TABLE OF CONTENTS

Introduction to the Prime Time Games

Chapter One: Definition and Responsibilities of Various Roles

Chapter Two: Service Learning and the “Varsity Experience”

Chapter Three: The “Prime Time Way”

Chapter Four: Program in Action

Chapter Five: Soccer Rules

Chapter Six: Soccer Practice Schedules

Chapter Seven: Head Coach Scope of Work

Glossary of Terms
**Introduction**

**Welcome to the Prime Time Games®**
The Prime Time Games® is a full inclusion sports program wherein economically underserved youth are given the chance to coach, mentor and play alongside a second underserved population – children with disabilities – in the only program of its kind in the country.

**The History of the Prime Time Games®**
Team Prime Time (TPT) was established in 2001, specifically designed to serve middle school students in Title I schools in Los Angeles. TPT chose to focus on middle school students because they are statistically the most at-risk to drop out of school and commit, or become victims of, juvenile crime. The idea behind the TPT after school program was to provide a safe place for these students to play sports and work on their homework during the most dangerous hours of the day – those immediately after school – during this highly turbulent time in their lives.

Recognizing the enormous untapped potential of the middle school students, and in need of a leadership program for them, the Prime Time Games were created in 2002, bringing together two at-risk populations -- underprivileged youth and children with special needs ages 5-22 -- through a shared love of sports. The program was a huge success, with both groups of students measurably benefiting from the experience.

Building upon the formula that has made the Prime Time Games such a success at the middle school level, the Varsity Games (Prime Times Games elsewhere) creates full-inclusion teams by pairing underprivileged youth and children with special needs from the same high school. These blended teams compete against one another in the only "League" of its kind, giving children with developmental and other disabilities their only real opportunity to participate as equals in a mainstream high school sports experience. The program began in 2012 and has grown to include eight high schools in Los Angeles and two in Oakland, with more on the way.

In January of 2013, the federal government began urging school districts throughout the country to design and develop extracurricular athletic activities that would include students with disabilities. In a guidance letter from the Department of Education Office for Civil Rights (OCR), school districts were reminded that they must “ensure that a student with a disability participates with students without disabilities to the maximum extent appropriate to the needs of that student with a disability”. OCR encouraged school districts to work with their community and athletic associations to incorporate programs to include students with disabilities in all extracurricular athletic activities.

By relying upon a second underserved population – low income youth – to serve as peer coaches for students with disabilities, the Prime Time Games® is a compelling and proven model designed to meet the growing demand for inclusion sports programs, as outlined by the Department of Education.
Chapter One

Definition and Responsibilities of Various Roles

Head Coach
The primary responsibilities of the Head Coach are to oversee the needs of the Athletes and serve as the liaison between TPT and the host school. As such, the Head Coach must qualify as one of the following:
• Credentialed Special Education Teacher, or
• Adaptive Physical Education Teacher, or
• Special Education Assistant approved for the position of Head Coach by the school’s Principal
Please see the attached “Head Coach Scope of Work” for more on this position.

Assistant Coach
The primary responsibility of the Assistant Coach is to oversee the needs of the Peer Coaches. In LAUSD, the Assistant Coach serves as the link to the on-campus after school program and, ideally, is funded through the additional attendance generated by the program. An Assistant Coach can be:
• an existing staff member from the after school program, or
• someone hired specifically to carry out the duties and paid directly by the funds generated from the program’s attendance.

Peer Coach or “Coach”
Peer Coaches (“Coach”) are general education students who, ideally, qualify for either the free or reduced lunch program and are participating in the after school program on campus.
• The primary responsibility of the Coach is to provide the “Varsity Experience” for his or her Athlete.
• Students do not need to have varsity sports experience to qualify as a Coach. In fact, students who otherwise would not play sports now have the chance to enjoy the Varsity experience.
• Signing up to be a Coach also allows students the opportunity to fulfill their Service Learning graduation requirement (see below, Service Learning and the Varsity Experience).

