the soundness of our teams, not the scoreboard (Performance > Outcome, we control performance). At the youth level, the aim is to develop skilled players with a strong foundation of fundamentals that are learning how to conduct themselves properly, not to win championships. Championships are byproduct of a lot of things - talent, coaching, luck, etc. Please keep the focus on player and personal development, championships will happen.

I believe there is a distinction between teaching and coaching. Teaching is helping players learn fundamental skills and helping them learn how to play the game. Teaching is measured in the improvement of the soundness of the players from the time they started with you as a coach until that time has ended. Coaching is game planning, strategies, executing plays, and drilling to a system of play. Coaching is measured in winning. I believe what we do as coaches needs to be a balance of both, but the best way to help players develop **at the youth level** is to do more teaching, and less coaching.

If you were to ask me, "what's the easiest way to organize and coach a team?" I would say it would be to use 2-3 zone and a structured, patterned offense. But using that approach doesn't teach players how to play the game of basketball. It teaches them a few specific things to understand and that structure allows them to function at their current level. If we are about development, which is what we want to be about, we will remove rigid structure and allow mistakes to be made through man to man defense and a conceptual offense, helping the players learn. This makes them better players in the long run, which is the core of our development model.

If you have questions about this information or ideas to improve what we are doing, don't hesitate to ask - matth@hackenberg.biz, or call/text at 330-933-0290.

-Coach Hackenberg



Influences for this guide:

- The Long Term Athlete Development Model (LTAD)
- Brian McCormick's book, "Cross Over: The New Model of Youth Basketball Development"
- Steve Nash Youth Basketball Coaches Manual
- USA Basketball - Youth Development



WE NEED YOUR HELP!

We want to promote our basketball program , our ENTIRE program, including your level. Please share pictures (with captions, news, stats) to me directly - matth@hackenberg.biz. We would like to share with the world what is happening in our program, even at the youth levels. We currently promote our program on four social media outlets. Please consider giving us a follow.

