

# Active Revision Worksheets

For A Level (Year 2) AQA PE

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# ACTIVE REVISION WORKSHEETS

## FOR A LEVEL (YEAR 2) AQA PE

Contents and Introductory Material

**A Level Paper 1:  
Factors Affecting  
Participation in  
Physical Activity and  
Sport**

**Section A: Applied Anatomy and  
Physiology**

**Section B: Skill Acquisition**

*No Section C in Year 2 resource; all content for  
Section C for Paper 2 is covered within the Year 1  
Active Revision Worksheets resource*

**A Level Paper 2:  
Factors Affecting  
Optimal Performance  
in Physical Activity  
and Sport**

**Section A: Exercise Physiology and  
Biomechanics**

**Section B: Sport Psychology**

**Section C: Sport and Society and  
Technology in Sport**

Answers

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## Teacher's Introduction

This resource contains activity worksheets covering the whole of the content for the course.

These worksheets provide a systematic structure for revision and ensure that students have covered everything after working through them. The resource can be used as:

- A comprehensive revision workbook in the run-up to the exam
- Homework sheets to consolidate learning
- Class exercises or independent practice

Each topic follows this structure:

 <b>Section A</b> (non-write-on)	This section is designed to recap students' knowledge and activities based on what students have learnt in class.
<b>Section B</b> (write-on)	In this section, students apply their knowledge to sports-based practice for the sports-based questions that they will encounter in the exam.
<b>Section C</b> (non-write-on)	This section enables students to discuss or evaluate their knowledge and understanding of the topic.
<b>Exam-style Questions</b> (non-write-on)	This section contains exam-style questions for students to practice answering.

Each topic has a checklist, based on the specification, of everything students need to know. Students should use this table to track their progress and confidence against each topic. The levels are as follows:

- **Bronze** – 'I am not completely confident. I have revised the content, but I need to revise this more.'
- **Silver** – 'I am semi-confident. I understand the content, but need to improve my knowledge.'
- **Gold** – 'I am confident in my knowledge and application of the content and can analyse the content if required.'

Not every student will need to work through every topic – where students are confident in their knowledge on a particular topic, they may wish to progress directly to Sections B and C, applying it and evaluating it. However, should students fail to score full marks in these sections, they go back and do the knowledge revision activities in Section A.

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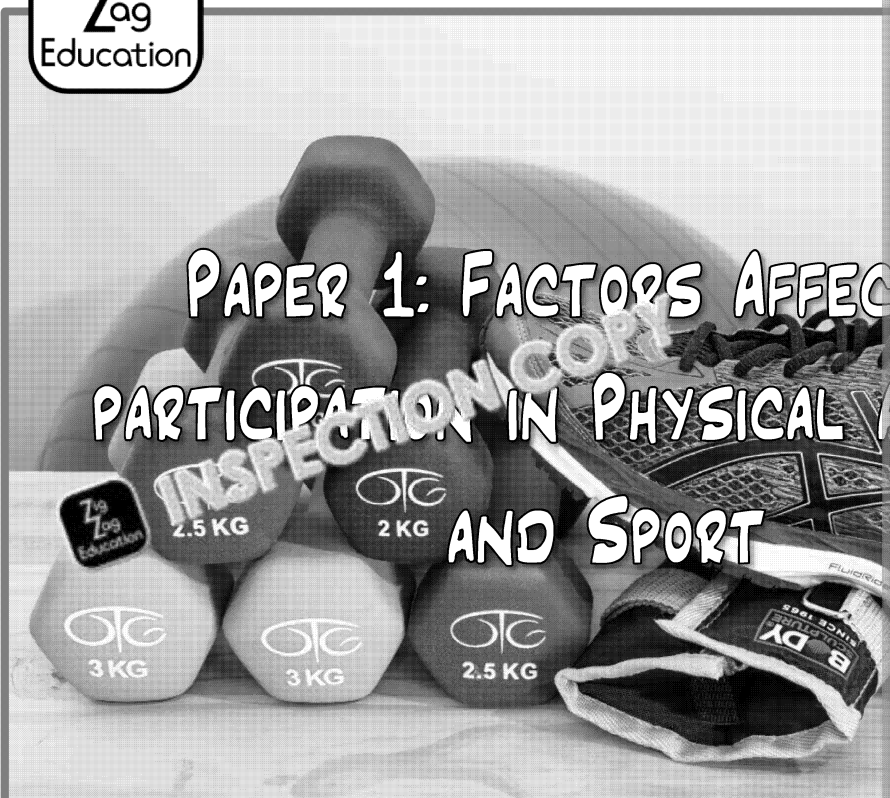
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# Active Revision Works

