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What will be discussing?

About Young Athletes

• Skill development

Goals of Young Athletes

Where can you find Young Athletes

- Homes
- Community
- Schools

What's included in your home kits

- Equipment
- Activity Guide

Activities in the program

SONJ Return to Activity Guidelines





Special Olympics New Jersey

About Young Athletes

Young Athletes introduces Children with and without intellectual disabilities (ID), ages 2 through 7 to the world of Special Olympics New Jersey.

- Inclusive **sports play** that teaches skills like balance, jumping and kicking
- Learn **social skills** like taking turns and playing with a teammate
- Build self confidence
- Play as a family and meet new friends



Skill Development

There are number of skill areas in Young Athletes that help children learn movements they will use in sports and daily life

- Foundational Skills (strength, flexibility and body awareness)
- Walking & Running
- Balance & Jumping
- Trapping & Catching
- Throwing
- Striking
- Kicking







Goals of Young Athletes Program

Support

• Support social inclusion and inclusive play

Encourage

• Encourage children with and without intellectual disabilities to learn & play together

Provide

• Provide children with activities and games that meet their skill and ability level

Empower

• Empower family members to see their child's abilities and future potential





Where are Young Athletes?

Home

Community

School









Young Athletes in Homes

The best combination of sport and play that allows you to engage with your child in the comfort of your own home

- Family oriented
- Receive free Activity Guide
 - English and Spanish
 - Explore number of activities
- Receive free kit to use at home
- Review Family Resources page
 - Watch our videos for more ideas on ideas and activities to at home

Encourage new athletes and families, coaches, volunteers to get involved and continue to grow by transitioning athletes to community and school programs and beyond Young Athletes





What's Included?

Individual Home Kit Equipment

- Bars and bricks to create hurdles and balance activities.
- Balls all sizes, types
- Scarves
- Hoops
- Cones
- Floor markers

Activity Guide

- Available in English and Spanish
- Explore ideas and activities



Spec

Activities in the Program Foundational Skills

- Examples of activities you can implement:
 - Obstacle Courses
 - Bridges and tunnels
 - Inchworm wiggles
 - Parachute games
 - Scarf games

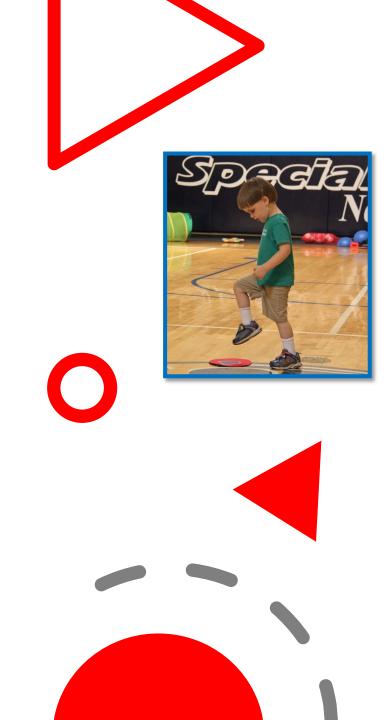




Activities in the

Program Skill: Walking & Running

- Examples of activities you can implement:
 - Follow the leader
 - Relay races
 - Side stepping
 - Change directions: straight line, zigzag, backwards
 - Start & stop command or whistle
 - Over and around blocks/hurdles/markers





Activities in the Program Skill: Balance & Jumping

- Examples of activities you can implement:
 - Frog jumps
 - Hurdles
 - Star jumps
 - Balance beam activities
 - Follow the coach or Simon says





Activities in the Program Skill: Trapping & Catching

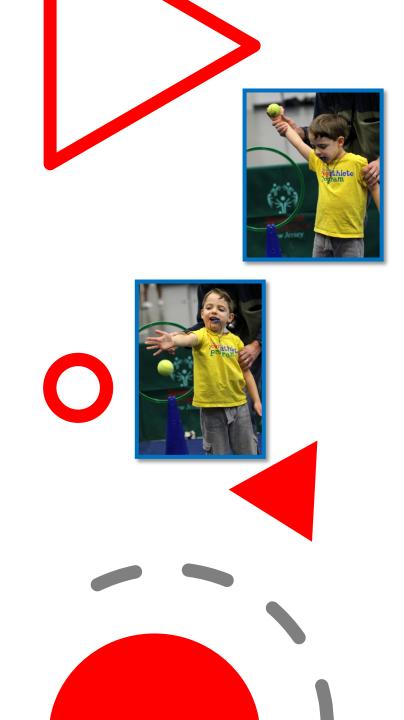
- Examples of activities you can implement:
 - Rolling ball stopping with one foot or both hands
 - Stationary under hand and overhand toss
 - Bounce catch
 - Encourage to use both hands and work on hand eye coordination





