








BLUEPRINT

Change Our Game

Learning Environment

“When a flower doesn’t bloom, you fix the environment in which it grows, not the flower” - Alexander Den Heijer

Players and coaches will thrive when the environment and culture around them promotes learning, relationships and competition.

L LEARNING TO LEARN 	Set problems and challenges for players and coaches. Create a learning culture.
E EXPLORATION 	Give players time to find their own different solutions.
A ADAPTIVE 	Use activities which stimulate choice.
R REFLECTION 	Allow players and coaches time to think and learn from their experiences.
N NO ONE IS THE SAME 	Differentiation between players is critical. Players learn at different speeds.

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