Scenario Planning Tips & Template

Scenario Design Process

- **Pinpoint performance goals & areas of weakness:**
  - “What kind of team do we want to be?” Identify situations that you want your team to be amazing at.
  - Identify situations where the team is struggling to perform.
- **Identify the relevant skills:**
  - Figure out which skills the team needs to improve on in order to handle those situations more effectively.
- **Maximize real game context:**
  - Create a scenario that allows the team to practice tackling the situation in a way that is as close to the real game circumstances and context as possible. Without context, our players will improve their technique, but they’ll struggle to deploy that technique in a real game setting.
- **Gamify the scenarios:**
  - Players love to compete. Create a scoring system based on the skills we’re trying to work on that allows players to compete against each other during scenarios.
  - This helps prevent the players from getting bored and losing focus, and it also reinforces the decision-making skills we’re trying to develop.

Tips for Running Scenarios

- **Create Focus Points:**
  - Work with the team to create Focus Points to work on during the scenario.
- **Take discussion breaks:**
  - Give players chances during the scenario to discuss what’s going well, what’s not, and what adjustments they can make heading into the next round.
- **Keep our mouths shut:**
  - Let the team struggle through the critical thinking and decision-making and discussion process themselves. Only step in if the team truly isn't progressing.

(Design Template) SCENARIO_NAME - GAME_TITLE

Create one copy of this page per scenario you create. This page is the design outline of a scenario that might be run during many different practices throughout a single season.

# of Players needed:

Skills addressed by this Scenario (add rows as needed):

Purpose of the Scenario:

Description (Set-up, Rules, Constraints, and Variations):

Tips for Running the Scenario:

Discussion Questions:

(Instance Template) DATE_SCENARIO_RAN_ON - TEAM_NAME

Create a new copy of this page to fill in for every practice that you run the scenario created on the "Design" page.

Focus Points (Proactive, Specific, Observable, Controllable):
Dictate FPs or have players write individual Focus Points in their own words

1.	2.	3.	4.

ROUND_NUMBER_1

Set-up & Extra Constraints (Teams, Map pool, character bans, special rules, etc.):

Results:

Score	Focus Point #s	Focus Point Assessment

Notes:

-

ROUND_NUMBER_2

Set-up & Extra Constraints (Teams, Map pool, character bans, special rules, etc.):

Results:

Score	Focus Point #s	Focus Point Assessment

Notes:

-

(Example) Ultimate Game - Overwatch

Create one copy of this page per scenario you create. This page is the design outline of a scenario that might be run during many different practices throughout a single season.

# of Players needed: 10+ (2 full teams)

Skills addressed by this Scenario (add rows as needed):

Planning	Ultimate usage	Communication

Purpose of the Scenario:

The goal of this drill is for players to develop improved skills at planning their ultimates and calling/using their ults mid fight.

Hopefully players will gain a deeper understanding of WHY planning ults and calling during the midfight is important and impactful.

Description (Set-up, Rules, Constraints, and Variations):

Set-up: Set ultimate generation to 125% in the game settings

How to win: The team with the most points at the end of the map wins the map.

How to score points:

- Plan your ultimate ahead of the fight: +1 point
  - YOU have to plan YOUR ultimate. No points scored if someone else calls it
  - Complete plan should contain MOST of these elements
    - WHAT I want to do (use my ult and...)
    - WHERE I want to do it
    - WHEN I want to do it
  - Teammates may prompt planning, but not do the planning for you.
- Use your ult midfight AND call it as or just before you do: +1 point
  - No points scored if someone else tells you to use the ult
  - Calling it is important because we want to make sure our teammates can react to the play we're making (supports pocketing us, teammates pushing the ult rather than backing out, etc)
- Add layers of complexity as players grasp drills
- Multiple points may be scored per fight if 2+ players plan layered ults (more than 1 ult planned per fight)

Tips for Running the Scenario:

- Stick to a few of the same maps to minimize the changing variables
- Try to create balanced teams

- Spread out your good talkers and communicators
- “Mute” the big talkers and planners who are already good at this stuff to force the weaker players to grow

Discussion Questions:

- How did that feel?
- What did you notice about your ultimate planning and usage during this scenario?
- How did having a scoreboard based on planning and execution instead of actual fight and map wins impact how you played?

(Example) 8/29/2024 - Varsity & JV Overwatch

Create a new copy of this page to fill in for every practice that you run the scenario created on the "Design" page.

Focus Points (Proactive, Specific, Observable, Controllable):
Dictate FPs or have players write individual Focus Points in their own words

1. Plan your ultimate ahead of the fight	2. Use your ult midfight AND call it as or just before you do	3.	4.

Round 1

Set-up & Extra Constraints (Teams, Map pool, character bans, special rules, etc.):

- Have everyone play characters they're super comfortable on this time so that they can really focus on the skills of planning and ult usage. No new characters.
- Red team: Xander, Ryan G., Sean, Jonas, Luke
- Blue team: Corey, Ryan U., Zach, Bradley, Brooks

Results:

Score	Focus Point #s	Focus Point Assessment
Red: 17 Blue: 11	1 & 2	Both teams did a great job of hitting the focus points. Lot more activity with ult planning and mid fight ult usage.

Notes:

- Xander and Zach are already very strong in these areas.
- Ryan G., Ryan U., and Jonas are making progress. They're better with pre fight planning, but the midfight usage and callouts still need work.