Canadian Cerebral Palsy Sports Association
L'Association canadienne de sports pour paralytiques cérébraux

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

Entry

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

Entry

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

Entry

Community Ongoing
- Participants are adults, may come from recreational clubs, group homes
- 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