

COACHES CORNER

WEEK 3 SUMMARY

Teaching Game Intelligence

WEEK 3 FOCUS

Developing thinking players, not just technically skilled ones.

“Better players aren’t told what to do, they learn to see it.”

THE PROBLEM

Many players struggle in games not because of lack of skill... but because they:

- Wait for instructions
- Don’t scan the field
- Struggle to make decisions under pressure

Why?

Because we often over coach. “If you’re always talking, they’re not thinking.”

THE MAGELLAN APPROACH

Guided Discovery Coaching

Instead of giving answers, we:

- Ask questions
- Create awareness
- Let players problem-solve

KEY COACHING PROMPTS

Use these during natural breaks in play:

- **What did you see?**
- **Where was the space?**
- **Why did that option work?**
- **What could you do next time?**

Keep it short. Let players respond. Don’t answer for them.

BUILDING GAME INTELLIGENCE

True performance is built through:

Perception → Decision → Execution

- **Perception:** Do they scan and read the game?
- **Decision:** Do they choose the right option?
- **Execution:** Can they perform the action?

SCANNING HABIT

Strong players consistently:

- ☐ Scan before receiving
- ☐ Open their body shape
- ☐ Play away from pressure

Simple Coaching Cue:

“Check your shoulder”

COACHING SHIFT

Old Approach:

- Constant instruction
- Stop start sessions
- Coach controls everything

Magellan Approach:

- Guide, don't control
- Ask, don't tell
- Let the game teach

FINAL TAKEAWAYS

- Talk less, observe more
- Ask questions, don't rush answers
- Train awareness, not just technique
- Let players struggle and solve
- Intelligence is developed through experience

