Talent ID

Guide for coaches

A coach’s daily work in Talent ID — with screenshots and explanations: training, tests from your phone, players, methodology and organisation. Follow the steps in the demo academy “Kōwhai Valley Football Academy” (Auckland): nz.coach@demo.talentid, password demo1234.

1. Getting started
2. Daily work
3. Players: health and development
4. Methodology
5. Organisation and academy

talent-id.org

November 2026

A guide for coaches at an academy or football school: what to do each day, how to run a test day and how to read maturation data. The screenshots come from the demo area of “Kōwhai Valley Football Academy” (Auckland): nz.coach@demo.talentid (password demo1234).

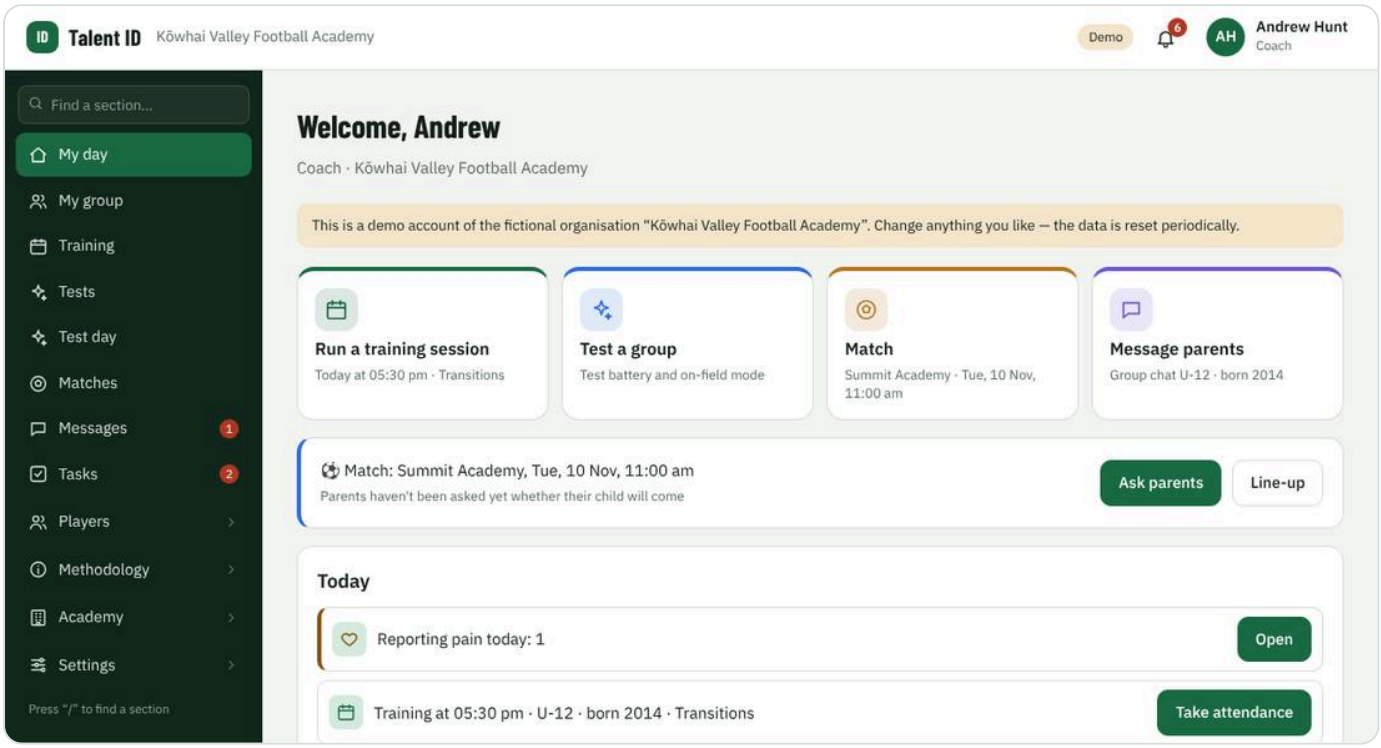
1. Getting started

1.1. How to join your academy

1. The academy’s management sends you an invitation or an invitation code.
2. Register at talent-id.org/nz or sign in and enter the code — you go straight into your group.
3. Add the site to your phone’s home screen: that is what you will use on the pitch.

1.2. “My day”

The coach’s home page brings together everything for today.

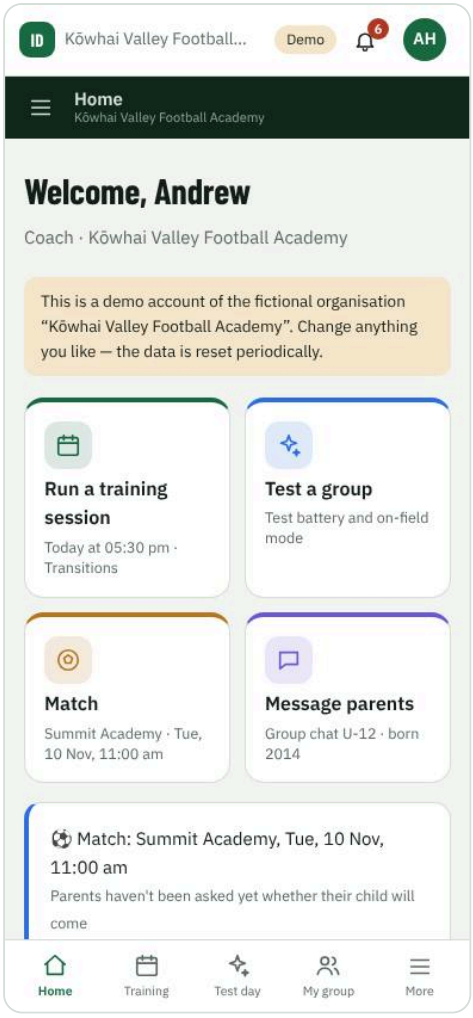


My day

- **Four quick actions:** “Run a training session”, “Test a group”, “Match”, “Message parents”.
- **Next match:** the “Ask parents” button asks all the group’s parents whether their child will come; “Line-up” is the squad for the match.
- **“Today”:** who is reporting pain, the session with the “Take attendance” button, your tasks and new messages.

1.3. On your phone

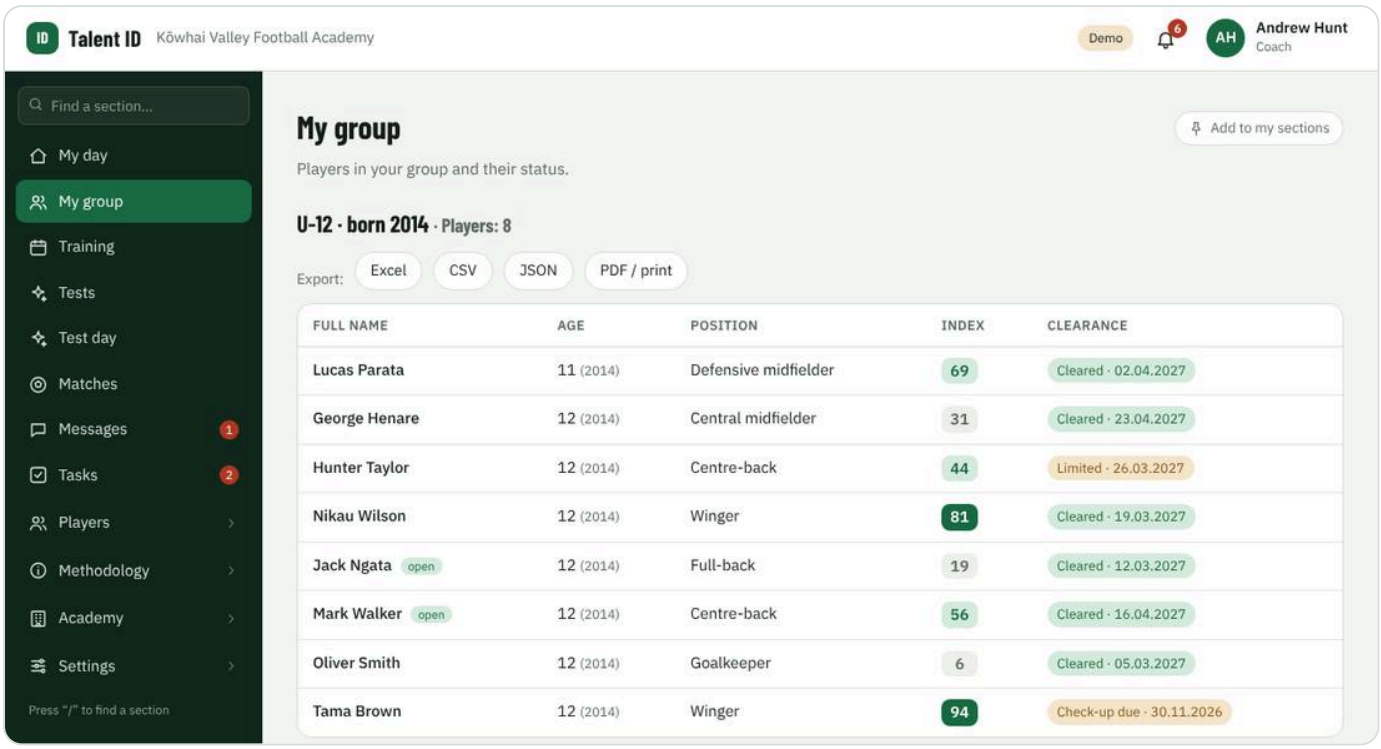
On a phone there is a bar at the bottom: “Home”, “Training”, “Test day”, “My group” and “More” — everything you need on the pitch, one tap away. The other sections are in the “≡” menu at the top.



My day on a phone

2. Daily work

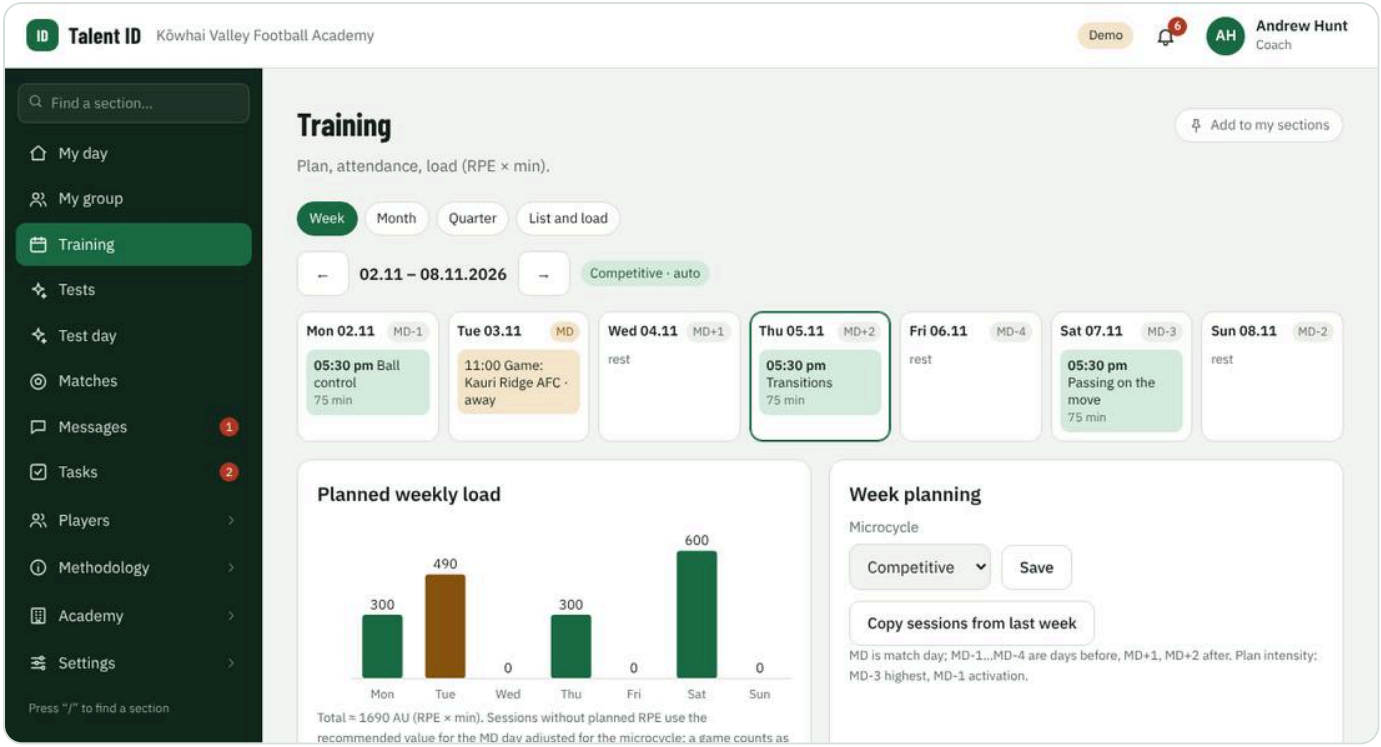
2.1. My group



My group

- All the group's players: age, position, index and clearance ("Cleared", "Limited", "Check-up due"). Export to Excel, CSV, JSON, PDF.
- **"Add player"**: add a child manually.
- **"Link a player profile with the parents"**: the parents get a request and confirm that this is their child. Until they confirm, only sports work is available (group, attendance, load, tests); medical and psychological records come after.

