Comprehensive Guide to the Game and Rules of Soccer for Newcomers

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My project is to create a training that will provide parents, players, and coaches new to soccer a way to learn the mechanics of the game and be able to better support their child, teammates, and players. The result of the training would be more knowledgeable and informed parents, players, and/or coaches, who become better able to help, support, and teach their children, teammates, and players. My project would benefit people who are new to the game as well as experienced coaches and referees since people new to the game would have a better understanding at the beginning. The local high school soccer coach, my own personal knowledge as an experienced player, and the United States Soccer website are resources available to me in this endeavor. The local soccer coach and myself will serve as subject matter experts. The participants in this project would be parents, players, and coaches new to soccer, starting in my local community. I would ask the high school soccer coach to elevate my project as well as the head of the local youth league. I would like to have my project produced before the spring soccer season begins in March.

The reason for selecting this project is to provide those who are new to the game of soccer a way to have a base knowledge of the game before the season begins. Often, parents do not understand some of the rules of soccer and believe their child should have received a free kick or another player a foul. This can create issues between the parents, coaches, and referees. By having a training like this, parents would understand more of what is happening and cause less stress on the coaches and referees. This would also apply for new players and coaches as well.

The beneficiary of this project is the newcomers to the game. They will benefit by understanding more of what is happening and be better prepared to learn more about the game. This also benefits the other children playing as well as new and seasoned coaches. Parents will also be more equipped to help their child at home, working on basic skills and learning the rules.

The primary objectives of this project are as follows:

- After attending the training, learners will be able to identify the basic rules of soccer.
- Given a picture of a field, learners will be able to show where positions play and identify the parts of the field.
- After watching videos and learning about skills, learners will be able to apply the knowledge about dribbling and ball placement.
- Learners will know the basics of soccer and be able to identify key components of the game.

These objectives will benefit learners by giving them the base knowledge they need to watch a game, assist their child, play the game, and/or help coach children. Children will benefit from this by being able to play soccer with their friends and spend time with their parents practicing. Parents benefit from knowing these objectives by being able to spend time with their children, teaching them the game, and understanding what is happening while the child is playing. Coaches will be better equipped to help their players learn the game and work with the players and referees.

This project is being completed in an online environment. The training is self-paced with learners being able to stop and take notes if desired. This training could be adapted for a classroom setting if needed or presented to a group if a computer is unavailable. The training platform is also easily accessible on mobile phones and tablets.

The evaluation plan to assess this project is to have a pre-quiz prior to starting the training. These questions will gauge what knowledge the learner has going into the training compared to what they learn throughout the program. The same questions will be given after the training is completed to provide for an effective comparison of the knowledge gained. An optional survey will also be given to receive feedback about the program and what changes should be made.

In producing my project, I am working according to the following timeline:

- November 1—November 13, 2018: Defined project purpose and met with subject matter expert. Researched best environment to present training, including various eLearning authoring tools.

- November 19—December 13, 2018: Choose Articulate as authoring tool and began to draft content for project

- December 13, 2018—present: Designing project using Articulate Storyline 360

- January 15, 2019—January 18, 2019: Present draft for review and review comments, implanting changes as needed

- January 19, 2019—January 27, 2019: Apply changes as needed. Ensure everything is working and running smoothly.

- January 28, 2019: Final review. Publish course and submit final project.