Athlete
Students in the special education department on campus who attend school on an Individual Education Plan (IEP) and have a disability(ies) that precludes them from participating in the traditional sports model are eligible to be Prime Time Games Athletes. The program is not intended to serve those students who have IEPs, yet possess the physical and social skills to otherwise participate in competing to play varsity sports. For example, if a student has ADHD and is enrolled in certain special education classes and has tried out for varsity sports, that student would not necessarily be recruited as an athlete. He or she may, however, be recruited as a Prime Time Games Coach. The program is designed to meet the social and physical needs of students with autism, Down syndrome and other disabilities. It is the responsibility of the Head Coach to help identify and recruit the students the program is meant to serve, as they possess the knowledge and expertise, and have the information at their disposal, that is necessary to carry that out.

Peer:Pair®
A Coach and his or her Athlete.

This document contains information that is confidential and proprietary to Team Prime Time, Inc. No part of this document may be distributed or disclosed in any form to any third party without written permission of Team Prime Time, Inc.
I have reviewed and understand the information contained in “Definition and Responsibilities of Various Roles” of the PRIME TIME GAMES HEAD COACH MANUAL, 2015-16 and I agree to implement the procedures accordingly.
Chapter Two

Service Learning and the “Varsity Experience”

Service Learning
Team Prime Time has chosen to align the Prime Time Games with Service Learning because it is a national initiative that serves as a teaching and learning strategy in which students learn and develop through active participation in high quality service. The Service Learning described in this manual is based on the LAUSD Service-Learning Guidebook. Head Coaches are responsible for adapting their program and goals to local requirements. Service Learning:
• Meets an academic requirement for the peer Coaches
• Satisfies a graduation requirement
• Athletes can also get Service Learning credit through the program

By coaching in the Prime Time Games, Coaches can receive 30+ hours of community service and will write a 1-2 page essay as their Reflection Project:
• The essay that the Coaches write can also be turned in for common application portfolio for college.
• As a benefit of their service in the Varsity Games, Coaches will have an opportunity to receive assistance with the writing of the essay from people who specialize in that field.

The “Varsity Experience”
The essence of the Service Learning project through the Varsity Games is to define and deliver the Varsity Experience.

The job of the Peer Coach is to give the “Varsity Experience” to kids who otherwise would not be able to experience it. By delivering the “Varsity Experience,” coaches will enable the Athletes they mentor to:
• develop social skills and friendships
• feel more connected with their school
• feel more confident
• have a greater sense of belonging

Peer Coaches will set an example and model social behavior that, for many Athletes, will be the behavior that they learn is acceptable on campus. In so doing, they gain:
• Valuable leadership experience
• 21st Century Workplace skills
• Stronger connection with their school
• Improved confidence and self-esteem

I have reviewed and understand the information contained in “Service Learning and the “Varsity Experience” of the PRIME TIME GAMES HEAD COACH MANUAL, 2015-16 and I agree to implement the procedures accordingly.

This document contains information that is confidential and proprietary to Team Prime Time, Inc. No part of this document may be distributed or disclosed in any form to any third party without written permission of Team Prime Time, Inc.
Chapter Three

The “Prime Time Way”

The Prime Time Games is an innovative alternative sports model designed to meet the needs of two underserved populations from the same high school. It is a social skills and leadership training program first and foremost, and, as such, is uniquely designed to meet these goals. This begins with TPT’s signature Peer:Pair® focus.

The Peer:Pair® is the foundation for the Athlete to form a team identity with his peers, and, eventually, to form a connection with his school and classmates. Often, An Athlete first connects with “my coach” followed by, “my team,” and, ultimately, “my school”, in large part because of the social confidence he or she develops initially with his or her Coach.

**Peer:Pair®**

From the first day of the program Athletes and Coaches are paired together and intended to stay together throughout the season. This is the essence of the Prime Time Games; the Peer:Pair® play the same position on the field or on the court and are at all times together, creating the structure necessary to develop real relationships. By structuring the program this way, the following is accomplished:

- Coaches and Athletes are asked to focus on each other, allowing a bond to form between the two.
- The Athlete has one person to look to for guidance and model behavior after.
- Order is created in an environment that may otherwise be a chaotic environment for the Athlete.
- An Athlete can look directly to the Coach he or she is paired with, and who is playing the exact same position, to help them excel during the game.
- Athletes do not need to look to the sideline for help from an adult.
- Coaches are more effective because they are responsible for just one Athlete.