## For A Level (Year 2) AQA PE

**Paper 1: Factors Affecting Participation in Physical Activity and Sport**

**Section A: Applied Anatomy and Physiology**

Topic 1: Energy Systems

*A: Energy Transfer in Physical Activity* .....

*B: Factors Affecting VO<sub>2</sub> Max and Specialist Training Methods* .....

**Section B: Skill Acquisition**

Topic 2: Memory Models and Information Processing .....



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# Topic 1: Energy Systems

## A: ENERGY TRANSFER IN PHYSICAL ACTIVITY



### Knowledge Checklist

Adenosine triphosphate (ATP) and energy transfer
Energy transfer during short-duration/high-intensity exercise (ATP-PC energy system and anaerobic energy system)
Energy transfer during long-duration/lower-intensity exercise (aerobic energy system)
The energy continuum and relationship between three systems
Energy transfer during different activities (aerobic and anaerobic)



### SECTION A: DEMONSTRATE YOUR KNOWLEDGE

1. Why is Adenosine triphosphate (ATP) important to the body?

.....

.....

2. Where is ATP stored in the body?

.....

3. Organise the following symbols and letters to produce an equation to show energy transfer. (Some will not be required.)

ATP	+	=	ADP	Creatine
P	-	PC	x	Energy

→

4. (a) ATP must be constantly resynthesised, due to it breaking down quickly. Write an equation to show the breakdown of ATP to release energy for the resynthesis of ATP?

.....

- (b) Write an equation to show this process.

.....

- (c) Write an equation to show the resynthesis of ATP.

.....

5. Name the three main energy systems used by the body.

- (i) .....
- (ii) .....
- (iii) .....

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6. For each energy system, complete the table to identify the reaction type (aerobic/anaerobic); the chemical or food source used; the site of the reaction; the controlling enzyme; the by-products.

	Energy System	
Type of Reaction (aerobic/anaerobic)		
Chemical / Food Source		
Site of Reaction		
Controlling Enzyme		
By-products		

7. For the stages below, name the system being described and fill in any missing information.

1) Glucose is broken down by the enzymes \_\_\_\_\_ and \_\_\_\_\_. The glucose becomes glucose-6-phosphate.

2) If oxygen is not present, \_\_\_\_\_ lactate dehydrogenase (LDH) \_\_\_\_\_

3) If oxygen is present, the \_\_\_\_\_ is converted to \_\_\_\_\_ which then enters the Krebs cycle.

Name of energy system:

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8. Explain what is meant by EPOC.

.....

.....

.....

.....

Now, outline its two components:

**Fast component:**

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.....

.....

**Slow component:**

.....

.....

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9. Describe the terms **OBLA** and **lactate threshold** with regard to lactate accumulation.

OBLA .....

.....