2.2. Training

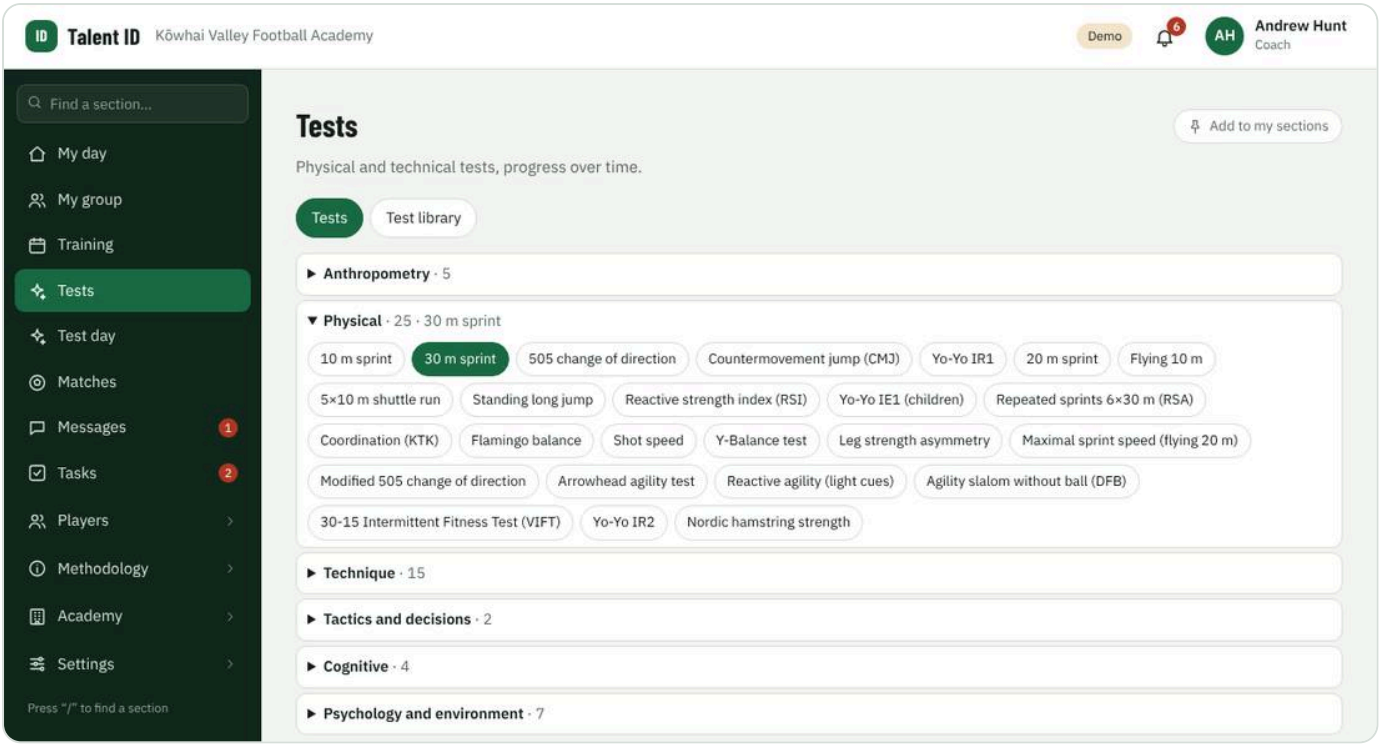


Training

1. Choose a week — days are labelled relative to the match (MD = match day, MD-3 = three days before the match).
2. Add a session or copy last week; choose the microcycle (“Competitive”, “Recovery”...).
3. After the session, take attendance and enter RPE (effort 1–10) and minutes — the service calculates the load.
4. The “Planned weekly load” chart shows whether the week is overloaded.

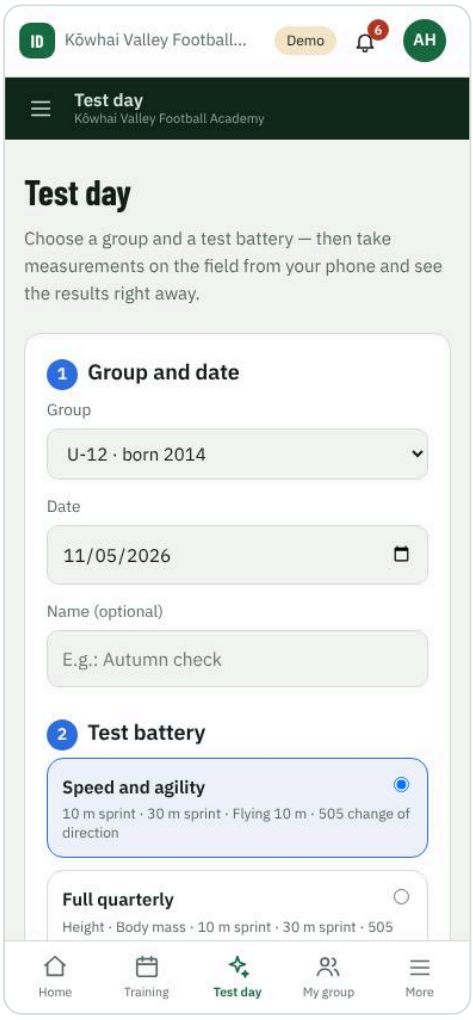
2.3. Tests

Results of the group’s physical and technical tests and how they change over time. You can enter a single result here; for the whole group, use “Test day”.



Tests

2.4. Test day



Test day on a phone

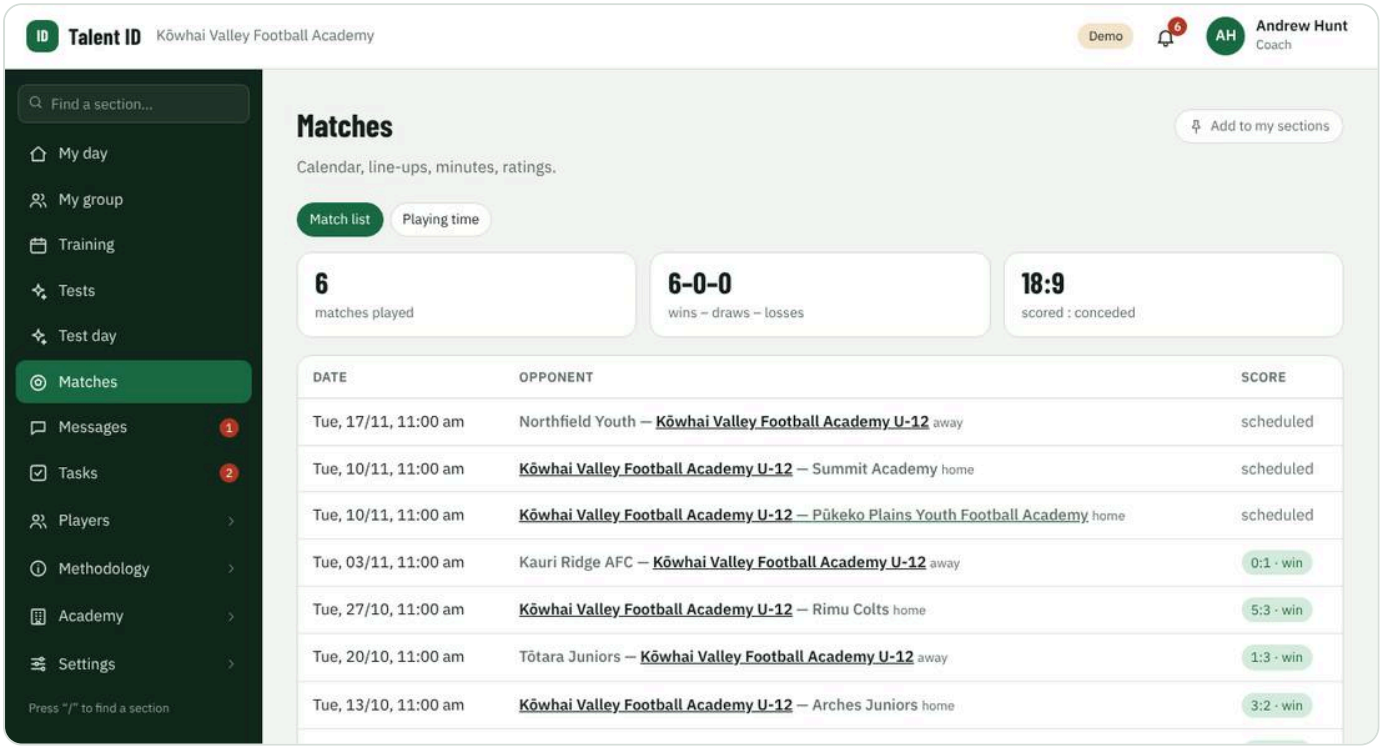
1. **Group and date.** A name is optional (for example “Autumn check”).

2. **Test battery.** “Speed and agility” (10 and 30 m sprint, 10 m flying, 505), “Full quarterly” (height, weight, sprints, 505 etc.) or your own battery.
3. **On-field mode.** Enter each player’s result straight from your phone.
4. **Results** — immediately after the last measurement: they go into the player cards, the index and the progress parents see.

Tip: run tests using the protocol from the “Test library” (section 4.5) — then results are fairly compared with peers.

2.5. Matches

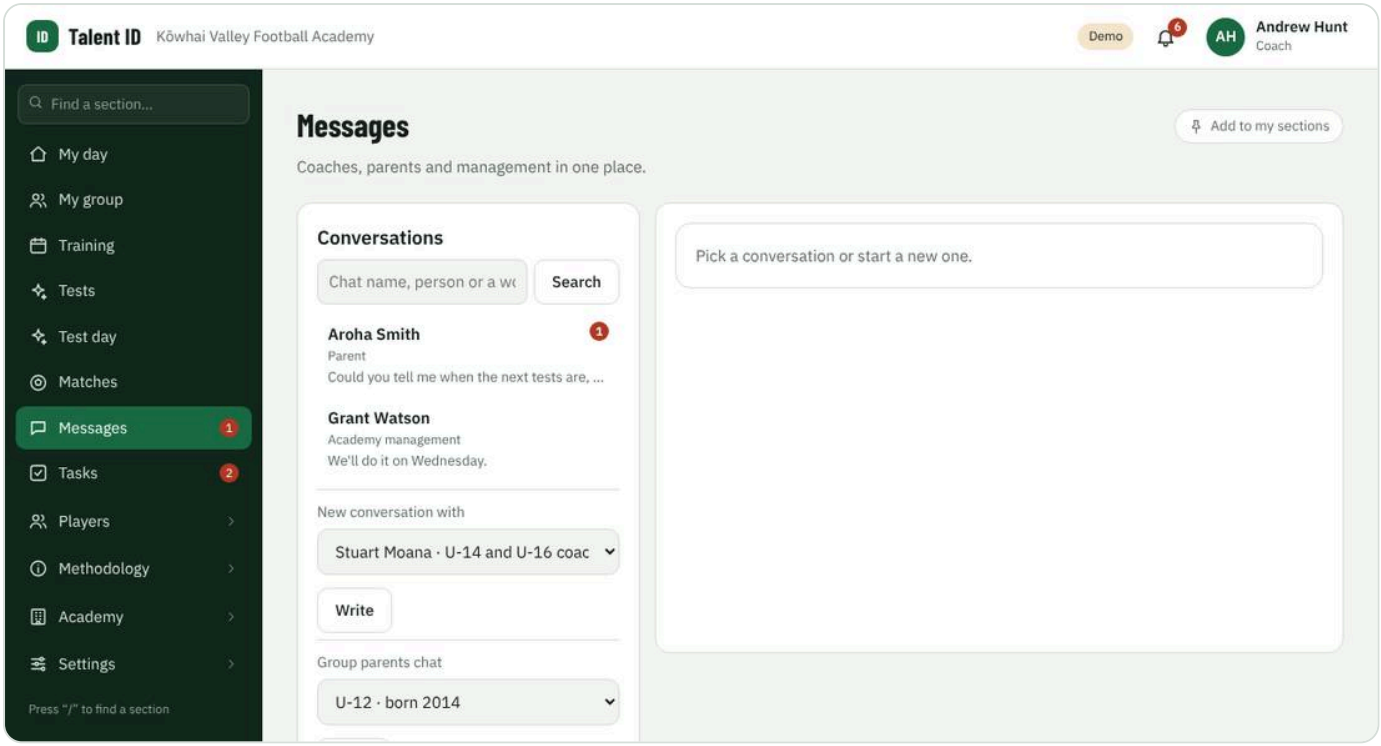
The group’s calendar, line-ups, minutes and ratings. Record minutes accurately: too little playing time is one of the warning signs of dropout risk, and the service will flag it.