Often, An Athlete’s connection with his or her Coach is the first step towards feeling like they are part of a team, and, ultimately, a greater part of the school. And it all begins with the connection established with “My Coach”.

**Rules Specific to the Prime Time Games**

The rules created specifically for the Prime Time Games maximize interaction between the Peer:Pair and provide the structure for the **space and pace** that ensures their success:

- Peer Pairs® play together at each position on the field – there should always be an even number of Coaches and Athletes in the game.
- The Coaches are given a limited and defined area on the field by position to work with the Athlete, creating more opportunities to effectively “coach”.
- The rules provide opportunities for the Head Coach to give specific instructions to the Coaches that tie into individual Athletes’ IEPs.
- Coaches identify one another by the color of their socks. Athletes wear the basic color of the team uniform. Coaches always wear white socks.

This document contains information that is confidential and proprietary to Team Prime Time, Inc. No part of this document may be distributed or disclosed in any form to any third party without written permission of Team Prime Time, Inc.
I have reviewed and understand the information contained in “The “Prime Time Way” of the PRIME TIME GAMES HEAD COACH MANUAL, 2015-16 and I agree to implement the procedures accordingly.

This document contains information that is confidential and proprietary to Team Prime Time, Inc. No part of this document may be distributed or disclosed in any form to any third party without written permission of Team Prime Time, Inc.
Chapter Four

The Program in Action

Practice and Drills
By working as a Peer:Pair® and participating in drills together during practices, Coaches and Athletes continue to reinforce their bond, building towards the ultimate success achieved during league play and, ultimately, on campus. Practicing together, beyond improving skills, gives Coaches the chance to learn how to work with their Athletes, especially as it pertains to learning about the challenges the Athletes might encounter, including:

- anger because he or she is not succeeding
- quitting out of frustration
- over-stimulation – “stimming” – when they become very excited
- seemingly inappropriate language or off-topic subjects
- potentially inappropriate social behavior – touching, hugging, being too rough
- stubbornness – not wanting to give up the ball.

It is critical that the Head Coaches intervene if the Athletes demonstrate behaviors that are beyond the ability of the Coach to effectively work with, many of which are detailed above.

Coaches Guard Athletes
This is an essential component of the “Prime Time Way”. This helps control the space and pace of the game. The Coach’s job in guarding an opposing team’s Athlete is two-fold:

- to Guard up to the level of that Athlete’s ability.
- keep other Athletes from double-teaming the Athlete he is guarding so they have the space necessary to succeed in the game.

Scrimmage
During practices, Coaches and Athletes scrimmage against members of their own team so that they can learn basic fundamentals of the “Prime Time Way”:

- rules
- space and pace
- identifying the right people to guard
- position boundaries
- working together
- safety

_______ I have reviewed and understand the information contained in “Program in Action” of the PRIME TIME GAMES HEAD COACH MANUAL, 2015-16 and I agree to implement the procedures accordingly.

Chapter Five

This document contains information that is confidential and proprietary to Team Prime Time, Inc. No part of this document may be distributed or disclosed in any form to any third party without written permission of Team Prime Time, Inc.
Soccer Rules

The rules for all Prime Time Games sport models are essentially the same; control the space on the field, pace of the game and safety of the participants.