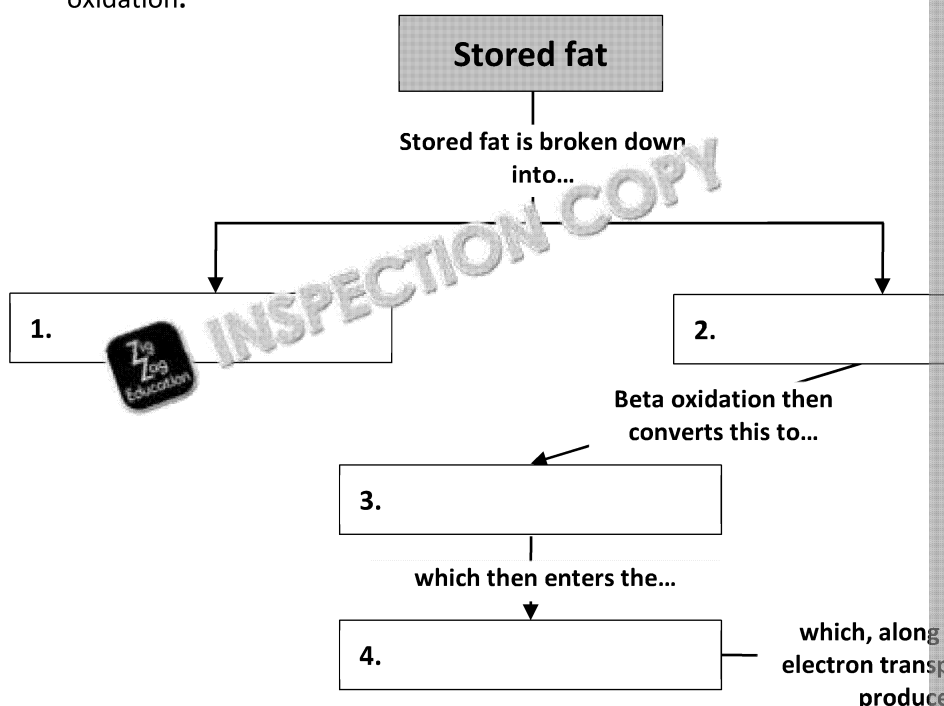
.....

Lactate threshold .....

.....

.....

10. Fill in the flow chart below, demonstrating the journey fats take to be completely oxidised.



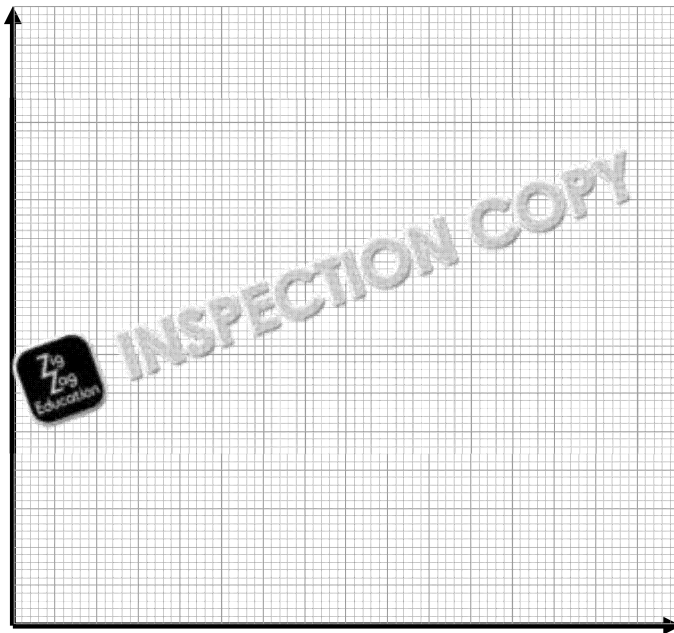
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## SECTION 8: APPLY YOUR KNOWLEDGE

