

Mission Trips

3D Coaching Points

This strategy will take more planning and preparation than most, but it will foster growth in numerous 2nd and 3rd dimension categories.

Strategy Overview

Identify and connect an orphanage who is in need of people to serve. Oftentimes a local church or service organization can help with this process. After identifying the needs of the orphanage, acquire the necessary items (paint, brushes, cleaning supplies, etc.) you will need. Also, take plenty of your own equipment (balls, bats, etc.) to play with the kids. Then acquire transportation to & from orphanage.

Take the team and staff and serve real needs of the orphanage including light construction (i.e. mending fences, upgrading aging porches), painting walls, grounds maintenance etc. The facility owner/operator should discern their needs before you arrive. During each day, be sure to schedule time to "play" your sport with the kids; teaching clinics, small games, and maybe some limited competition. In the evening, close out the day processing with your players and coaches and have them express what they have learned about themselves through this opportunity.

This strategy can be the most IMPORTANT and POWERFUL tool to develop selfless players. It is a great intrinsic motivator that helps each player to become a total team player. It helps with confidence for athletes and allows the emotion of joy to be expressed by all. Teams often come back from these types of experience and become totally committed to every area in the 1st dimension. From experience, the weight room comes alive, practices become engaging, and attitude/effort increases to a much higher level. This strategy applies to all socioeconomic groups of players ranging from the "entitled" to the "less fortunate." If you want to be great, you must first learn to serve. This strategy teaches this principle in action, not just mere words.

Notes:	 	 	 	 	



Applications – Mission Trips

Date to be completed:

1st Dimension	Level 1 Applications					
Physical Training						
Skill Development						
Tactics						
2 nd Dimension	Level 2 Applications					
Motivation	⊘					
Confidence						
Emotions						
Team Cohesion	\checkmark					
Goal Setting						
3 rd Dimension	Level 3 Applications					
Character	⊘					
Identity & Self-Worth	⊘					
Value & Significance	\checkmark					
*Because many 3D strategies have multiple level 2 & 3 implications, these checkmarks do not likely display their full scope of impact. We have tried to limit the number of checkmarks to the most obvious applications to make the planning process easier.						
When will this strategy be executed?						
□ Pre-Season □ In-Season □ Post-Season □ Off-Season						
Action Steps:						
Measurement of Success:						