Positions on the Field (Controls Space)

Forwards (F)
- Forwards are on offense. Their primary responsibility is to score goals
- Forwards must remain on the offensive side of the field and are not allowed to cross midfield

Midfielders (M)
- Midfielders can be on offense and defense and are involved both in attempting to score and preventing the opponent from scoring
- Midfielders are allowed to cross midfield

Defense (D)
- Players on Defense have the primary responsibility of preventing the opponent from scoring
- Players on defense must remain on the defensive side of the field and are not allowed to cross midfield
- Players on defense may not enter the goalie box

Goalkeeper (G)
- Goalkeepers are stationed in front of the goal and have the primary responsibility of preventing the opponent from scoring
- Goalkeepers are the only players that may use their hands during play
- The Athlete playing goalie must have the motor skills necessary to play the position
- The Coach playing goalie acts as a Defender and may not use his or her hands unless it is to ensure the safety of the Athlete

Coaches Guard Athletes (Controls Pace)
- This allows the Coaches on the field to control the game by positioning their Athletes and intentionally creates space and pace on the field
- To protect the Athletes, Coaches will maintain an appropriate level of competitiveness by playing “shadow” defense – and playing UP TO acting in a way that appears to be intense defense while allowing the Athlete to dribble and/or shoot the ball.
- Guarding Athletes gives Coaches the responsibility of keeping other Athletes from double-teaming a less-skilled Athlete
- Guarding Athletes allows Coaches to gauge the skill level of each Athlete and guard accordingly.

Play UP TO skill set of the Athlete.
- During the course of the game, should a Coach guard another Coach from the opposing team, he or she should not attempt to steal the ball – the opposing Coach will be looking to pass to an Athlete
- Coaches cannot score goals
The Referee - Enforcing the Rules (Ensures Safety)
  • A whistle automatically means give the ball to the referee
  • Fouls can be called at any time to protect the players, resulting in a Throw-in
  • Throw-ins are to be made by a Coach

Additional Rules
  • No Heading the ball
  • No hands except for the Goalie. This results in a Throw In.
  • Corner kicks and goal kicks are to be taken by an Athlete (no free kicks)
  • Referee talks to Coaches, not to Athletes – a Coach should always be an Athlete’s primary contact person
Positions – Soccer – “Controlling Space”

This document contains information that is confidential and proprietary to Team Prime Time, Inc. No part of this document may be distributed or disclosed in any form to any third party without written permission of Team Prime Time, Inc.
SOCCER FIELD SET UP

Soccer goals are to be set up on the width of a soccer/football field.

Cones (large if possible) or flags should be placed on all four corners of the field and on each side of the center of the field. Cones should also be placed in a line to show the center of the field.
The goalie box (the area where the goalie can use their hands) is a box that measures 10 feet on either side of the goal and 10 feet in front. A cone should be placed at all corners (at minimum) and also to clearly mark the box.
I have reviewed and understand the information contained in “Soccer Rules” of the PRIME TIME GAMES HEAD COACH MANUAL, 2015-16 and I agree to implement the procedures accordingly.

This document contains information that is confidential and proprietary to Team Prime Time, Inc. No part of this document may be distributed or disclosed in any form to any third party without written permission of Team Prime Time, Inc.
Chapter Six

Soccer Practice Schedules

Practice #1
(Total Time: 60 Minutes)

The first practice is meant to assess the skill level of the Athletes and give Peer Coaches the opportunity to teach the Athletes. Coaches should be assigned an Athlete that they will be paired with for the duration of the season. Peer Pairs will be introduced to drills, an integral piece of the Prime Time Games that provide the following benefits:

• Peer Coaches and Athletes participate together
• Facilitate interaction between the Peer Coach and his or her Athlete
• Relatively easy to learn for both Athlete and Peer Coach
• Repetition of skills allows for weekly improvement
• Simplicity of drills allows each Peer Coach to effectively “coach” his or her Athlete

PEER:PAIRS® – 5 minutes
• Pair each Athlete with a Peer Coach
• Have each Peer Coach introduce him or herself and his or her Athlete
• Remind Peer:Pairs® to stay together during all drills

WARM UP – 5 minutes – “There and Back”
• Place sets of cones approximately 20-30 yards apart
• Have Athletes and their Peer Coaches line up behind nearest cones – there should be one Peer:Pair per cone. As such, up to 15 sets of cones are needed if a team has 30 participants
• In pairs, players run from one cone to the cone opposite them (THERE); the team runs back to the original cone once all of the Peer:Pairs have arrived (BACK)
• Repeat the drill, this time sliding sideways from cone to cone
• (For safety reasons, never have the Athletes and Peer Coaches run backwards)

