

# Criteria for Quality Instruction

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# US Youth Soccer: The Vision

“...we would love to see a consistent style of play ... that is defined by being more **proactive and more possession oriented**. We want more **confident players** that have the technical abilities to play out of the back and to play out of difficult situations and really take the game to the opponent... We want to signal to them that **we are here to play ...**” Klinsmann



# US Youth Soccer: The Test

- Proactive - possession oriented
- Confident players
  - ✓ Play out from the back
  - ✓ Play out of difficult situations
  - ✓ Take the game to the opponent
- “We are here to play”



# Criteria for Quality Instruction

- Culture
- Structure
- Checking for Understanding
- Modeling



Modeling

CFU

Structure

Culture

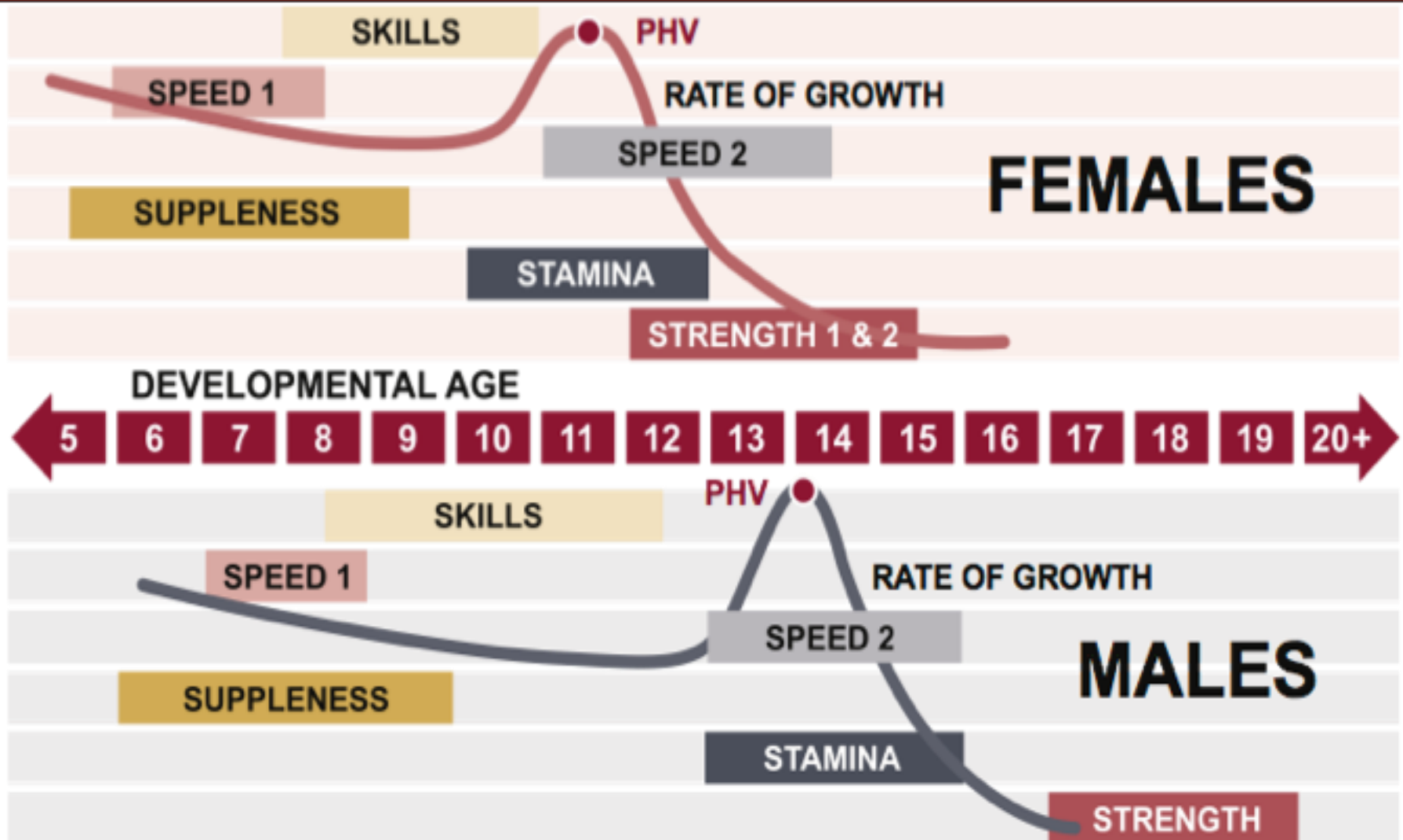
# Culture

- Maximum emphasis on long-term player development.
- Demonstrate a motivation to improve.
- Peer-to-peer accountability.

U6-U8	• Initial Stage	U6 - U8
U9 - U12	• Basic Stage	U9 – U12
U13 – U14	• Intermediate Stage	U13 – U14
U15 – U18	• Advanced Stage	U15 – U18
U20	• Specific Stage	U20
Senior	• Performance Stage	Senior



# How does this information impact development?





# Structure

- Mastery of the most important topics.
- Normalize error (getting it wrong is a big part of getting it right).
- Complexity, Challenge and decision-making after initial success.

# Checking for Understanding

- “Tacit Accountability”
- Limited feedback
- Describe the solution

# Modeling

- Top Tier Execution.
- Economy of language.
- Minimize downtime.



# Take - aways

Culture = LTAD.

Structure = most important things.

CFU = Tacit accountability.

Modeling = Top Tier Execution.



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