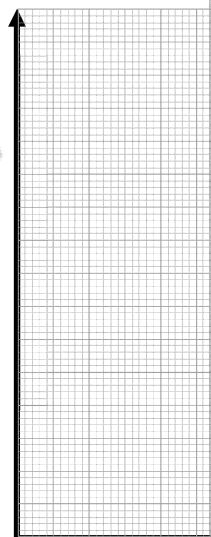
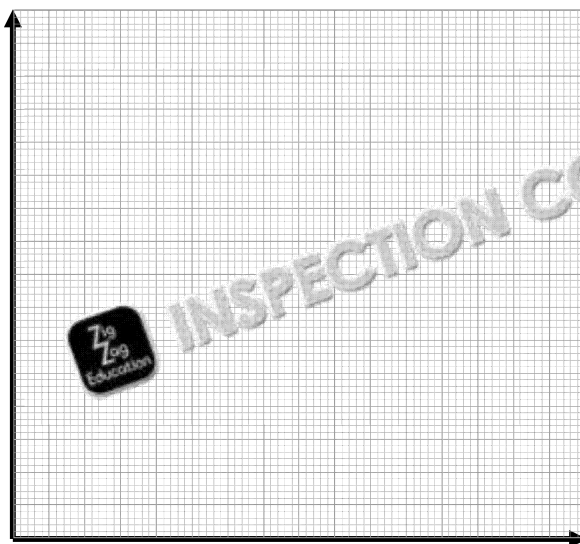
1. Draw a graph to show the energy continuum representing the relative energy system has on overall energy production during exercise at different intensities. Include a key for your graph or label your lines.



2. Exercise can be categorised as maximal (athlete works at maximal intensity) or submaximal (athlete works below maximal intensity/effort).

Draw and annotate two graphs to illustrate the difference in the oxygen consumption (oxygen deficit) and oxygen consumption during recovery (EPOC) for the two types of exercise.

5 K park run



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3. Explain how a 100 m sprinter's training would ensure they are training the for their sport and explain how this energy system is beneficial for their pe

.....

.....

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.....

4. Using sporting examples, describe how different intensities and durations differently.

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5. An up-and-coming 800 m runner has found she cannot keep up with her c of the race. Suggest why lactate may affect the athlete's sprint and power

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## SECTION C: ANALYSE AND EVALUATE

1. The world record for the marathon is just over two hours. With reference to the primary energy system used during this event and describe the stages of the process.
2. Explain how the characteristics of different muscle fibre types are suited to different energy systems.



## EXAM-STYLE QUESTION

### A LEVEL PAPER 1: FACTORS AFFECTING PARTICIPATION IN PHYSICAL ACTIVITY AND SPORT

1. Which one of the following equations most accurately shows breakdown of ATP?
  - a)  $\text{ATP} = \text{ADP} + \text{P} + \text{Energy}$
  - b)  $\text{Energy} = \text{ADP} + \text{ATP} + \text{P}$
  - c)  $\text{ADP} = \text{ATP} + \text{P} + \text{Energy}$
  - d)  $\text{ATP} = \text{ADP} + \text{P} + \text{Energy}$

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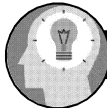
# Topic 1: Energy Systems

## B: FACTORS AFFECTING $\text{VO}_2$ MAX AND SPECIALIST TRAINING



### Knowledge Checklist

Factors affecting $\text{VO}_2$ max and aerobic power
Measurements of energy expenditure: indirect calorimetry, lactate sampling, $\text{VO}_2$ max test and respiratory exchange ratio (RER)
Specialist training methods and their impact on energy systems: altitude training, high intensity interval training (HIIT), plyometrics and speed/agility/quickness (SAQ)



### SECTION A: DEMONSTRATE YOUR KNOWLEDGE

1. What is altitude training?

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2. Describe acclimatisation and identify why it is important for an athlete to