PEER PASSING DRILL – 5 minutes
Stationary Passing Drill
• Place sets of cones 5 yards away from another cone with the Athlete behind one cone and the Peer Coach behind the other
• Have a Peer Coach demonstrate how to slow down and/or stop the ball by using the instep of the foot to control the ball
• Have the same Peer Coach pass the ball back using the appropriate level of strength so that the ball does not take too long to arrive and at the same time is not too strong a pass to receive
• Have the Peer Coach and Athlete pass the ball back and forth

PEER DRIBBLING DRILL – 15 minutes - “There and Back”

This document contains information that is confidential and proprietary to Team Prime Time, Inc. No part of this document may be distributed or disclosed in any form to any third party without written permission of Team Prime Time, Inc.
• Separate sets of cones by 20 yards
• The Head Coach (or designee) demonstrates dribbling the soccer ball by using short kicks that control the ball and using feet to stop the ball when necessary (no more than four steps between touches)
• The Athlete dribbles to the first cone (THERE) and the Coach dribbles BACK to the original cone, alternating once the Athletes completes his or her turn
• The Coach runs alongside the Athlete and retrieves the ball if the Athlete kicks it too far during the dribbling process

SHOOTING DRILL – 15 minutes “Pass, Pass, Pass, Shoot!”
• Athlete and Peer Coach are in two separate lines – opposite their “Peer” - 10 yards from the goal
• Moving towards the goal, the Peer Coach will pass to the Athlete, the Athlete will pass back to the Peer Coach, the Peer Coach will pass it back to the Athlete, and the Athlete will shoot on goal
• Call out “Pass, Pass, Pass, Shoot” if it helps to remind both Coach and Athlete of the steps to the drill

TEAM RELAY CHALLENGE – 15 minutes
• Create a box with a cone on each corner (approximately 5 yards apart)
• Station four players, two Peer Coaches and two Athletes, in each box and alternate Coaches and Athletes at each corner
• Challenge is to complete as many successful passes as possible without breaking the box, either in a short amount of time (1 minute) or racing to complete a specific number of passes (20 or more).
• Emphasize social interaction, counting, passing, and controlling and stopping the ball
Practice #2
(Total Time: 60 Minutes)

*The second practice gives the opportunity for Athletes and their Peer Coaches to review and improve on the skills introduced in the first practice. (Coaches can vary specific drills based on the different skill levels of the Athletes.)*

**WARM UP – 5 minutes**
(See Practice #1)

**PEER PASSING DRILL – 5 minutes**
(See Practice #1)
- Drill can be modified by increasing the length of distance between the cones and by alternating feet.

**PEER DRIBBLING DRILL – 15 minutes**
(See Practice #1)
- Drill can be modified by dribbling more quickly (faster), decreasing the number of steps between touches (control) or by alternating feet (control)
- Drill can also be modified by having the Peer:Pairs shadow defend each other when the other is dribbling. – emphasize the sliding techniques utilized during the Warm Ups

**SHOOTING DRILL – 15 minutes “Pass, Pass, Pass, Shoot!”**
(See Practice #1)
- Drill can be modified by increasing the distance between the cones and passing with greater force
- A Goalie can also be added as long as the Goalie Box is in place

**EXPLANATIONS OF POSITIONS – 10 minutes**
- Forwards play on the opponent’s side of the field (cannot cross mid-field to play defense)
- Midfielders play everywhere (follow forwards to goal and get back to help with defense)
- Defense plays in front of goal (cannot cross mid-field but should move up when ball crosses into opponent’s territory)
- Only Goalies are allowed in the Goalie Box
- **An Athlete must play the goalie that can use his or her hands (the Peer Coach paired with the Athlete that plays goalie serves as an extra defender that can stay inside the coned area but may not use his or her hands)**
- Show Peer:Pairs® the diagram of player positions on the field

