

Recognition and development of talent in Young Disabled People

- Inclusion in PE and school sport
- Recognition of potential talent
- Development of the potential talent



Recognition and development of talent in Young Disabled People

- New web based resource
- Accessible for teachers, parents and coaches and athletes
- Downloadable PDFs
- Focuses on three principal areas:
 - 1 Assessment of skills in physical education
 - 2 Identification of talent and potential talent
 - 3 Developmental pathways

GAMES (Striking/Fielding, Net/Wall, Invasion)

Acquiring and developing skills

P4-5	P6-7	P8	NC1	NC2
Understand some basic sending concepts e.g. sending big and small balls	Send or bounce a ball to partner Send large and small balls into a basket on the floor	Pass or send a ball to your partner accurately	Send a ball over arm/ under arm	Send the ball with control i.e. into space Turn sideways on to send or strike a ball
Push a large ball along the floor	Strike a ball along the floor with a bat or stick	Strike or send a ball towards a large target	Stop / strike rolling ball with a bat or stick	Keep a rally going for more than a series of three
Move and dribble a large ball in space	Show control and accuracy in basic actions e.g. roll a ball to a partner	Use a range of skills to help you keep control of the ball	Dribble the ball keeping control consistently	Change direction and speed when dribbling the ball
Send a large ball with no control or direction	Stop and kick a rolling ball with foot	Kick or hit a ball towards a large target	Understand how to get in line with a ball to receive it e.g. trapping a ball	Use a range of skills to help you keep control of the ball
Pick up a bean bag without releasing it	Release and catch a bean bag	Catch a bean bag from a throw	Catch a large or small ball from a throw or a bounce pass	Catch a ball with 2 hands throw with 1 under arm/ over arm
Send a large ball with no control or direction	Send the ball under arm towards a given point	Stop a rolling ball, pick up and throw back	Throw the ball to a partner at an appropriate height for them to hit it	Return the ball accurately over arm and underarm to base
Strike a large foam ball with hand	Strike a foam ball/ soft shuttle with a racket	Hit a foam ball after it has bounced on the floor	Hit a ball thrown after it has bounced on the floor	Make the ball bounce twice in the court area

What is Polybat?

Polybat is a bat/ball net game which is played on a table tennis table with the net removed. It was developed at Nottingham Trent University as part of the Adapted Sports programme.

Who can play?

Polybat is aimed to provide a net game for youngsters with more severe impairments.

What is the objective of the game?

The objective of the game is to hit the ball over the opponent's end of the table or cause them to play a fault by lifting the ball off the table surface.

How is it played?

Field of play	Polybat is played on a table tennis table
Equipment	Equipment is included in the Youth Sport Trust TOP Sportsability Bag
Players	Polybat can be played as either singles or doubles
Length	A match consists 5 games A game consists of 11 points

For Further information:

Polybat Skills Awards- English Table Tennis Association

www.englishtabletennis.org.uk

Adapted Sports Project Nottingham Trent University

www.ntu.ac.uk/adpated_sports

Rules for Polybat

Rules

- Players can hit the ball more than once before returning it to their opponent.
- Players may not trap the ball with the hand or bat and then play it.

Service

- Ball should be hit from a stationary position on the centre line of the table.
- During service players must strike the ball to hit against any side panel.
- The receiver must allow the ball to strike the side panel before attempting to return it.

Order of Play

- Server and receiver alternate in singles
- In doubles, server send ball to receiver diagonally opposite and then receiving player may hit the ball in any order.

Points are scored if:

- Opponent fails to make a good service.
- Opponent fails to make a good return.

A player loses a point if:

- Ball is lifted so that it bounces in opponent's half of the table.
- Ball bounces or is lifted over the side
- Ball is stopped or trapped
- Ball strikes part of the player's body.

A player may touch the playing surface in order to re gain their balance during a rally.

Game:

- Is won by player or pair who first score 11 points.

Match

- Consists of the best of 5 games.