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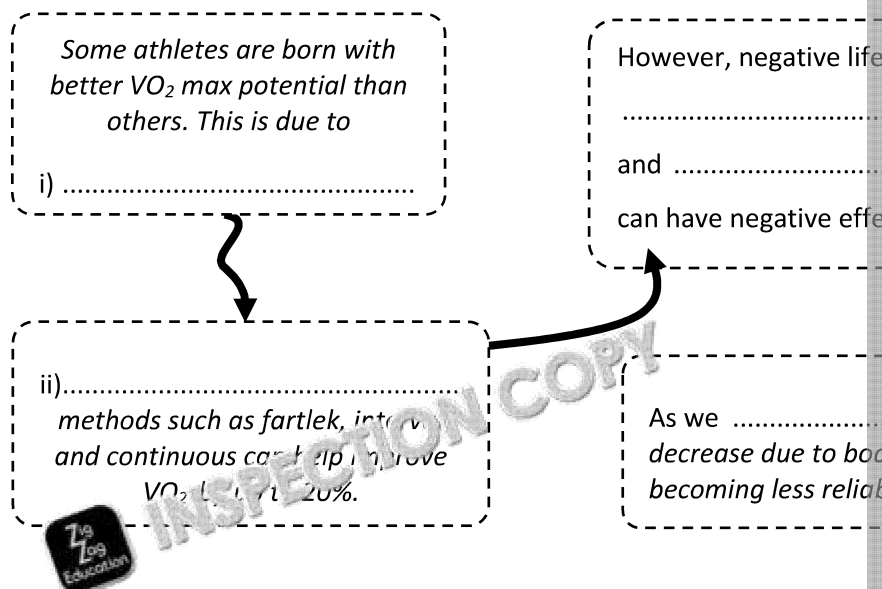
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3. Complete the flow diagram to explain the factors that influence  $VO_2$  max.



OTHER FACTORS THAT AFFECT  $VO_2$  MAX INCLUDE...

.....

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.....

4. What is high intensity interval training (HIIT)?

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## SECTION B: APPLY YOUR KNOWLEDGE

1. Give two examples of athletes that would train at altitude.


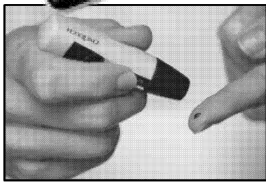
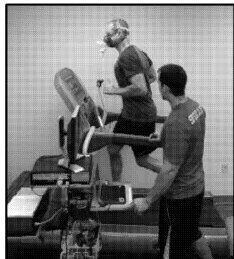
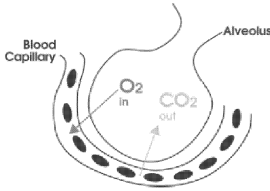
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2. Complete the table below, describing the four methods of measuring energy expenditure. Give an example of the type of athlete that would benefit from each method and the type of test that would be used.

Method	Description
<b>Indirect calorimetry</b> 	
<b>Blood lactate sampling</b> 	
<b>VO<sub>2</sub> max test</b> 	
<b>Respiratory exchange ratio</b> 	

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3. Explain why a forward in football, such as Lionel Messi, would benefit from (HIIT), and provide the key factors he should consider when taking part in



Explanation:

Considerations:

- 
- 
- 
- 

4. Outline the three phases of plyometric exercises and identify and describe this type of training.

1) Preloading phase



2) Amortisation phase



3) Muscular contraction phase



Sport t

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5. SAQ training develops the speed, agility and quickness of an athlete, which

Complete the ladder below to answer each of the questions on SAQ.

Other than speed and agility, what other components of fitness are important for SAQ training?	Give some examples of training methods for SAQ.
--	---



## SECTION C: ANALYSE AND EVALUATE

1. Discuss the use of acclimatisation to improve sporting performance



## EXAM-STYLE QUESTION

**A LEVEL PAPER 1: FACTORS AFFECTING PARTICIPATION IN PHYSICAL ACTIVITY AND SPORT**

1. Long-term effects of exercise include increased cardiac output and increased

Explain how these effects affect  $VO_2$  max.