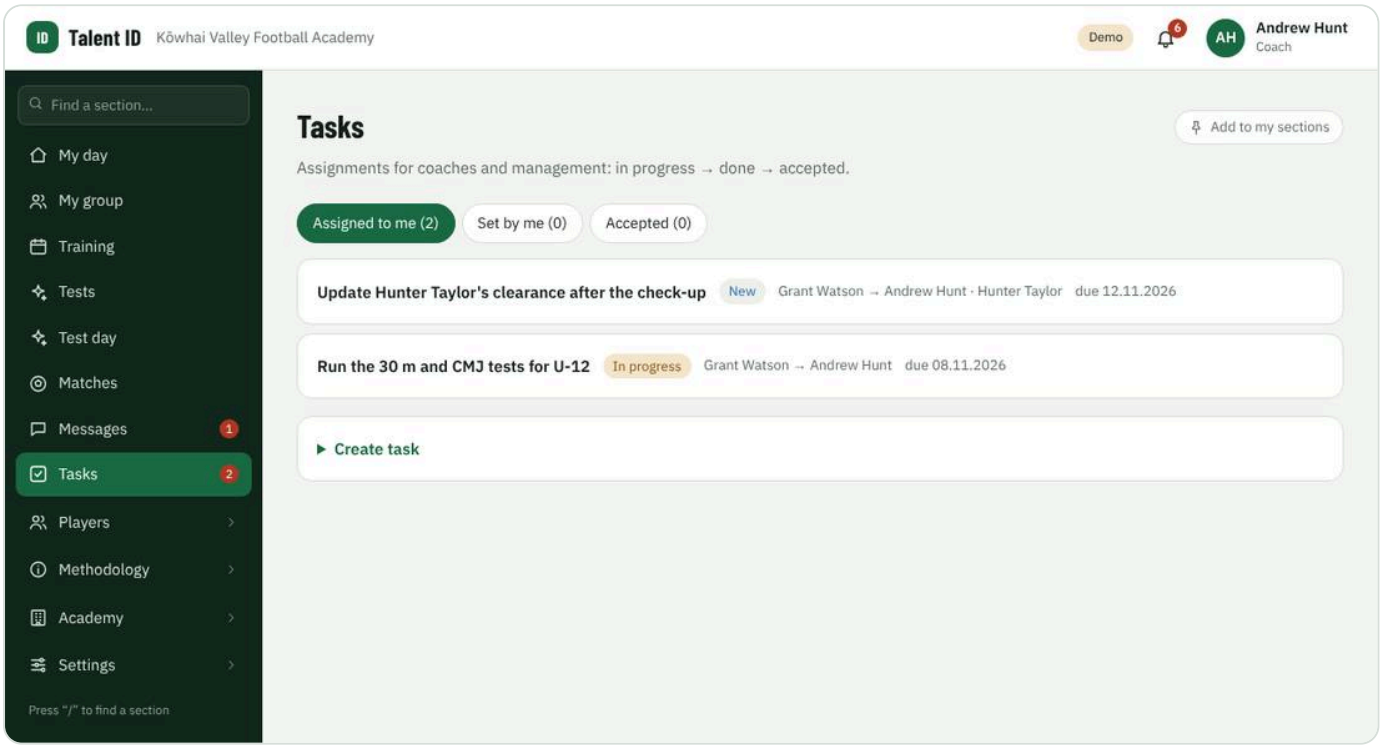
Matches

2.6. Messages and tasks

- **“Messages”**: the group chat with parents and contact with management. Instead of your personal WhatsApp: the history stays with the academy.
- **“Tasks”**: assignments from management; mark one as done and management will accept it.



Messages



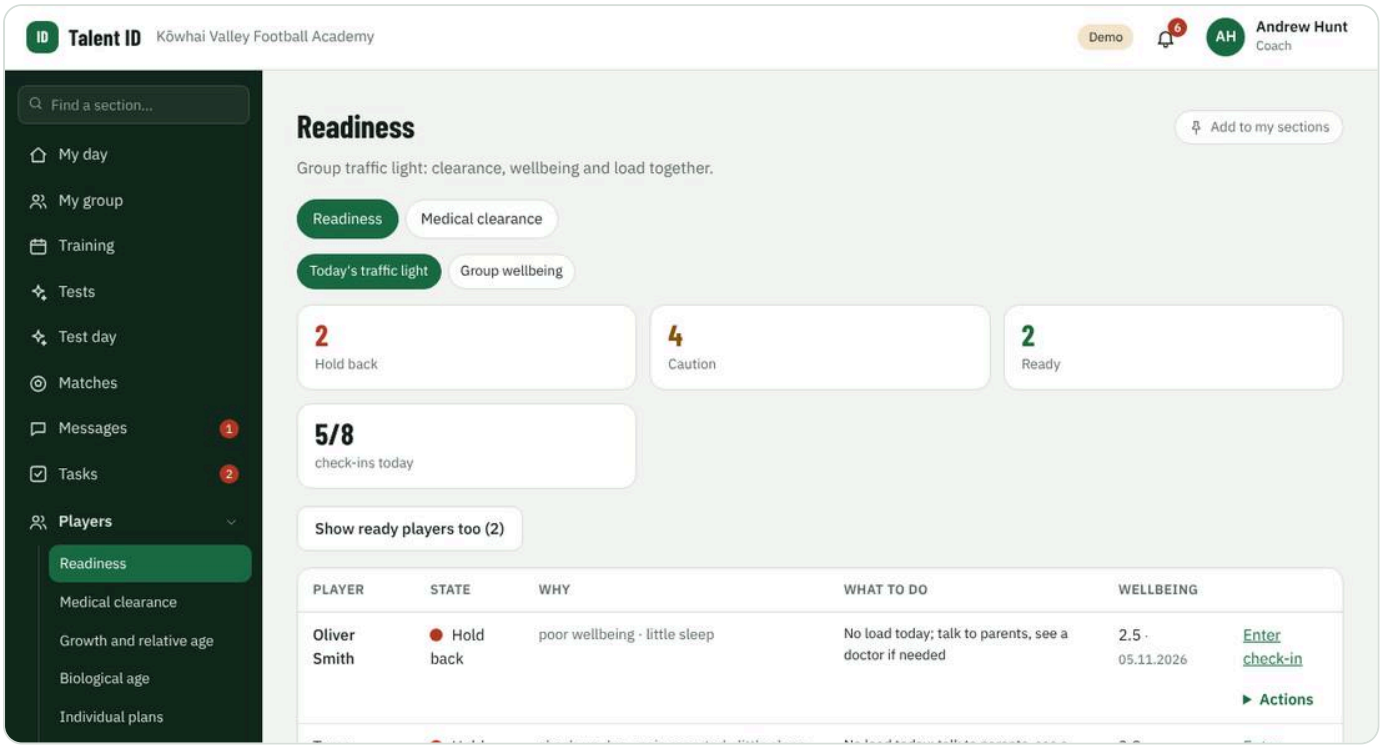
Tasks

3. Players: health and development

In the menu this is the **“Players”** group.

3.1. Readiness

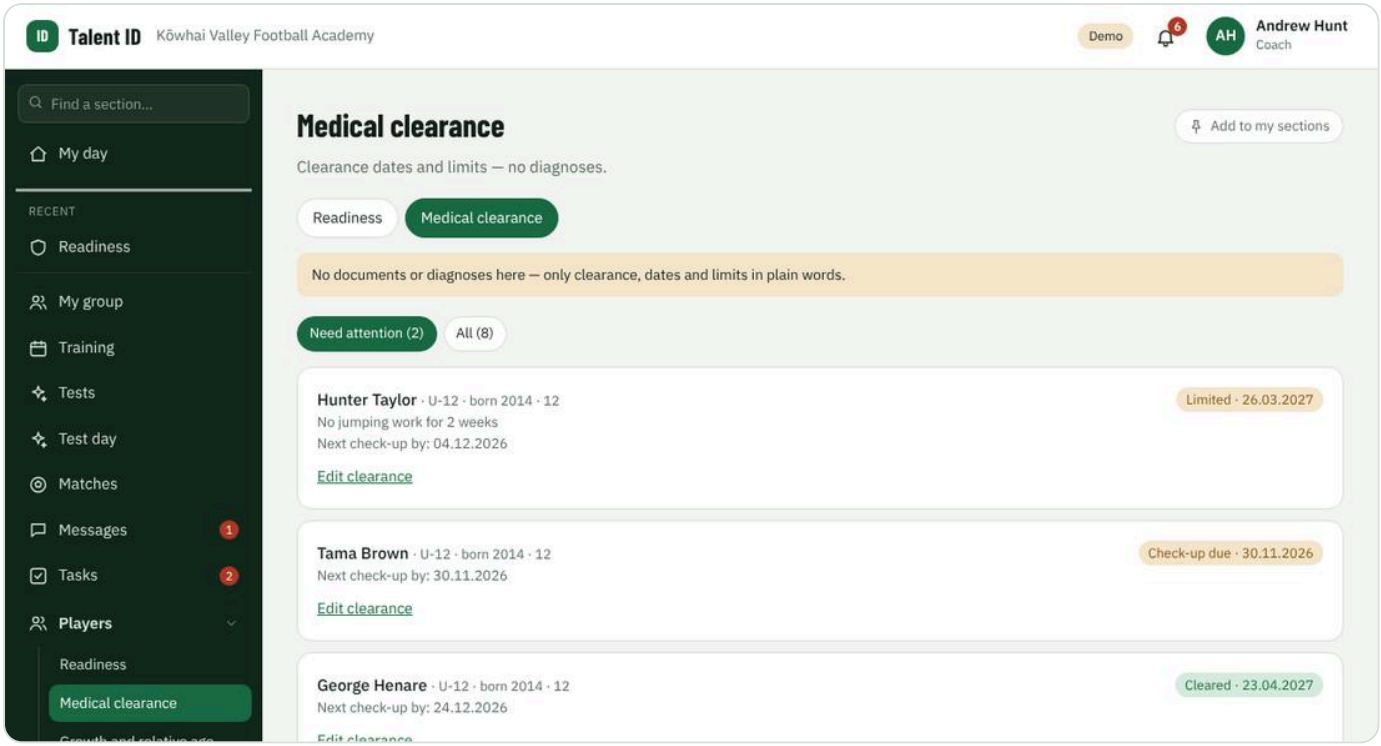
Check here before training: clearance, wellbeing from the parents’ check-in (sleep, mood, energy, pain) and each player’s load in one table. Amber — reduce the load, red — do not let them train.



Readiness

3.2. Medical clearance

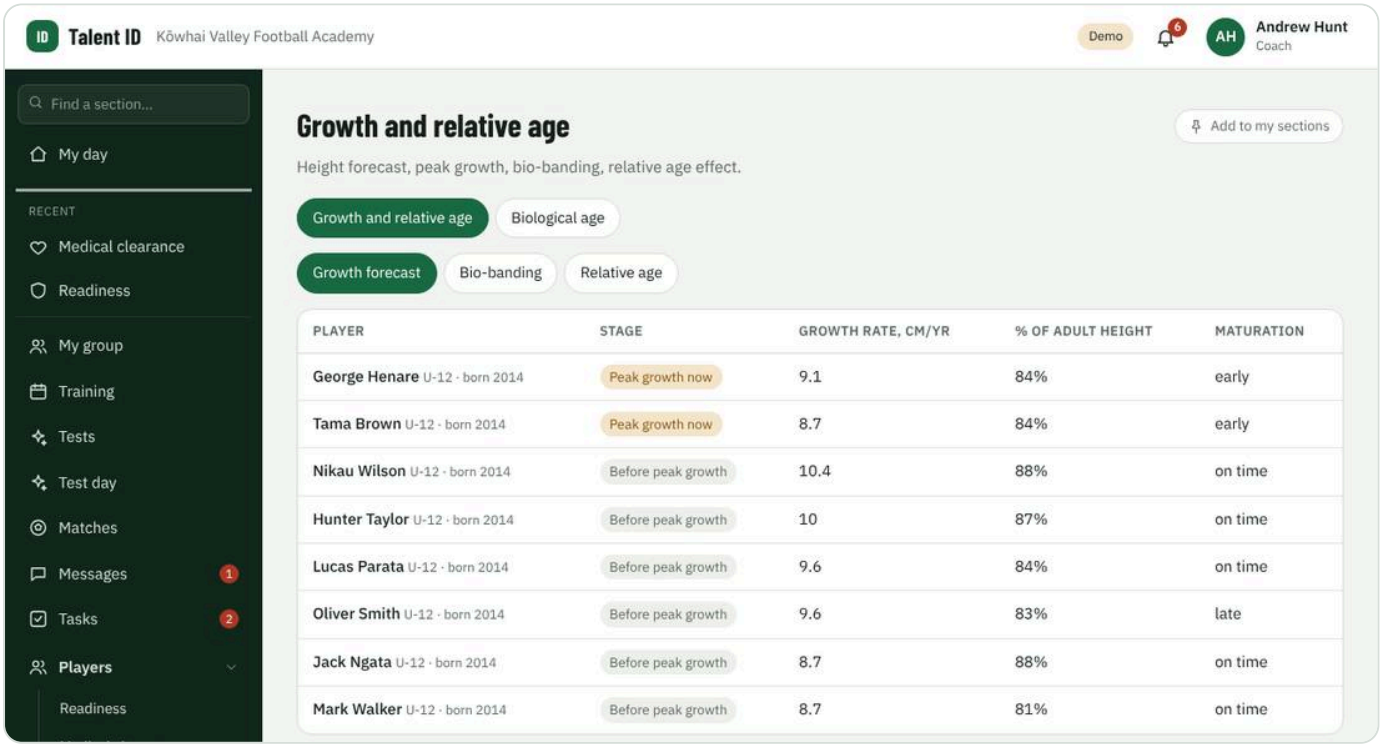
You see only the clearance date and restrictions in plain words — no diagnoses. A child whose clearance has expired appears in “My day”.



