PSI Tiny Tots Soccer



First comes the fun, then comes the skills. We know that children are hard-wired to play, and that lessons are learned through and during that play. That's why PSI Tiny Tots Soccer engages children in fun games to develop their physical and social development.

The curriculum for the program is professionally designed by experts with a comprehensive understanding of child development, to create self-confidence, develop motor skills and pursue physical literacy. It provides a non-competitive play structure that also enhances listening skills.

Why the commitment to fun? Data shows that between the ages of 18 months and six years, children aren't particularly tuned into skill development, being focused on playing. PSI knows this and offers a program that develops skills and character through the playing of fun games.

Of course, parents know this. That's why they can trust our program and our commitment to skills development through strategic play.

When children are concentrating on the game (what has been called super-concentration mode), the brain and muscles work together to create muscle memory, a state that allows skill development to occur rapidly. Getting them into this mode is the biggest challenge at this age.

First the fun and motivation, and then the challenges that lead to the development of the skills. Performing particular exercises while in concentration mode is key to this strategy, as that puts the children in the right frame of mind to absorb the lessons and the skills. They might not realize they are learning while having fun, but they are.

Equipment used is appropriate to the age level, as are the safety measures. We want to develop their skills, athletic abilities, and also their interest in and commitment to sports. The various stages of the program build on the preceding steps, adding new challenges and skill-building games.

We look forward to building the skills your tot needs to succeed in soccer as well as the fundamental movements for many other sports.