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## Topic 2: Memory Models



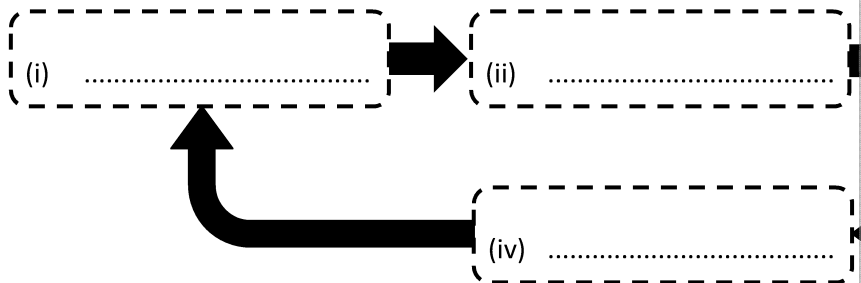
### Knowledge Checklist

The general information processing model: input, decision-making, output and feedback
Working memory model (Baddeley and Hitch)
Whiting's information processing model
Reaction time, response time and movement time
Factors that affect response time
Anticipation: temporal and spatial
Schmidt's schema theory
Strategies to improve information processing



### SECTION 4: TEST YOUR KNOWLEDGE

1. (a) Complete the flow chart below, naming the four different stages of the basic information processing model.



- (b) Describe the four stages of basic (general) information processing.

- (i) .....
- .....
- (ii) .....
- .....
- (iii) .....
- .....
- .....

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2. Selective attention is an important process within the input stage of the information processing model. It allows an athlete to decide what cue to pay attention to.

In the space given below, draw a diagram to represent the Working Memory Model and Hitch.

3. (a) Define the terms 'reaction time', 'movement time' and 'response time'.

**Reaction time:** .....

.....

**Movement time:**.....

.....

**Response time:** .....

.....

- (b) Give an equation to demonstrate the relationship between reaction time and movement time.

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4. Describe the difference between simple reaction time and choice reaction time.

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5. (a) Define 'anticipation'.

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(b) Define and name the two types of anticipation.



Name: .....

Definition: .....

.....

Name: .....

Definition: .....

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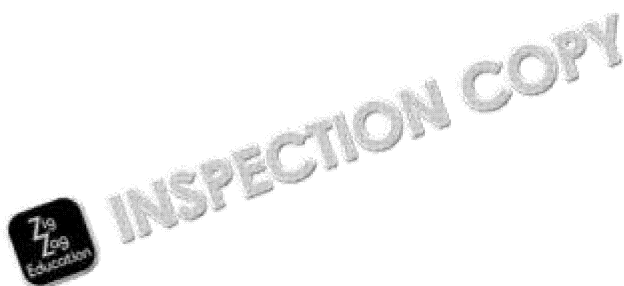
6. a) Describe what is meant by the term 'schema'.

