

Boccia Participant Development Model

Approved: October 2002

Active Awareness

Learn fundamental movements through the hard work of play

No formal competitions

Learn to Train

Learn to play boccia

Intraclub competitions and local fun tournaments

Train to Train

Fun with a purpose

Interclub tournaments,
League play, regional
competitions, open invitational
tournaments, provincial
championships

Train to Compete

Take it to the next level

Canadian Boccia Championships

Learn to Win

Qualify for the national team

International invitationals

Train to Win

Win at international competitions

Americas Championships, World Championships, World Cup, Parapanamerican Games, Paralympic Games

Active for Life

Stay active, stay healthy, stay independent

Local, regional, provincial tournaments



Community Initiation

- Focus: fun introductory programs teaching fundamental skills or recreational clubs
- Participants are children, youth and adults reached through schools, treatment centres or group homes
- In L2T players begin working on boccia techniques and preparing for their first competition experience



Introduction to Competition

- Focus: Learning boccia skills and starting to compete
- Players are youth and adults playing in developmental clubs, treatment centres and school clubs

Competition Development

- Focus:
- Athletes are training in developmental clubs, provincial team programs and on their own
- In L2W, athletes may be part of the National Espoir Program

Competition High Performance

- Focus: podium finishes at international events
- Athletes are part of the National and Espoir Team Program



 Participants are adults, may come from recreational clubs, group homes

Entry

 Focus: fun recreational programs geared to adults

Legend



Indicates most common entry points into participation in boccia



Two way arrow reflects typical movement of participants between streams and contexts in boccia



One way arrow reflects the typical flow of participants into progressive advanced environments