Activities in the Program Skill: Throwing

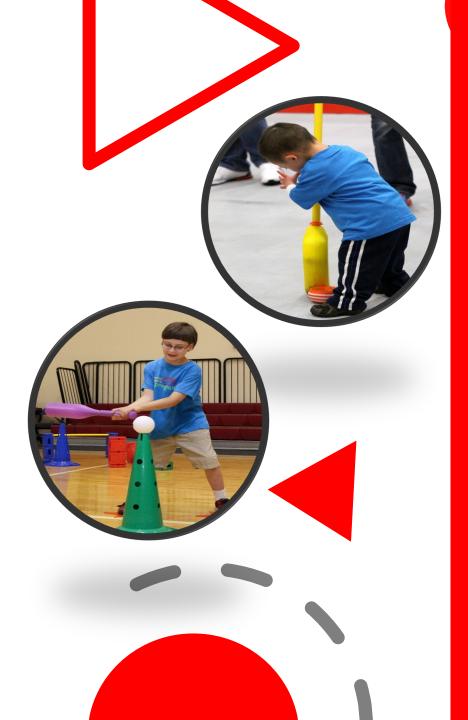
- Examples of activities you can implement:
 - Overhand and underhand
 - Use visuals like floor spots or markers for feet placement
 - Teach balance and proper posture techniques





Activities in the Program Skill: Striking

- Examples of activities you can implement:
 - Use visual tracking cues
 - Hitting ball off tee
 - Implement racket, paddle, hockey stick play





Activities in the Program Skill: Kicking

- Examples of activities you can implement:
 - Start stationary back and forth using floor markers
 - Practice using one foot
 - Use soccer, kickball, foam ball
 - Use target or goal and floor markers to kick towards



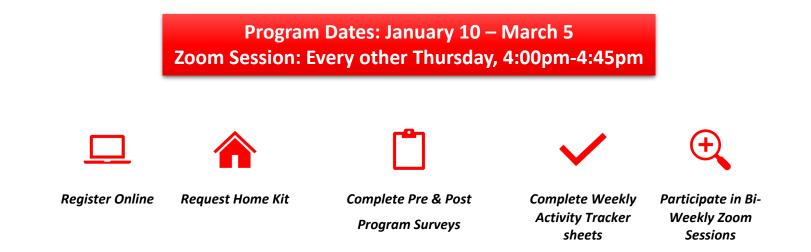


Young Athletes At-Home Activity Program



Our At-Home Activity program offers the best combination of sport and play from the comfort of your own home. Track your activities daily using your Activity Tracker sheets, your individual Home Kit, and your Activity Guide to help you implement and improve your child's gross motor skills over the course of 8-weeks.

This is the best program to engage your athlete and enjoy as a family!



We hope this program allows you to see your child progress in a positive way and develops into an individual who is ready to explore further Young Athletes opportunities!

Interested in Registering for our program? Email: YAinfo@sonj.org

Special Olympics New Jersey

Deadline to Register: December 17, 2021

Young Athletes in Communities

Create opportunities for social development and team building

- 45-minute guided sport and play
 - Meet 6 8 times per session, 3 sessions per year
 - Led by trained coaches and volunteers
- Play Unified (sibling without a disability)

Join a local Community Program in your Area

- Contact us for further details on how to join existing programs
- Due to the pandemic year; we are working on returning to community programming in all Areas

How to start a program:

- Secure a location: community center, YMCA, college/university, outdoor field space, library, etc.
- Secure coaches and volunteers
- Establish dates & times
- Inform SONJ Young Athletes Manager about location, dates and times, and register your families, athletes, coaches, volunteers with all the proper paperwork



Young Athletes in Schools

- Must be part of Unified Champion Schools
- Educators implement throughout the school day
 - Recess/during class time
- Schools can purchase young athletes kits
- Professional Development can be provided to educators
- Guide to Inclusive Gross Motor Education and Play provided





Activities in the Program

Paraeducators can:

- Model and reinforce skills
- Repeat directions
- Help with obtaining and returning equipment
- Help with assessments
- Advise/manage behaviors
- Help transition between activities
- Provide feedback to correct or affirm an activity
- Provide support for social interactions with all students in the class

Example of a Task Card

Student Name: John Doe **Skill:** Step or jump over hurdle

Objective: Help John attempt to step or jump over a hurdle on the floor. Can use light touch on elbow to guide him. Use floor markers for target.

Cue Words: Bend knees, jump with 2 feet **Feedback:** "Great job!" and high fives



SONJ Return to Activity Guidelines

- All athletes and participants (volunteers, coaches, unified partners) required to wear a mask at all times while participating in SONJ programs and events
- All Young Athletes and participants are required to register with SONJ that includes SONJ two waiver forms: <u>High Risk Waiver & COVID-19</u> <u>Code of Conduct Waiver</u> and <u>Communicable Diseases Waiver</u>

***Schools** follow protocol set in place by the district*

Follow this link to Register: <u>https://www.sonj.org/sports/young-athletes/ya-registration/</u>

For additional information please visit the Return to Activity website: https://www.sonj.org/sports/sonj-return-to-activity-guidelines/



Young Athletes Wrap up

There are a variety of ways that Young Athletes can be implemented within the *Home*, Community, and School

By implementing a variety of strategies, we can help to promote positivity and gross motor education throughout the ages of 2-7

Young Athletes focuses on the importance of developing gross motor skills at a young age and learning to stay active, all while having fun and engaging with family and friends



Thank you for attending. We hope you enjoyed this presentation!

If you have any Questions or Comments Email us at

YAinfo@sonj.org