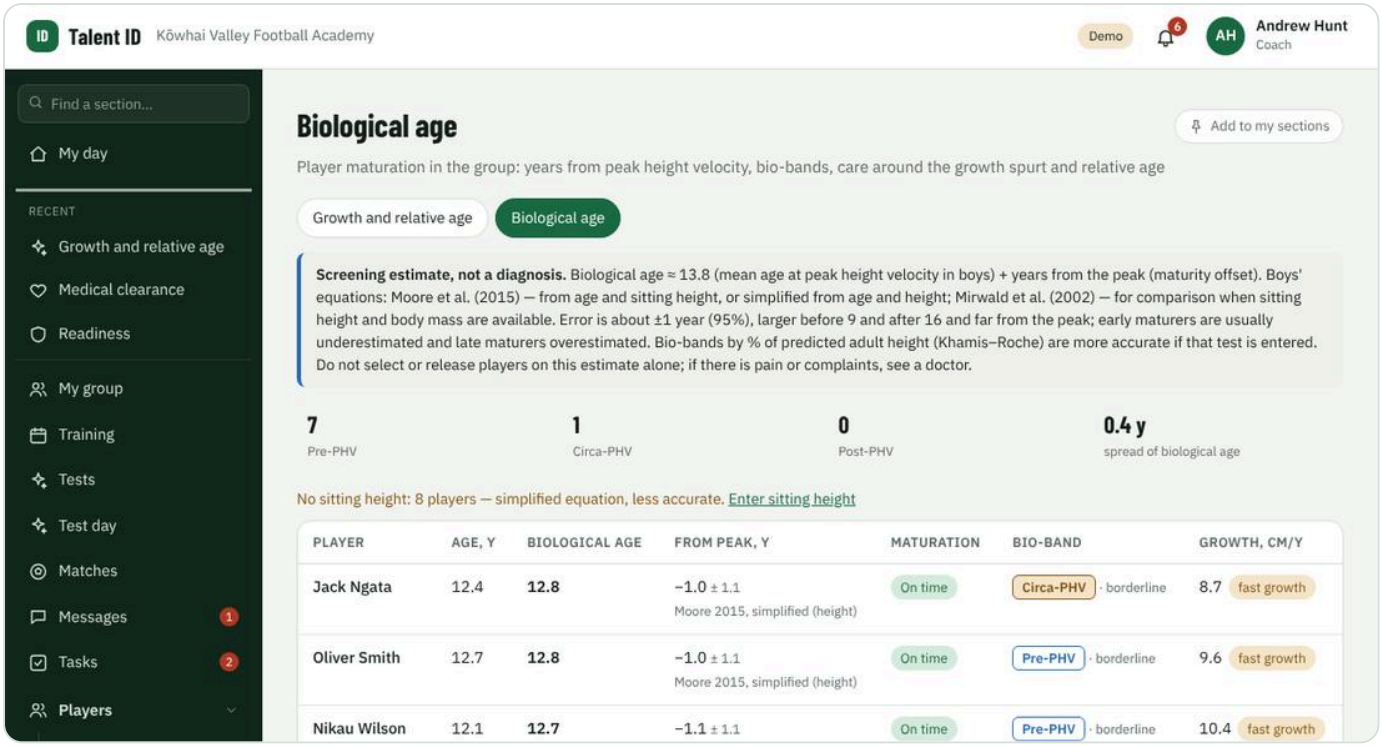
Medical clearance

3.3. Growth and biological age

- **“Peak growth now”**: the child is growing fast; temporarily reduce jumping and strength load, and watch for complaints about knees and heels.
- **Maturation tempo:** early, on time, late. A late-maturing child is physically weaker now, but that does not mean poorer prospects — look at results with the “bio age” adjustment.
- **“Bio-banding”:** for drills and internal games, split the group into bio-groups A–D so children play against others at the same stage of physical development.



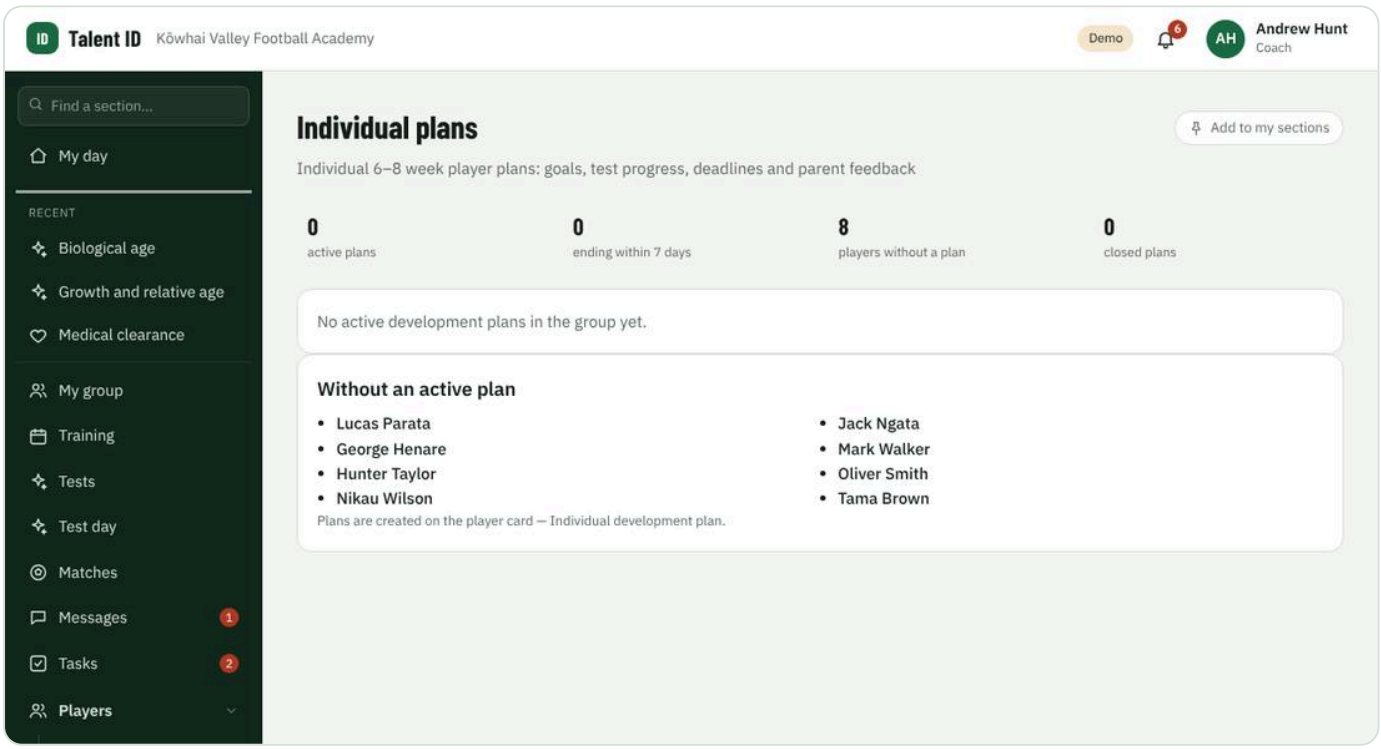
Growth and relative age



Biological age

3.4. Individual plans

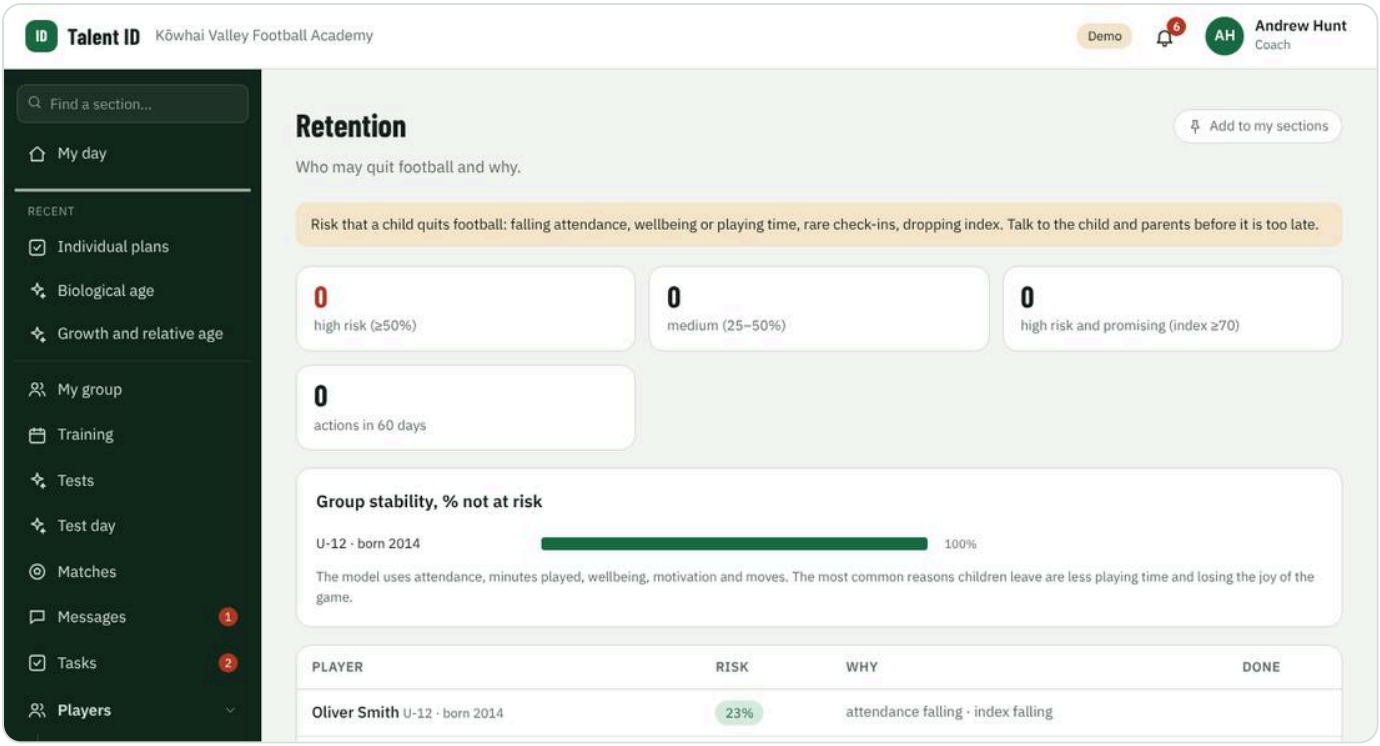
1. Create a 6–8 week plan for a player and choose goals (for example acceleration, weaker foot).
2. Progress is calculated automatically from the next tests.
3. Parents see the plan and leave feedback.



Individual plans

3.5. Retention

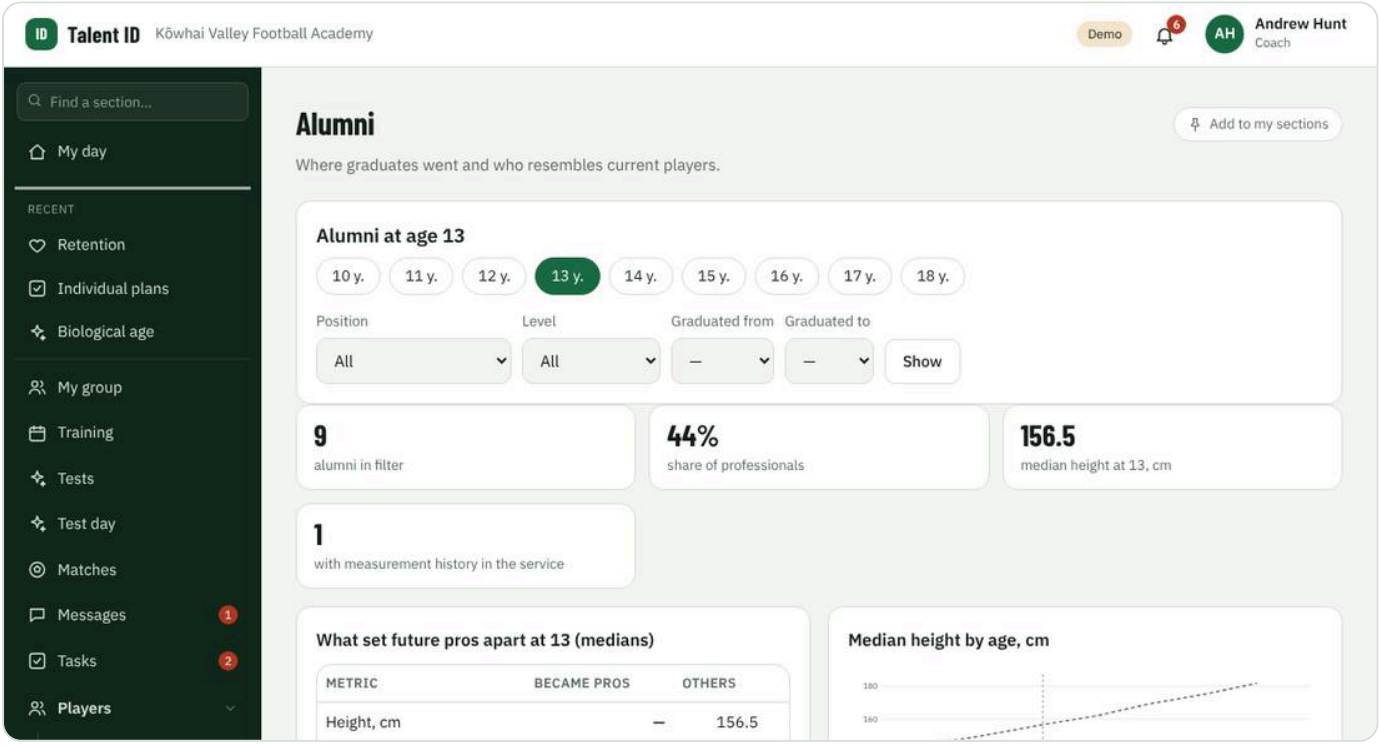
Who in the group is at risk of giving up football, and why: falling attendance, wellbeing or playing time, infrequent check-ins, a dropping index. Talk to the child and the parents and record the action: “Talk”, “Indiv. plan” or “All good”.



Retention

3.6. Alumni

Where former players have gone and which of them resemble your current players.