**SCRIMMAGE WALK-THRU – 10 minutes**
- Assign Athletes and Peer Coaches their positions and walk-thru each position
- Peer Coaches throw-in when the ball goes out-of-bounds (both hands on the ball, both feet on the ground, ball behind the head before throwing in)
- Athletes take corner kicks and goal kicks
- Demonstrate how goal kicks work (ball is placed on the ground in front of the goal and one of the goalies or the defenders kicks the ball back in play to a teammate)

*This document contains information that is confidential and proprietary to Team Prime Time, Inc. No part of this document may be distributed or disclosed in any form to any third party without written permission of Team Prime Time, Inc.*
• Substitutions – practice substituting an entire team; also practice substituting one position with the players on the field moving up one position – substitutes come in at the defender position, defenders move up to midfielders, midfielders move up to forwards, forwards substitute out
• Review all rules

Practices #3 – 5
(Total Time: 60 Minutes)

This document contains information that is confidential and proprietary to Team Prime Time, Inc. No part of this document may be distributed or disclosed in any form to any third party without written permission of Team Prime Time, Inc.
The third, fourth and fifth practices are meant to prepare the Athletes and Peer Coaches for game day. Peer: Pairs® can be clustered for pre-game drills.

WARM UP – 10 minutes
• Have a Peer:Pair® lead the team in warm-up stretches

PRE-GAME DRILLS – 20 minutes (see previous practice schedules)
• Dribbling
• Passing
• Shooting

SCRIMMAGE – 30 minutes
• Simulate a live game by dividing your Peer Coaches and Athletes into 2 teams
• Play according to the rules reviewed during training
• Substitute as a team or various positions every 5 minutes
• Make sure each Peer Coach plays to the level of the Athlete he or she is guarding
• In practices 3-5, introduce new elements of the game in increasing complexity and vary the drills according to the different skill levels of the Athletes
  o Practice #3: stress the areas in which each position is responsible
  o Practice #4: have Peer Coaches purposely steal the ball from other coaches and stop play to point out the violation of the rules
  o Practice #5: have Athletes work on corner and goal kicks

I have reviewed and understand the information contained in “Soccer Practice Schedules” of the PRIME TIME GAMES HEAD COACH MANUAL, 2015-16 and I agree to implement the procedures accordingly.
1. Host School
   • Secure practice/game facilities
   • Assist in gathering academic info of participants
     o IEP of athletes
     o Report cards of coaches
   • Organize travel for away games

2. Athlete
   • Make sure curriculum meets needs of athletes
   • Cluster athletes accordingly
   • Recruit athlete through special education/adapted PE
   • Make sure athletes are properly enrolled in ASP and have TPT forms on file
   • Administer surveys/distribute and collect informed consent if applicable

3. Peer Coach
   • Recruit coaches through ASP, athletic department or counseling department
   • Oversee pre-season training
   • Align program with Service Learning requirements of host school
   • Explore other academic credit/fulfillment opportunities
   • Access academic information
   • Make sure coaches are properly enrolled in ASP and have TPT forms on file
   • Administer surveys/distribute and collect informed consent if applicable

4. Parents
   • Recruit athletes through contact with parents
   • Administer surveys/distribute and collect informed consent if applicable

5. ASP
   • Integrate registration with ASP
   • Deliver attendance in compliance with BTB regulations
   • Coordinate academic support with ASP for coaches

6. TPT
   • Assign and collect uniforms
   • Store equipment on campus
   • Serve as connection to school
   • Assist with data, survey and consent collection
   • Make sure copies of registration materials are on file with TPT

Anticipated Time Commitment – 40 hours per season
   • Pre-season “Head Coach” training and preparation – 4 hours
   • Coach training – 5 hours
   • Practices – 7.5 hours (5 practices at 1.5 hours per practice)
   • Games - 12 hours (4 games @ 3 hours)

This document contains information that is confidential and proprietary to Team Prime Time, Inc. No part of this document may be distributed or disclosed in any form to any third party without written permission of Team Prime Time, Inc.
• Champ Sat - 5 hours
• Recruiting/Parent Communication – 3 hours
• Data collection/Service Learning – 3.5 hours

Assumed: that these hours take place after school/during time when the “Head Coach” is not otherwise compensated by LAUSD/other agency.