TALENT IDENTIFICATION in Physical Education

Complete this for pupils who demonstrate talent or potential talent in PE Please respond: 5= Excellent 4=Very good 3=Good 2= Satisfactory 1=Requires support		Rating
Pupil's name:	School:	
Acquiring and developing skills		
Explores and develops skills demonstrating control, fluency and quality in a range of activities		
Has a high degree of control and coordination of the body		
Shows strong awareness of body in space		
Combines movements fluently, precisely and accurately in a range of contexts and activities		
Is confident in experimenting with acquired skills and ideas through application (e.g. within a gymnastic sequence, dance composition or game)		
Sub-total		

Pathways	Opportunities	Contacts
International	<ul style="list-style-type: none"> World Games and European Championships England Development Squad – for athletes with cerebral palsy Paralympics 7-a-side – for players with cerebral palsy European and World Championships - blind players European and World Championships – partially sighted players Paralympics 5-a-side for blind players European Championships - athletes with a learning disability INAS FID World Football Championship- athletes with a learning disability Special Olympics World Games Deaflympics/European and World Championships European Futsal (Men and Women) and British Deaf Cup World European Championships - amputees 	<ul style="list-style-type: none"> CP-ISRA FA British Paralympic Association/ FA IBSA / FA IBSA / FA British Paralympic Association/ FA INAS FD INAS FD Special Olympics GB UK Deaf Sport/ British Deaf Sports Council UK Deaf Sport/ British Deaf Sports Council England Amputee Football League
National	<ul style="list-style-type: none"> National Championships – partially sighted players National League – 14 team event – partially sighted players National Deaf League England Deaf Challenge Cup England Ladies League – deaf players Youth Deaf League English League – 6 teams – amputee players National Summer Games 	<ul style="list-style-type: none"> British Blind Sport British Blind Sport England Deaf Football England Deaf Football UK Deaf Sport FA England Amputee Football League Special Olympics GB
Regional	<ul style="list-style-type: none"> Regional Ability counts Competitions (Pan-Disability does not include players who are blind) Premiership - Championship - League - U16's 	<ul style="list-style-type: none"> Regional FA
County	<ul style="list-style-type: none"> County Youth Games County Centre of Excellence – Pan Disability squads County Leagues – Pan Disability leagues 	<ul style="list-style-type: none"> County Sports Partnership County FA County FA
Club	<ul style="list-style-type: none"> Local Clubs- (Dedicated and Inclusive) Multi Sports Clubs 	<ul style="list-style-type: none"> County Sports Partnership English Federation of Disability Sport
School	<ul style="list-style-type: none"> School Competitions School 5-a-side- for pupils aged 11 to 18 years National Junior School Event ESFA Local Competitions 	<ul style="list-style-type: none"> Competition Managers British Blind Sport British Blind Sport English Schools FA

What next?

- Launch www.inclusion.youthsporttrust.org
- Targeted work at 55 SSPs
- Competition Managers
- National Competition Framework



www.inclusion.youthsporttrust.org



Targeted work at SSPs:

- Increased awareness of disability sport and the Paralympics
- Development of multi-skill sport characteristics and access to quality multi-skills opportunities both in and outside the curriculum
- Access to a quality SSP multi-skill event to develop skills and also leadership/coaching opportunities for young disabled people
- Four nationally based multi-skill/talent identification events in July 2006
- Access to a clear competition framework that builds from curriculum experiences
- Module under PESSCL National CPD programme re identification of talented young disabled people in PE



Greater Manchester Disability Competition Pilot

- To enhance the provision for young disabled people to access high quality competitive opportunities
- Create a clear communication method to identify disabled pupils in mainstream and special schools
- Identify gaps in provision and create a clear competitive pathway
- 4 sports in the pilot:
 - Athletics
 - Rugby Union
 - Swimming
 - Wheelchair Basketball



Competition Structure

Coaching Sessions @ School

Multi Skills Sessions @ School/Club

Community Sessions @ School, SD, CSP

PAN disability Competitions

Coaching Camps

Multi sport
Half Termly
Curriculum Time

Talent Camps

Sport Specific
Termly
Extra Curricular

Classification Competition

County/ Regional/ National events

National Governing Bodies Disability Player Pathways

Local club structures

National Competition Framework

- Each sport to establish a plan to transform competitions and establish milestones to 2010
- Co-ordinated approach providing a fresh perspective
- Include pathways for young disabled people



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