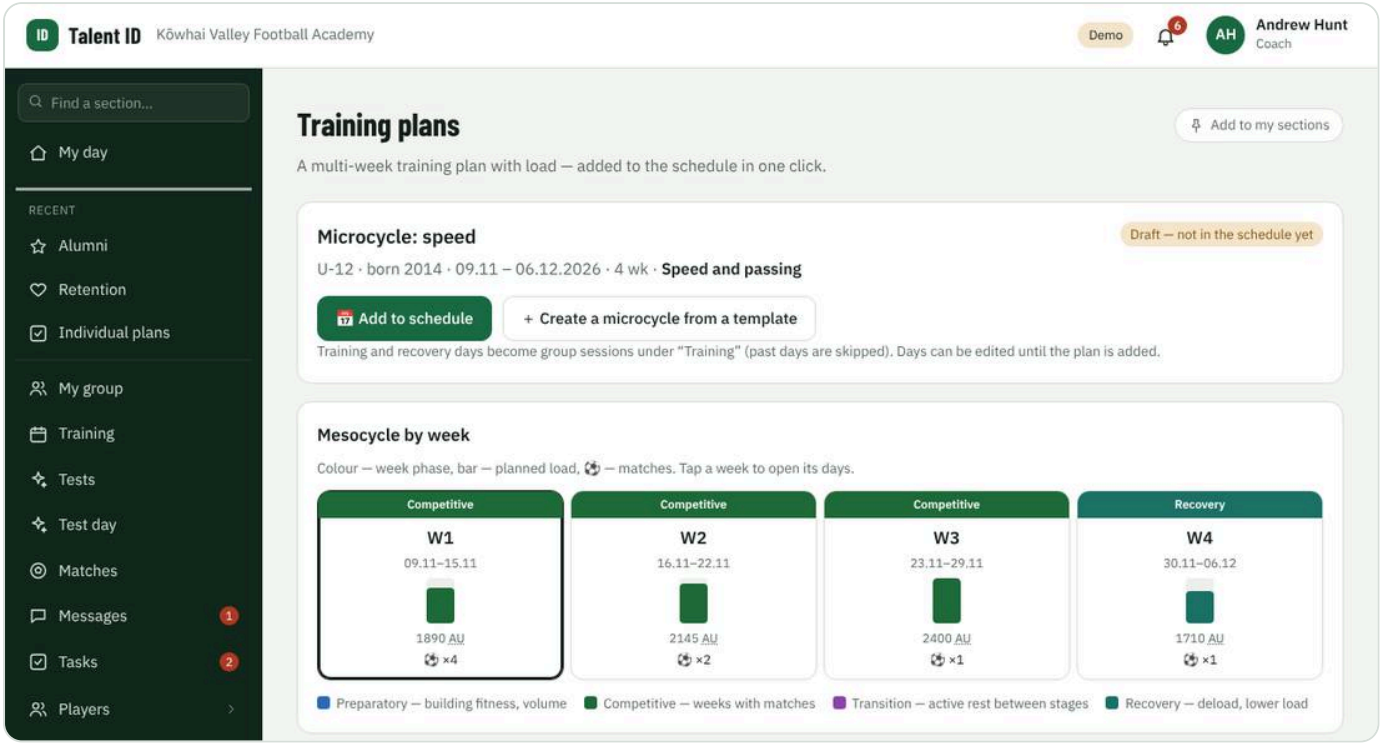


Alumni

4. Methodology

4.1. Training plans

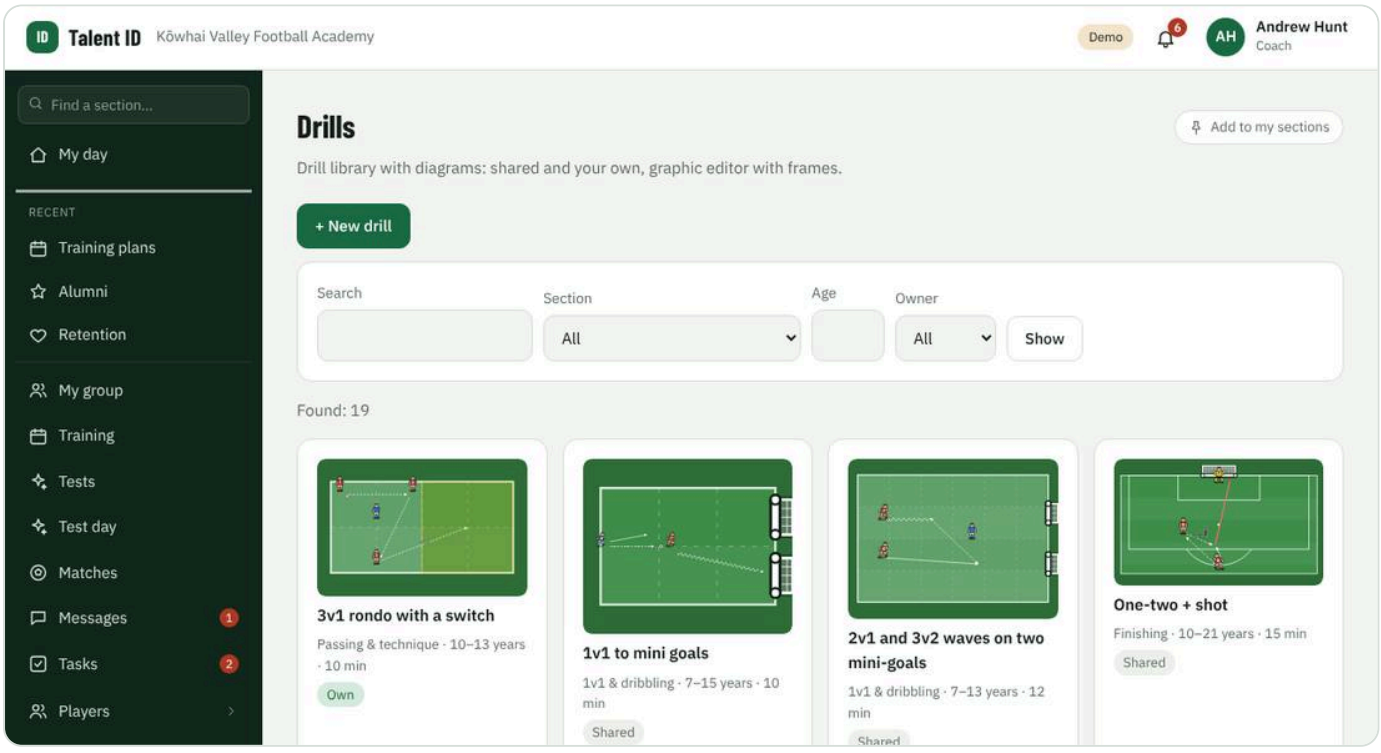
Draw up a plan over several weeks with planned load and copy it into the group's schedule with one click.



Training plans

4.2. Drills

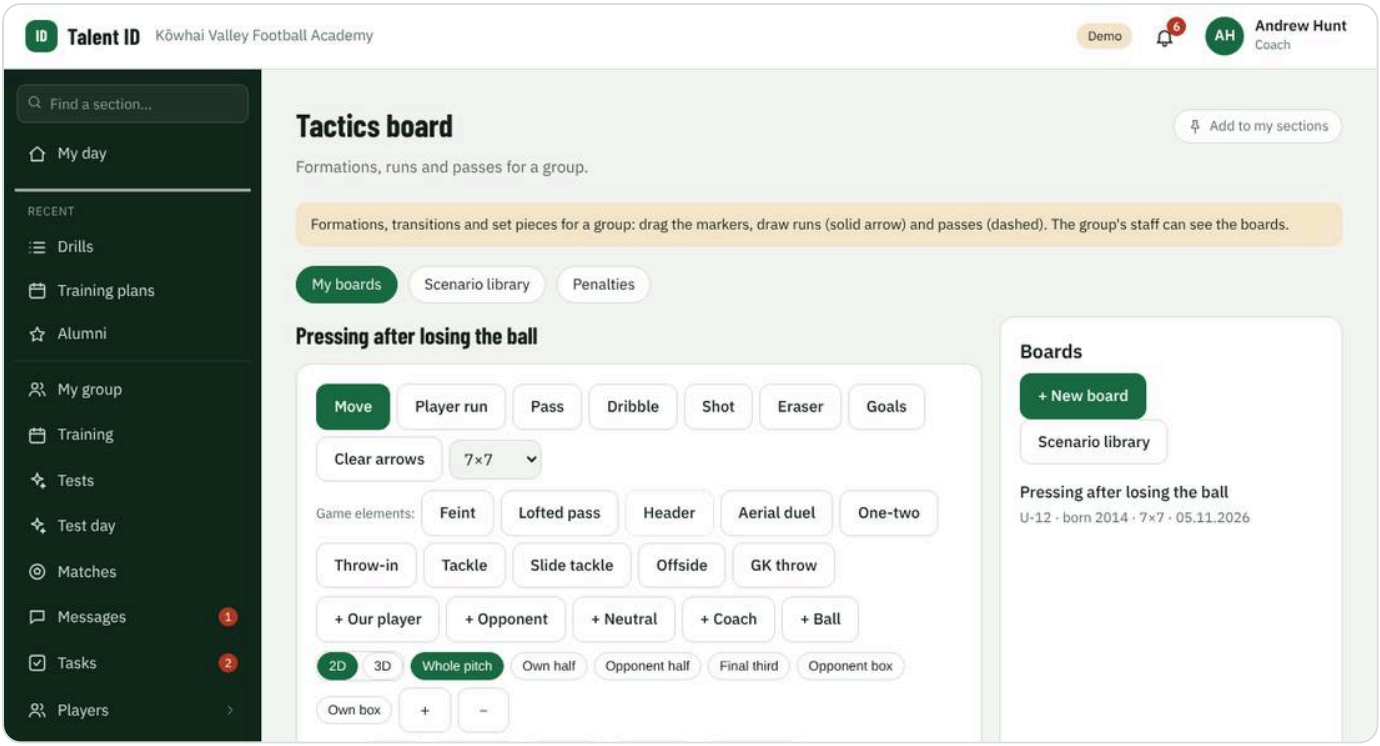
A drill library with diagrams: general and your own. Draw a drill frame by frame in the graphic editor — it then becomes available to all the academy's coaches.



Drills

4.3. Tactics board

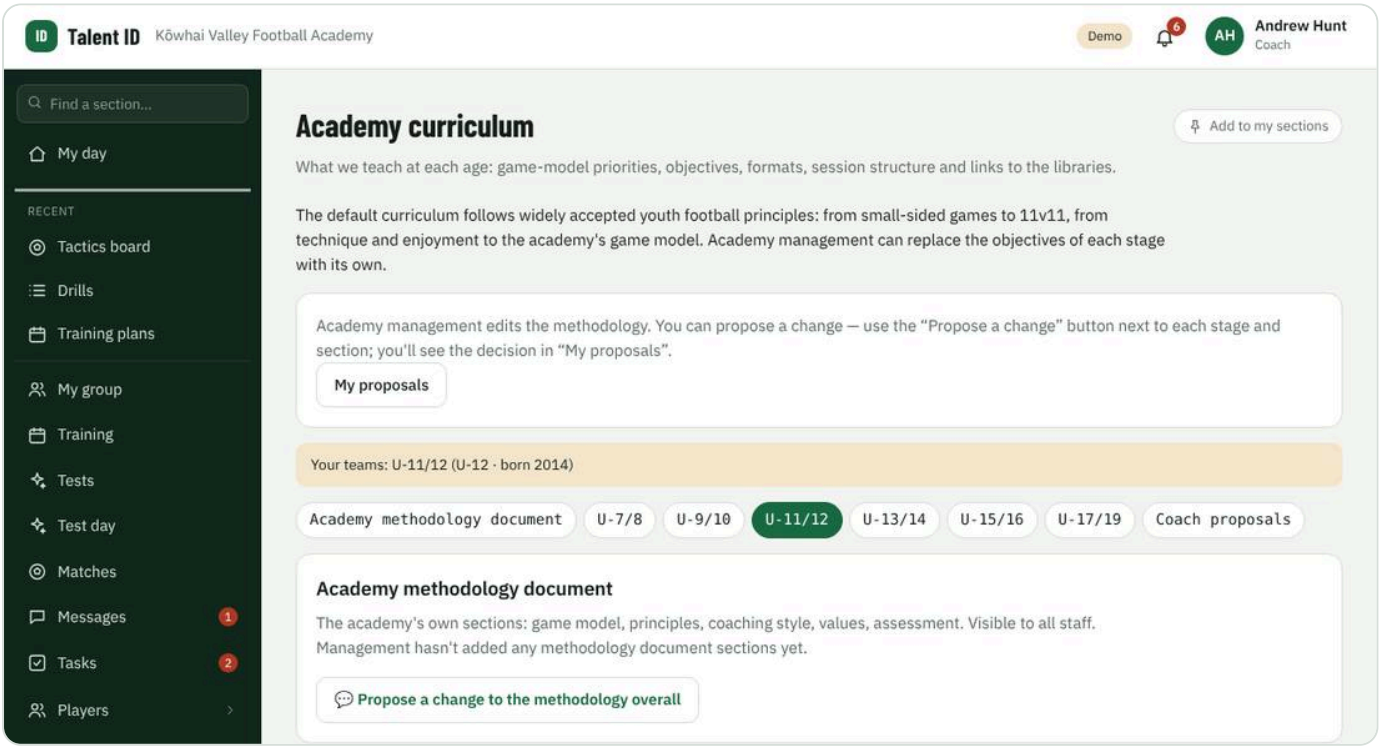
Diagrams of formations, movements and passes for the group. You can send a diagram to a player's parents: they will see it in the "Tactics from the coach" section and can forward it to their child by messenger.