I have reviewed and understand the information contained in “The Head Coach Scope of Work” of the PRIME TIME GAMES HEAD COACH MANUAL, 2015-16 and I agree to implement the procedures accordingly.
Glossary of Terms

ASP – After School Programs

Assistant Coach - The primary responsibility of the Assistant Coach is to oversee the needs of the Peer Coaches. In LAUSD, the Assistant Coach serves as the link to the on-campus after school program and, ideally, is funded through the additional attendance generated by the program.

Athlete - Students in the special education dept. on campus who attend school on an IEP and have a disability(ies) that precludes them from participating in the traditional sports model are eligible to be Prime Time Games Athletes. The program is not intended to serve those students who have IEPs yet possess the physical and social skills to otherwise participate in competing to play varsity sports.

BTB – After School Program in LAUSD middle schools

Full Inclusion – an approach in education in which students with Special Education needs are completely involved in and completely engaged with non-disabled students in activities

GPA – Grade Point Average

Goalie Box – the area where the goalies can use their hands; the box measures 10 feet on either side of the goal and 10 feet in front.

Head Coach - The primary responsibilities of the Head Coach are to oversee the needs of the Athletes and serve as the liaison between TPT and the host school.

IEP - Individualized Education Program as governed by the Individuals With Disabilities Act (IDEA, 2004). An Individualized Education Program is a written statement of the educational program designed to meet a child’s individual needs.

LAUSD – Los Angeles Unified School District

Peer Coach or “Coach” - Peer Coaches ("Coach") are general education students who, ideally, qualify for either the free or reduced lunch program and are participating in the after school program on campus. The primary responsibility of the Coach is to provide the “Varsity Experience” for his or her Athlete.

Peer:Pair® - From the first day of the program Athletes and Coaches are paired together and intended to stay together throughout the season. This is the essence of the Prime Time Games; the Coach and Athlete pair play the same position on the field or on the court and are at all times together, creating the structure necessary to develop real relationships.

Scrimmage – Intrasquad practice session that simulates game conditions; Coaches and Athletes scrimmage against members of their own team so that they can learn the “Prime Time Way”; rules, space
and pace, identifying the right people to guard, position boundaries, etc. as well as learning more about each other.

**Section IV** - In a guidance letter from the Department of Education Office for Civil Rights (OCR) written in January, 2013, school districts were reminded that they must “ensure that a student with a disability participates with students without disabilities to the maximum extent appropriate to the needs of that student with a disability”.

**Service Learning** - it is a national initiative that serves as a teaching and learning strategy in which students learn and develop through active participation in high quality service. The Service Learning described in this manual is based on the LAUSD Service-Learning Guidebook.

**Space and Pace** - Peer pairs play together at each position on the field – there will always be an even number of Coaches and Athletes playing. The rules are designed to give both populations the greatest opportunity for success. This gives Athletes increased opportunities to excel. The Coaches are given a limited and defined area on the field by position to work with the Athlete, creating more opportunities to effectively “coach”.

“stimming”- overstimulation of an Athlete due to factors causing him/her to become very excited.

**Title 1** - Title 1, Part A (Title 1) of the Elementary and Secondary Education Act, as amended (ESEA) provides financial assistance to local educational agencies (LEAs) and schools with high numbers or high percentage of children from low-income families to help ensure that all children meet challenging state academic standards. Schools in which children from low-income families make up at least 40 percent of enrollment are eligible to use Title 1 funds for school-wide programs that serve all children in the school. In LAUSD, at least 50% of enrollment must qualify in order to be eligible for Title 1 funds.

“Varsity Experience”

The structure of the program allows for two different populations to equally benefit: 1) Special needs students participating in the program have the opportunity to take part in a varsity sport that they would otherwise not experience as part of their high school life, and 2) Underserved youth who sign up to be a coach to those athletes also have the opportunity to be part of a varsity team that they may have otherwise not experienced.