



Player Development Assessment

This player development progress review is to enable us as coaches to assess the needs of the players in our care and tutorials. As in all cases these reviews should be based on the FA's 4 Corner model and the LTPD plans laid down as the Club's ethos and philosophy on player's development. You will see relevant sections on this form for known disciplines; however as a living document there are spare sections with no title. These should be used in situations where the player or you have created a new untried discipline/skill or have included another sport's component within the LTPD. We should always be looking at other leads, sports and disciplines to enhance and benefit us as coaches and thus the players. We should remember that these reviews are just a survey of the level where the player is, was or should be. The review should and must not be used to say that any player has failed to achieve any given target. This review is a tool to help us to plan our training and coaching sessions, honing in on where weaknesses and strengths lay, so that we can develop and plan the sessions for the group or individual.

You may use this form either as a tick box or as a marking matrix. If used as a matrix, then it is suggested as marking index 1 to 5.

Player's Name:		Review Date:
Team:		/ /

Observe the player in action looking at the specifics parts of their skills and understanding of the game.

Fundamental Skills, Agility, Co-ordination	Yes	At times	Rarely
Looks to pass the ball to a team mate.			
Strength and accuracy to the players passing.			
Routinely able to pass the ball with the inside of their foot.			
Can receive and control the ball with the inside of their foot.			
Can receive and control the ball with the sole of the foot.			
Can manipulate the ball and keep control of it.			
Can dribble with the ball keeping control of it.			
Can head the ball with front of head forwards.			
Can do basic step-over / tricks.			
Advanced fundamentals.			
Avoids passing / kicking the ball to the opposition.			
Can dribble the ball with head up to see threats and opportunities.			



Can run with the ball into space with head up.			
Sees other players in open space to make a pass to.			
Can make quick decisions when in control of the ball.			
Used the non-dominant foot to control and pass the ball.			
Is aware of their own position and of those around them.			
Team Strategy and Tactics			
Can decide where to dribble on the field to achieve space and advantage of the position.			
Moves to find space to play in.			
Takes responsibility to control the pace of the game.			
Supports the player with the ball.			
Can anticipate the opposition's counter-attack opportunities.			
Able to win the ball in a tackle (press, hold, release).			
Encourages his team mates from the side line when not playing.			
Train of Thought / Focus			
Player stays focused.			
Player makes positive decisions when on the ball.			
Player recovers quickly after frustrations & disappointments.			
Player avoids being intimidated by opposing players.			
Improvement Actions			
Player listens to the coach and endeavours to follow the coach's comments.			
Works with extra effort to strengthen their weakest skills.			
Gets on with their peers.			
Avoids distractions with team mate's coaches and opponents.			
Under stands and can quickly demonstrate new skills.			
Gives good explanation of what has been asked to do.			



Technical						
Discipline	Beginner	Advanced Beginner	Average	Above Average	Advanced	Other
Manipulation of Ball						
Mastery						
Group Play						
Passing						
Turning						
Heading						
Skill/Speed						
Co-ordinate						
Execution						
1 st Touch						
Games						
Positions						

Psychological						
Discipline	Beginner	Advanced Beginner	Average	Above Average	Advanced	Other
Understand						
Decisions						
Confidence						
Tactics						
Behavioural						
Imagination						
Exploration						
Enthusiasm						
Progressive						
Life skills						
Communication						



Physical (Primary School Age)

Discipline	Beginner	Advanced Beginner	Average	Above Average	Advanced	Other
Conditioning						
Challenges						
Co-ordination						
Agility						
Balance						
Kinaesthesia						
Speed						
Running						
Jumping						
Physical						
Catching						
Passing						
Kicking						
Motor Control						
Multi Skill						
Aerobic						

Physical (Secondary School Age)

Discipline	1	2	3	4	5	Other
Recovery						
Athleticism						
Adolescent Growth						
Maturation						
Variations						
Muscle						
Lactate						
Strength						
Recovery						



Social						
Discipline	Beginner	Advanced Beginner	Average	Above Average	Advanced	Other
Fun & Enjoyment						
Self- Esteem						
Team Work						
Responsibility						
Fair Play & Respect						
Values & belief						
Appropriate Behaviours						
Emotional Stability						
Deals with Conflict						
Appreciates Others						
Rules & Ethics						
Communicate						
Inclusive						

Name of Reviewer:		Signed:		Date:	
Reviewer's Comments on player:			Positive Comment / Action for Development of Player:		