Tactics board

4.4. Academy curriculum

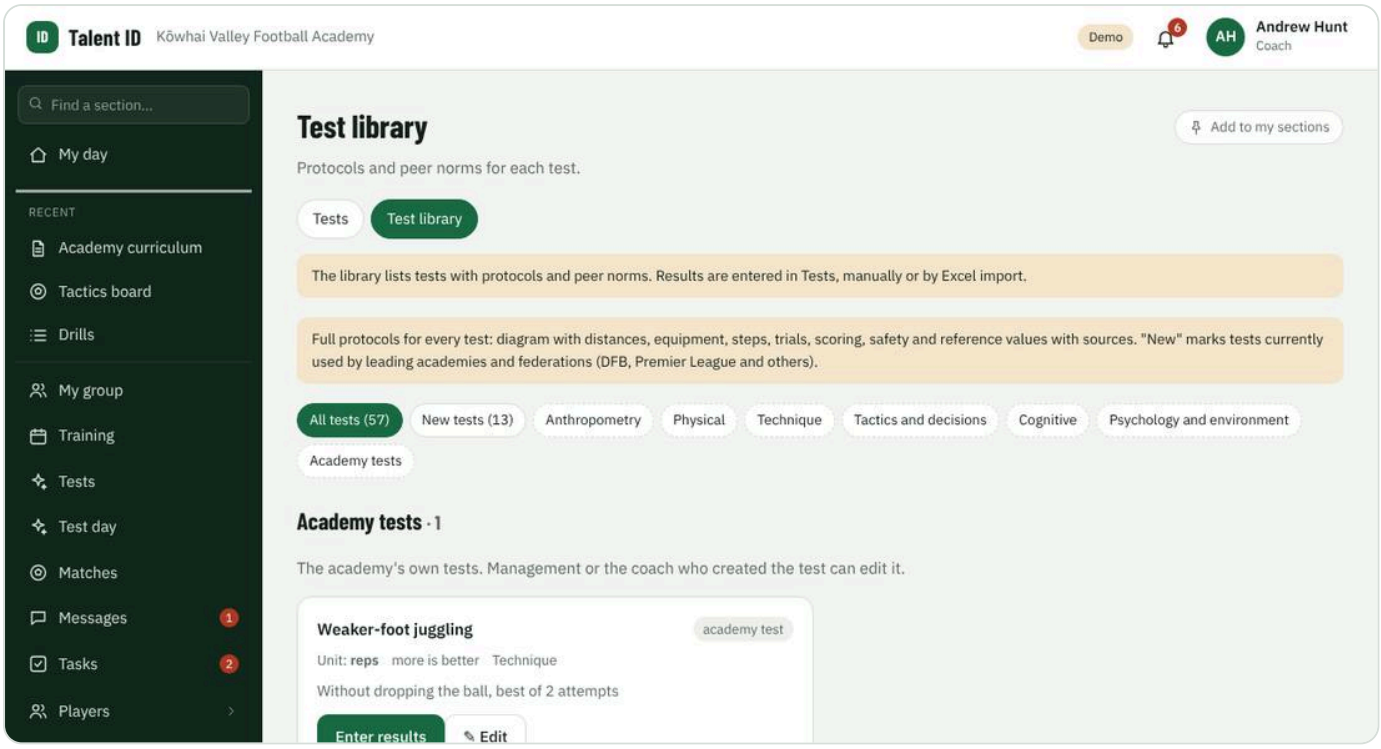
What the academy expects at each age: game model priorities, objectives, formats and session structure. Check your weekly plan against it.



Academy curriculum

4.5. Test library

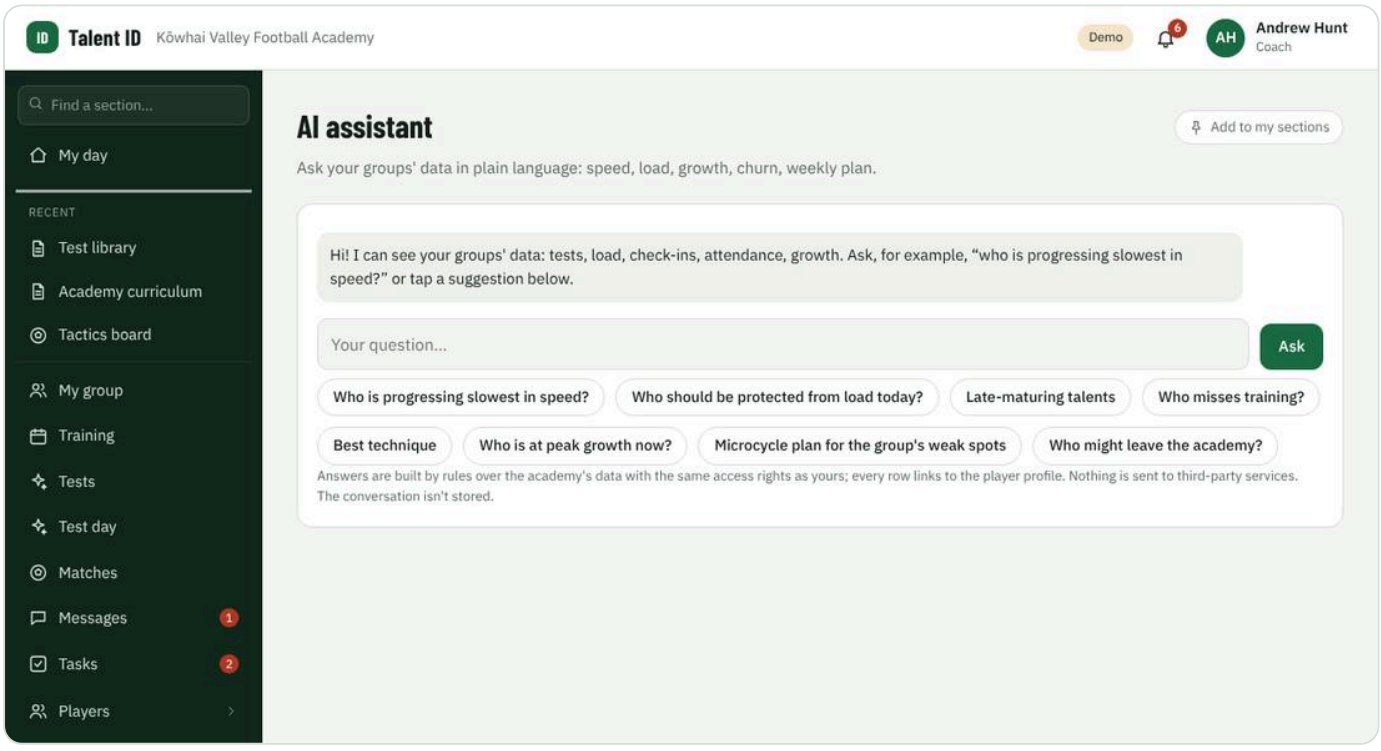
The protocol for each test and peer norms. For example, the 10 m sprint: standing start 0.5 m behind the first timing gate, 2 attempts with 2 min rest, the best one counts.



Test library

4.6. AI assistant

Ask in plain language: “Who got faster this month?”, “Who is at peak growth right now?”, “Draw up the week’s plan.” The assistant answers from your groups’ data.

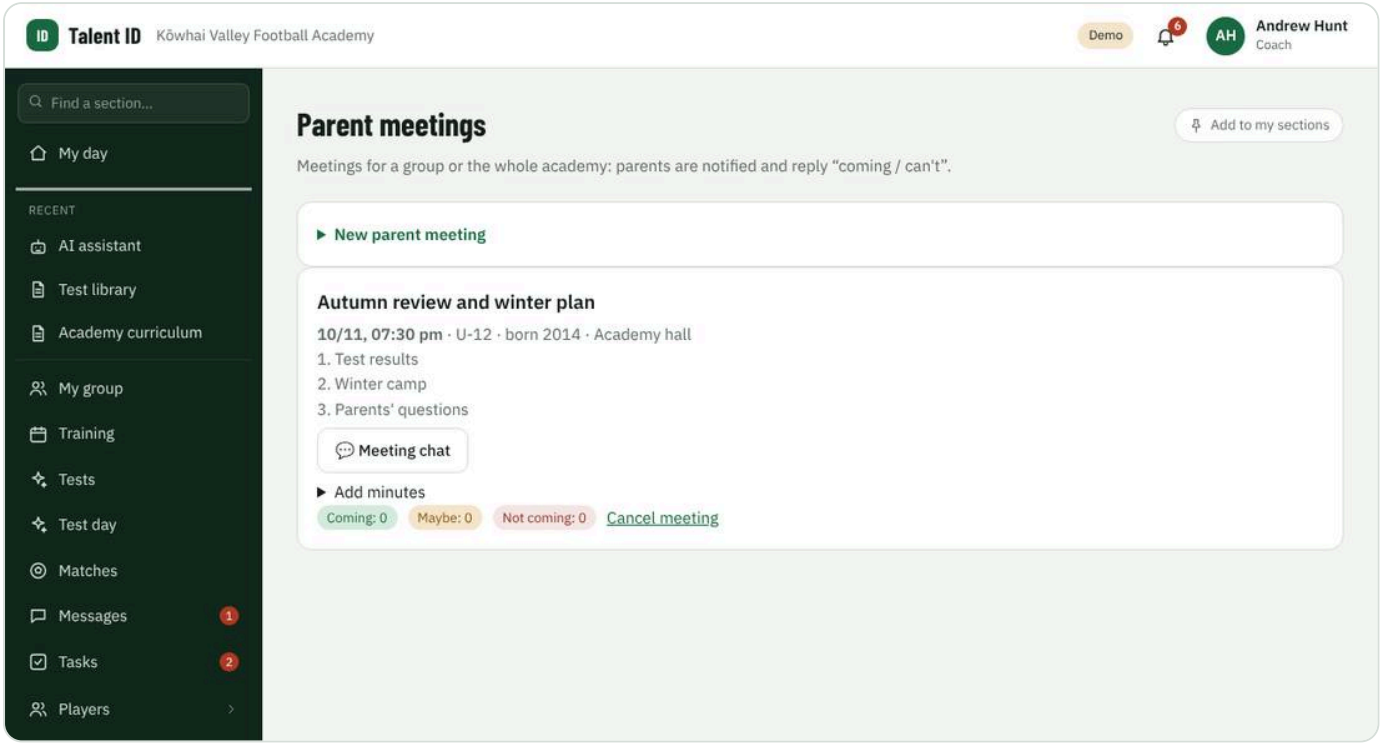


AI assistant

5. Organisation and academy

5.1. Parent meetings

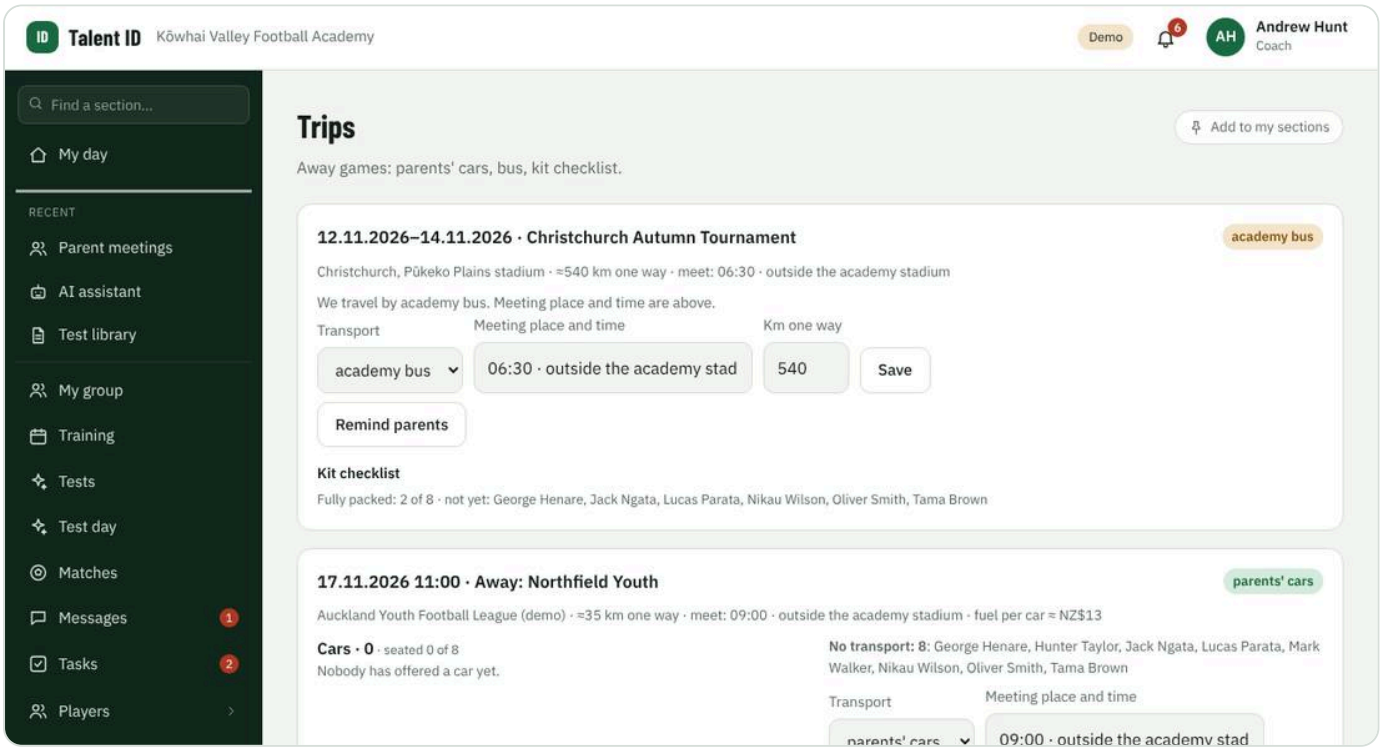
Arrange a meeting for your group — parents get a notification and reply “I’ll come / Can’t come”.



Parent meetings

5.2. Trips

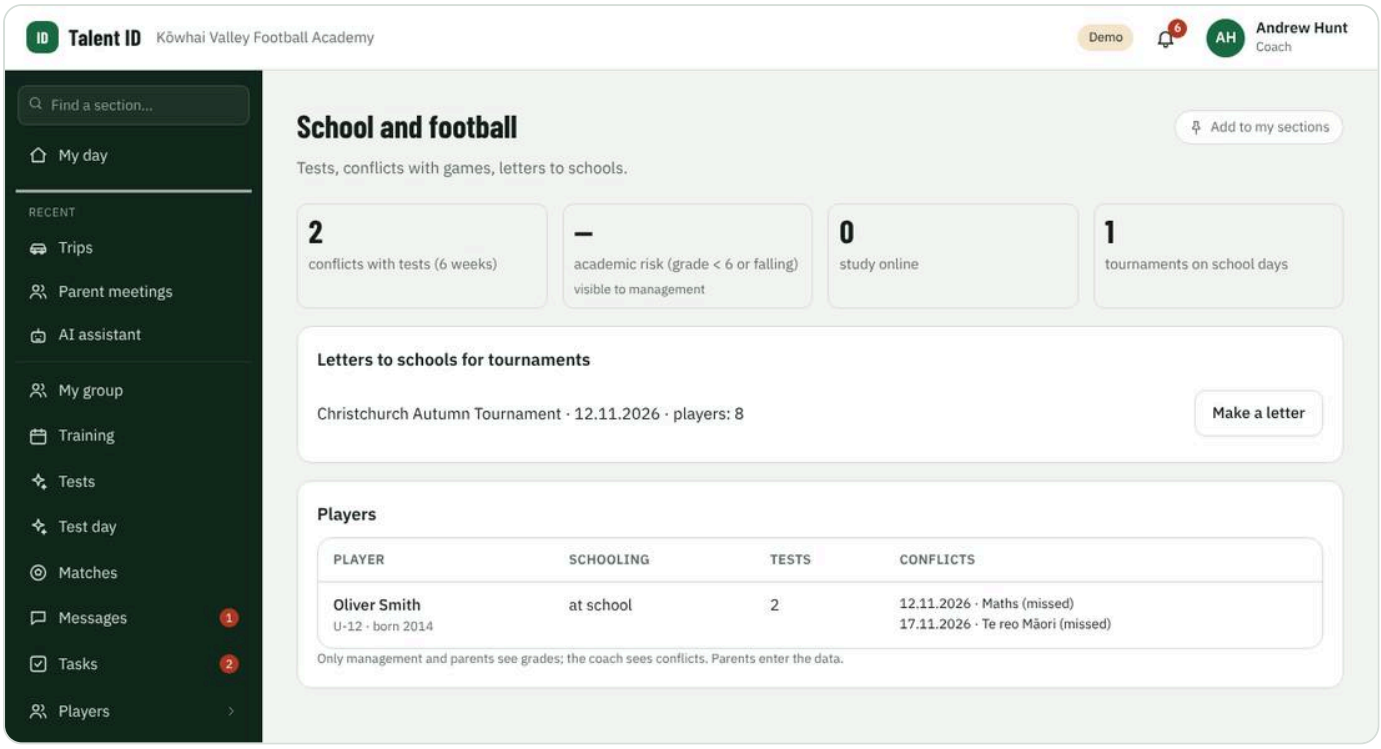
Away match: who travels in a parent’s car and who goes by coach, a kit checklist. Parents confirm the trip in their area.



Trips

5.3. School and football

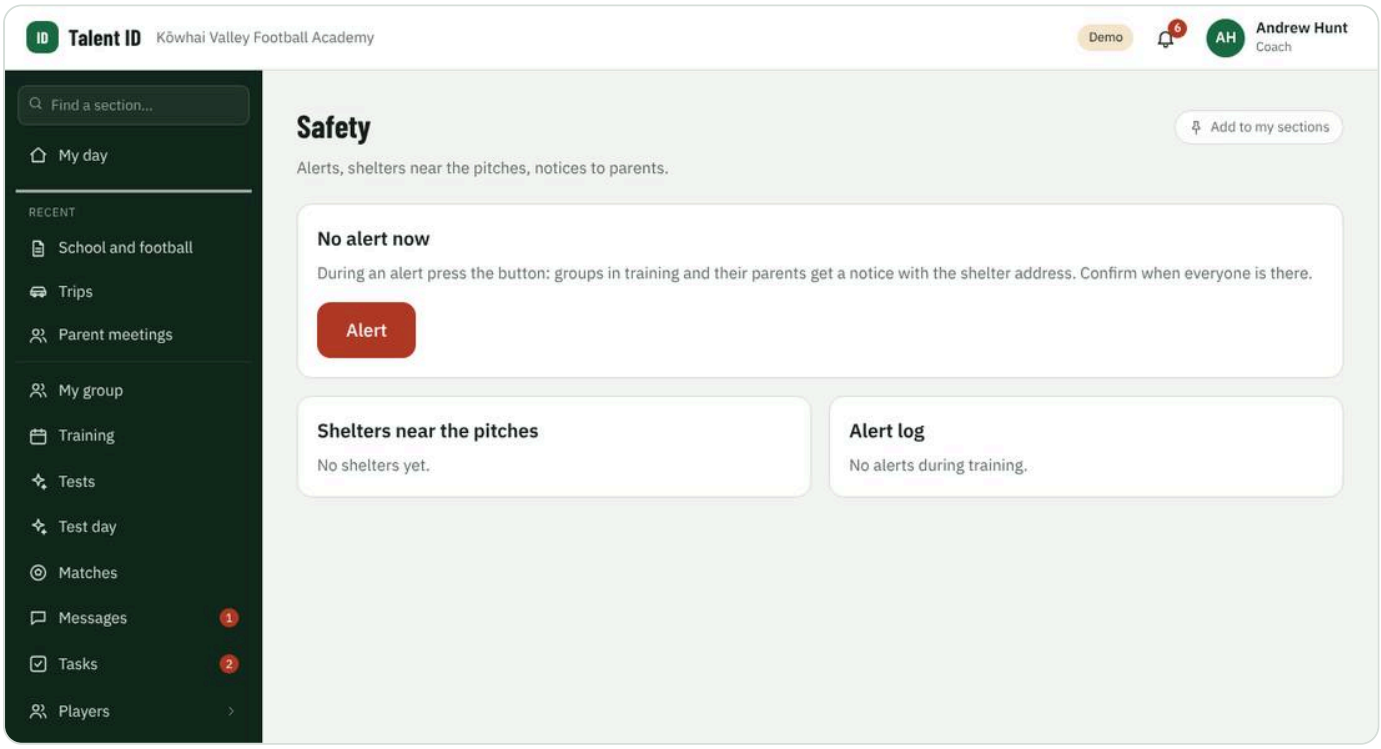
Tests and exams at the players' schools and clashes with matches; a ready-made letter to the school requesting time off for competitions.



School and football

5.4. Safety

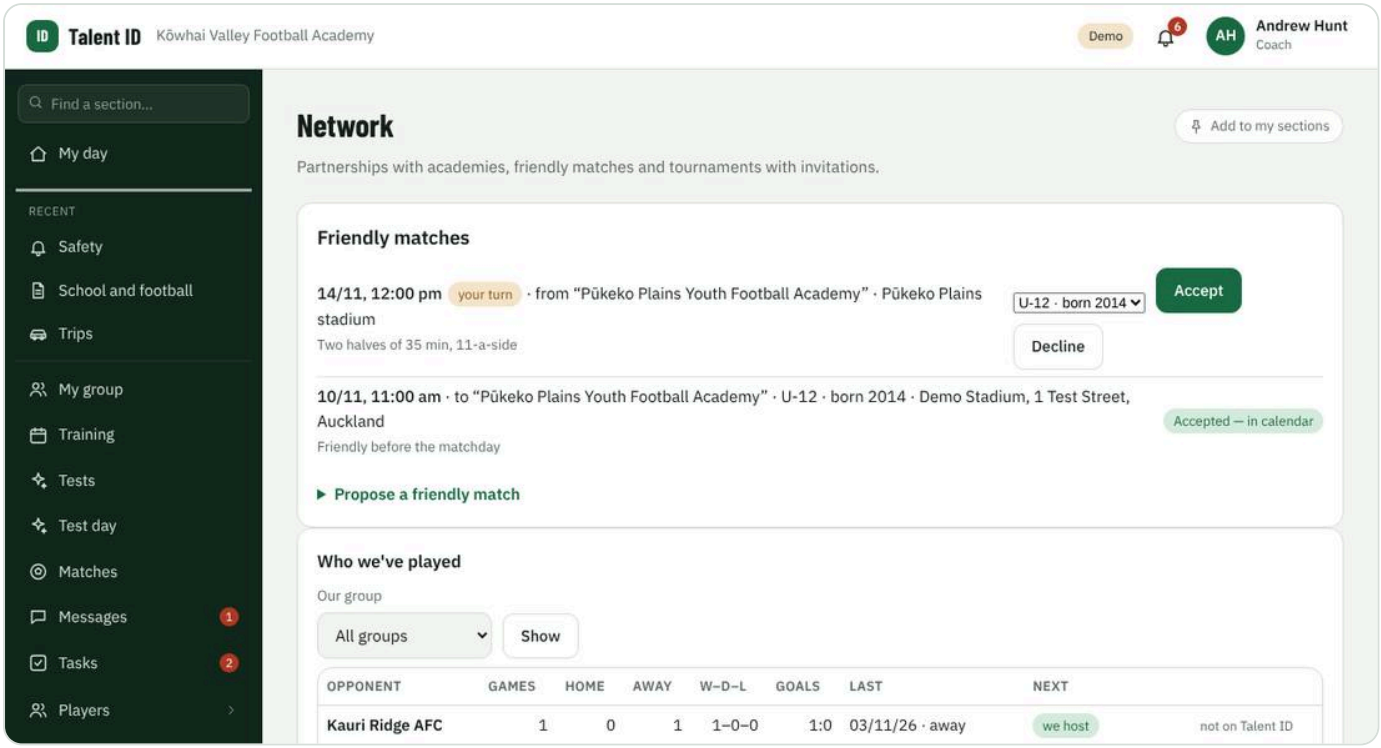
In an emergency, press "Alert" in the "Safety" section: the service shows the nearest shelter to the pitch, and parents get a notice.



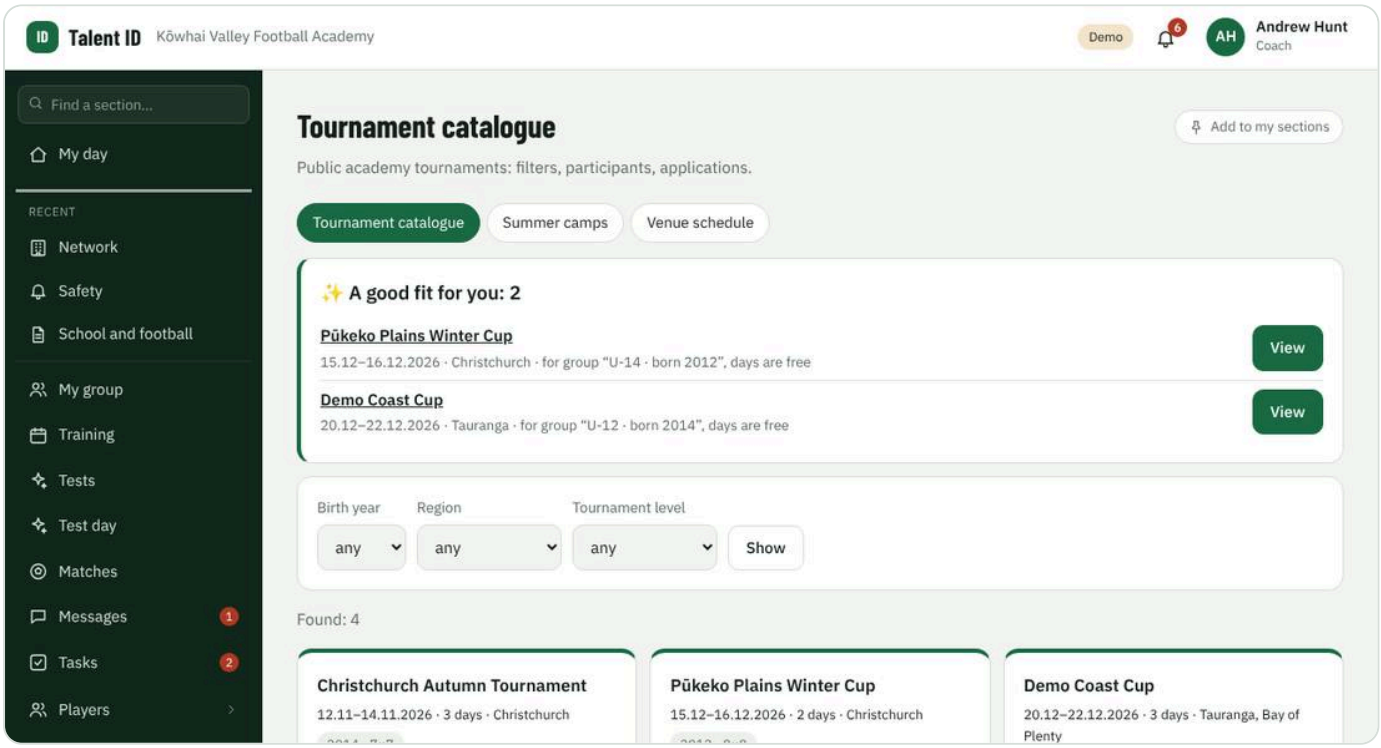
Safety

5.5. Network and tournaments

- **“Network”**: friendly matches and tournaments with partner academies — propose a match or reply to invitations.
- **“Tournament catalogue”**: the catalogue and your group’s entries.



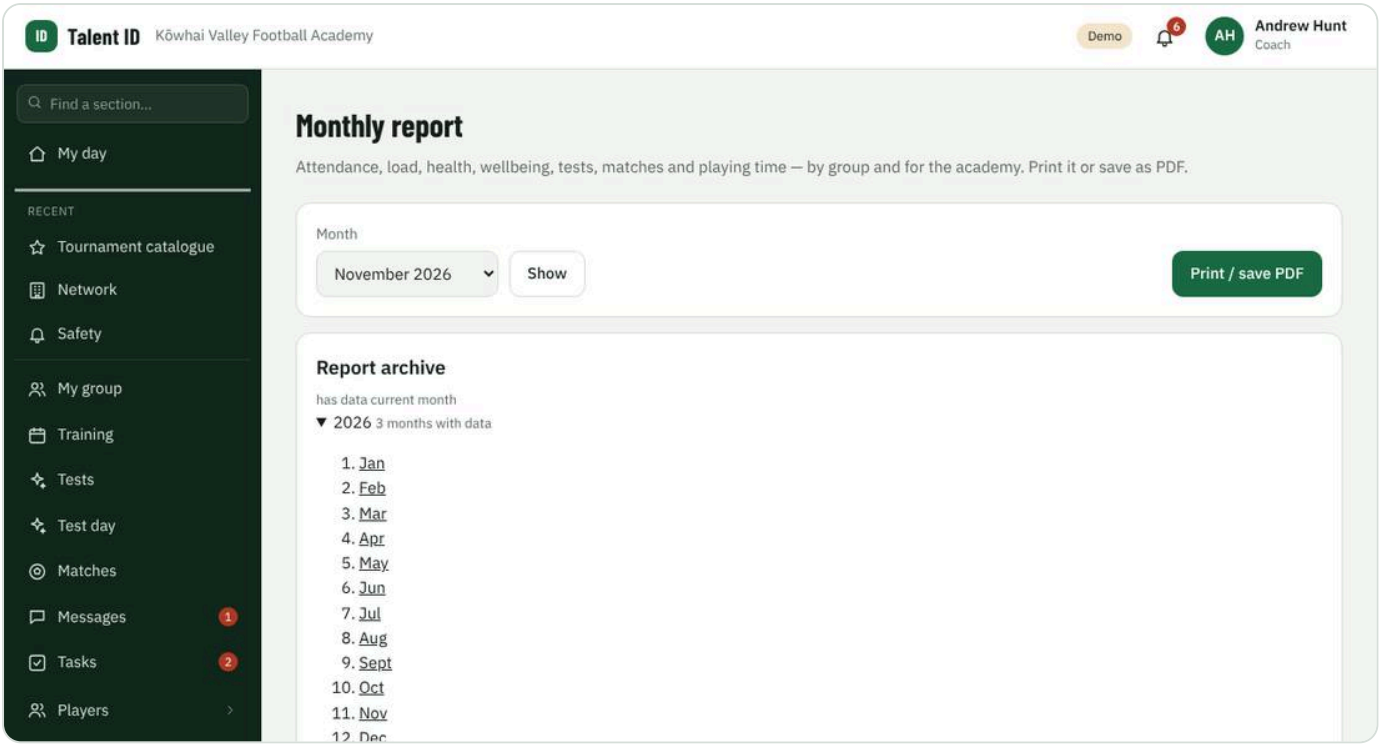
Network



Tournament catalogue

5.6. Monthly report

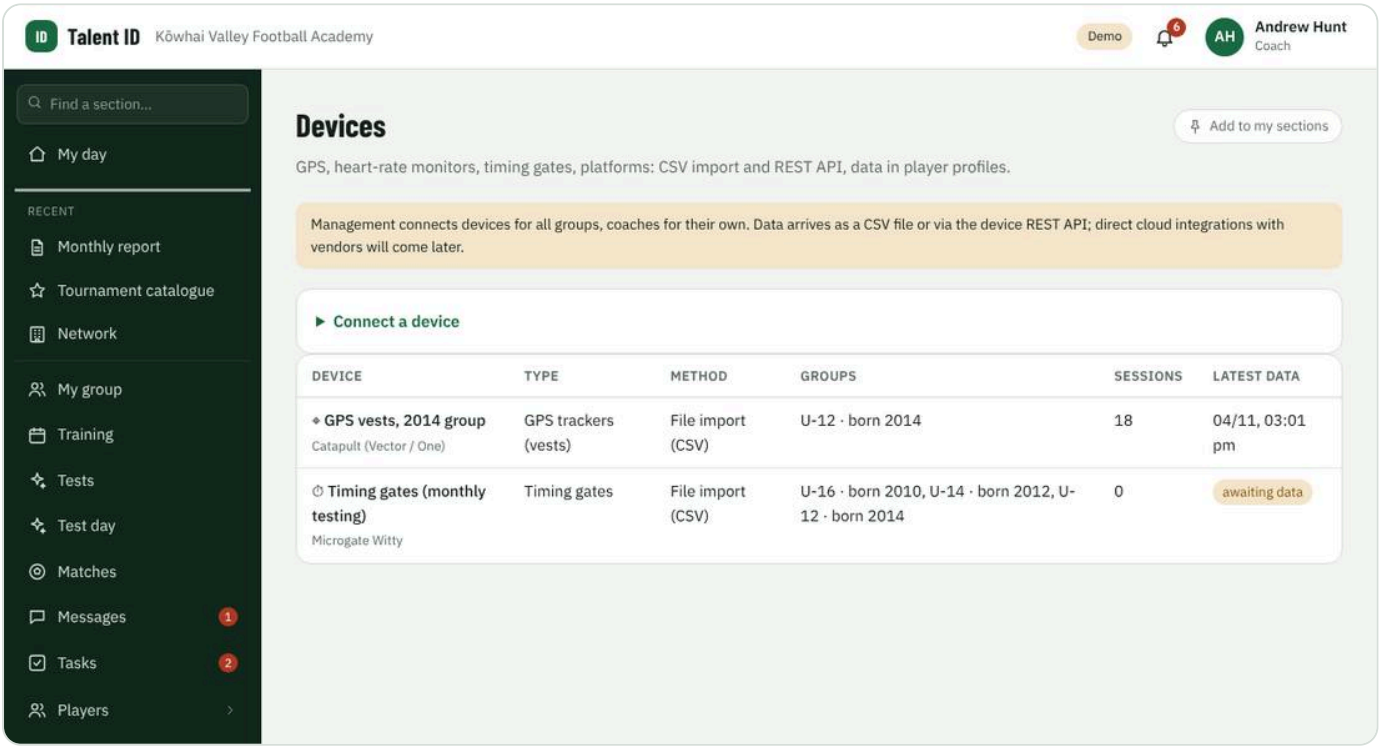
Your group’s attendance, load, health, tests, matches and playing time for the month — the same report management sees. It is built automatically from your records.



Monthly report

5.7. Devices

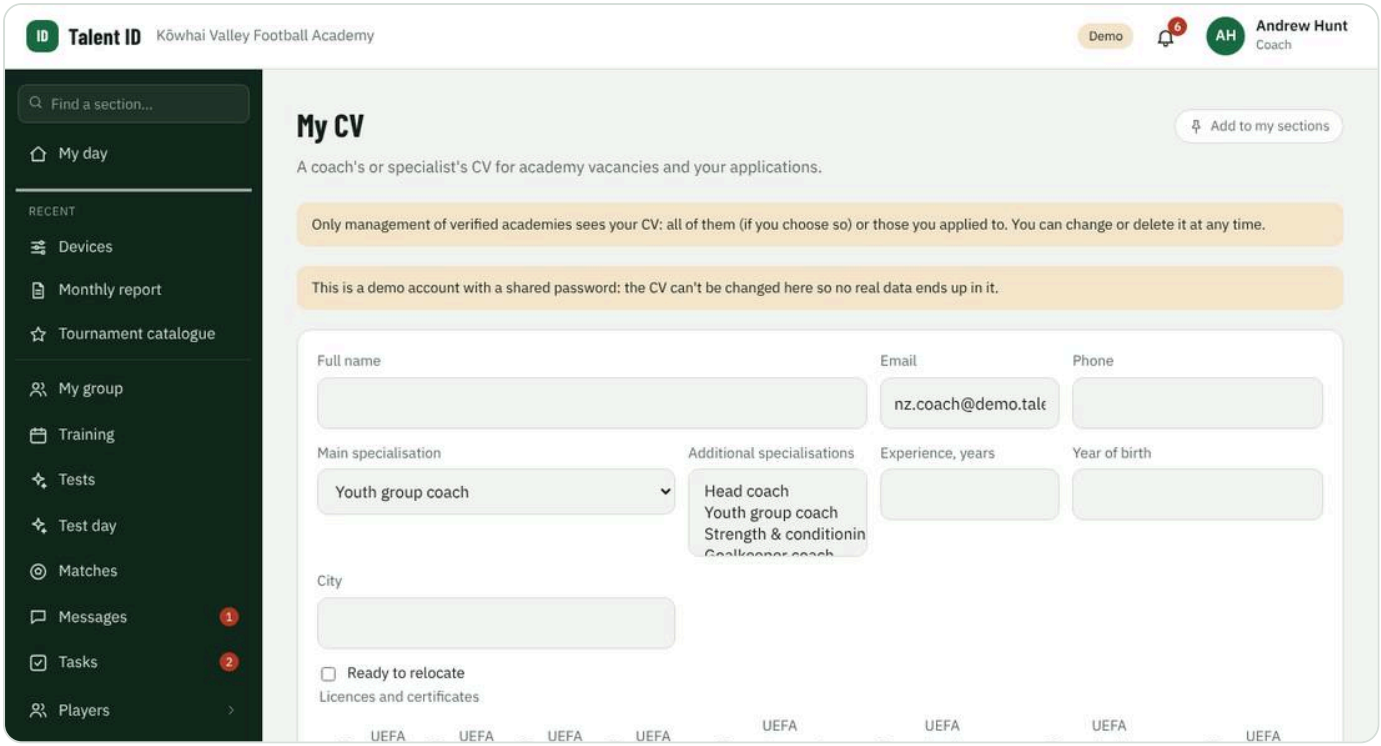
Data from GPS, heart-rate monitors and timing gates is uploaded as a CSV file or via the API and goes into the player profiles.

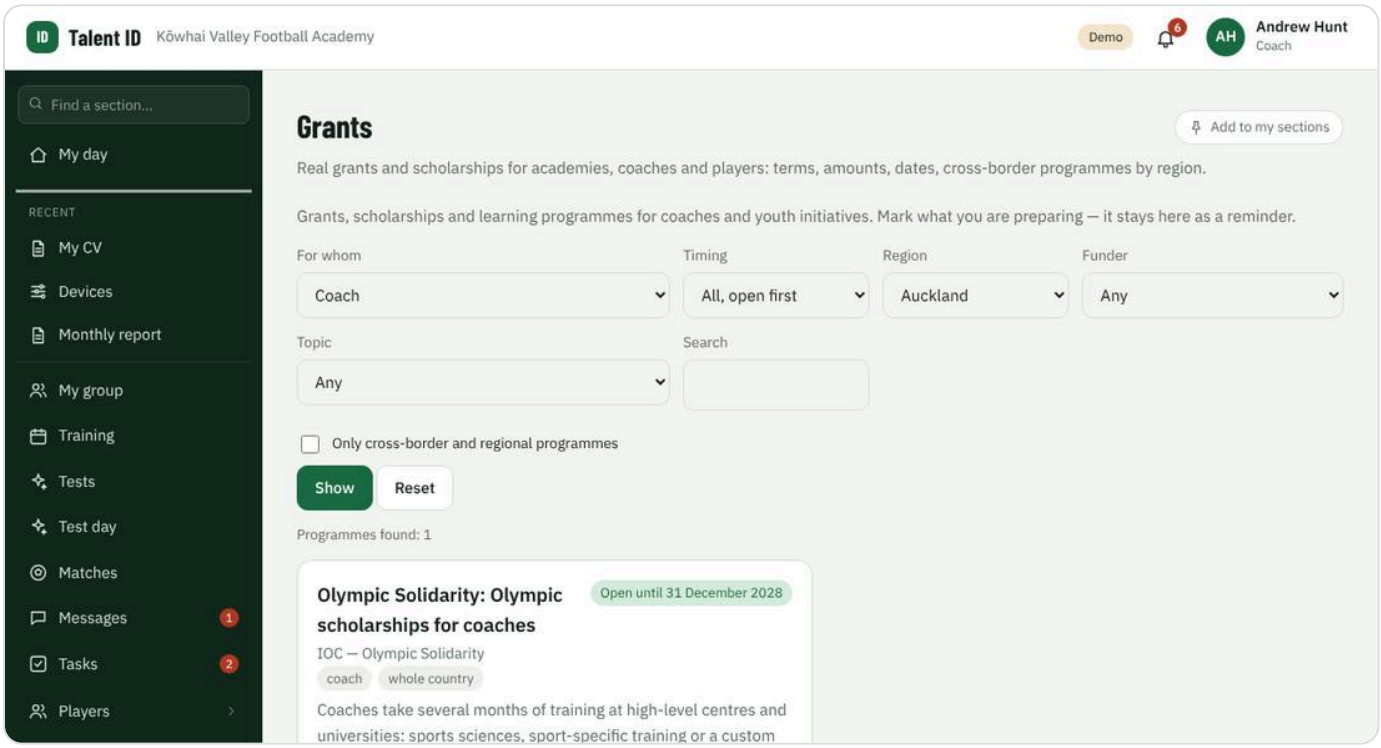


Devices

5.8. My CV and grants

- **“My CV”**: your professional coaching profile for academy vacancies, and your applications.
- **“Grants”**: real grants and scholarships from programmes open to New Zealand, including for coach education abroad.


Talent ID
Kōwhai Valley Football Academy
Demo
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AH
Andrew Hunt
Coach
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My CV
Add to my sections
A coach's or specialist's CV for academy vacancies and your applications.
Only management of verified academies sees your CV: all of them (if you choose so) or those you applied to. You can change or delete it at any time.
This is a demo account with a shared password: the CV can't be changed here so no real data ends up in it.
Full name
Email
nz.coach@demo.tale
Phone
Main specialisation
Youth group coach
Additional specialisations
Head coach
Youth group coach
Strength & conditionin
Experience, years
Year of birth
City
Ready to relocate
Licences and certificates
UEFA
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My CV


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Add to my sections
Real grants and scholarships for academies, coaches and players: terms, amounts, dates, cross-border programmes by region.
Grants, scholarships and learning programmes for coaches and youth initiatives. Mark what you are preparing — it stays here as a reminder.
For whom
Coach
Timing
All, open first
Region
Auckland
Funder
Any
Topic
Any
Search
Only cross-border and regional programmes
Show
Reset
Programmes found: 1
Olympic Solidarity: Olympic scholarships for coaches
Open until 31 December 2028
IOC — Olympic Solidarity
coach
whole country
Coaches take several months of training at high-level centres and universities: sports sciences, sport-specific training or a custom
Grants