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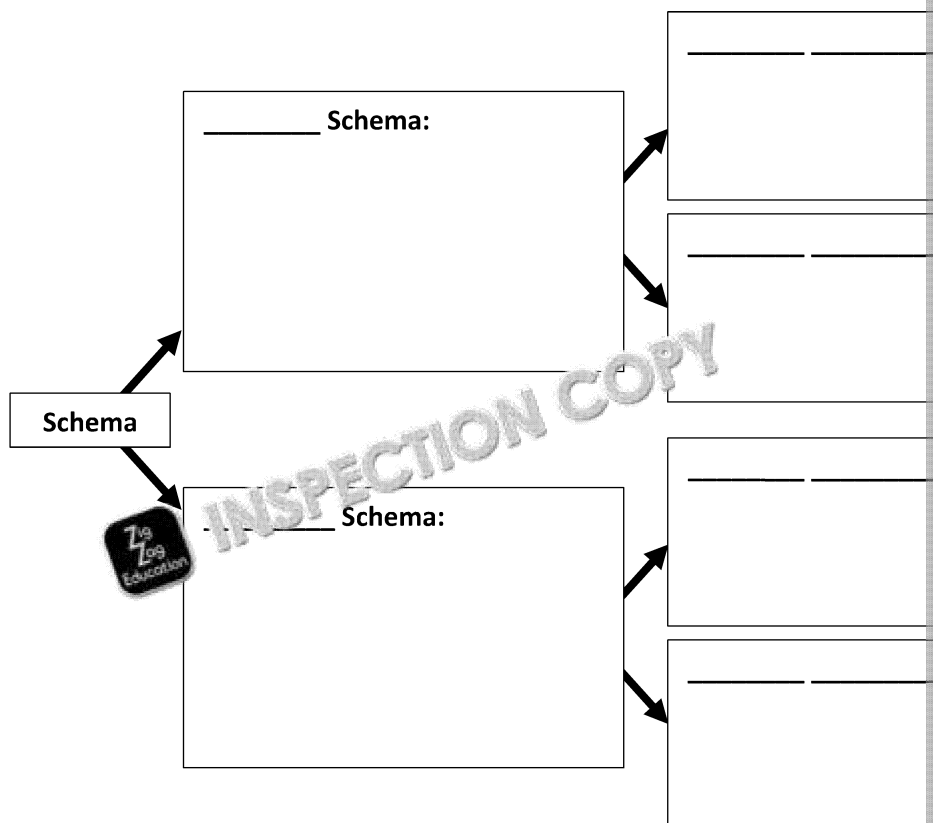
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- b) Schmidt's schema theory can be broken down into four parameters. identify and describe each of the parameters of Schmidt's schema th



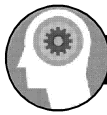
7. Give three ways an athlete and/or coach could improve the selective attention efficiency of information processing.
- i) .....
- ii) .....
- iii) .....

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## SECTION 8: APPLY YOUR KNOWLEDGE

1. Using sporting examples, name and describe **four** sources of feedback and stage of information processing.

(i) .....

.....

(ii) .....

.....

(iii) .....

.....

(iv) .....

.....

2. A beginner in rugby is learning how to catch a ball that has been kicked high. Explain the importance of **selective attention** in this scenario.

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3. Using the sporting example of a tennis player receiving a serve, explain the memory model.

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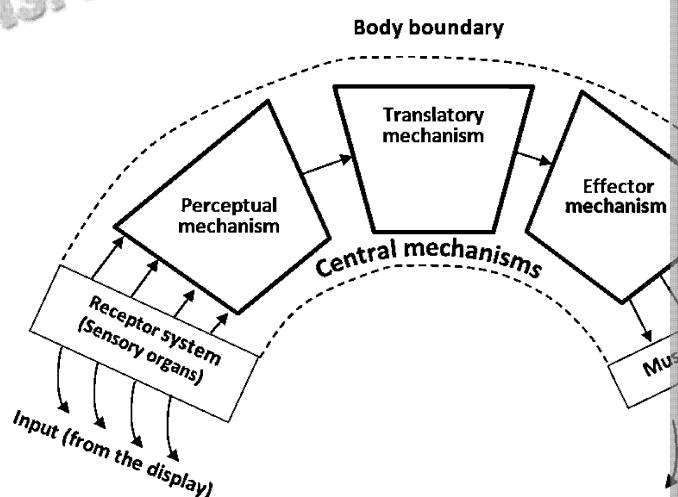
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4. Using the diagram below and your own knowledge, describe the components of the processing model. Use an example from sport to support your answer.



Display/environment: .....

Sensory organs / receptor systems: .....



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Perceptual mechanism: .....

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Translatory mechanism: .....

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.....

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Effector mechanism: .....

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Muscular system and output data: .....

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Feedback data: .....

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5. Using the practical example of a rugby player throwing a pass, describe how to adapt the skill in order to be successful.



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## SECTION C: ANALYSE AND EVALUATE

1. Explain the three factors that can affect response time and draw a graph to show the relationship between them.
2. Suggest the strategies a coach could use to improve response time in sports.
3. Explain two strategies a coach and an athlete could use to improve the athlete's information processing.



## EXAM-STYLE QUESTION

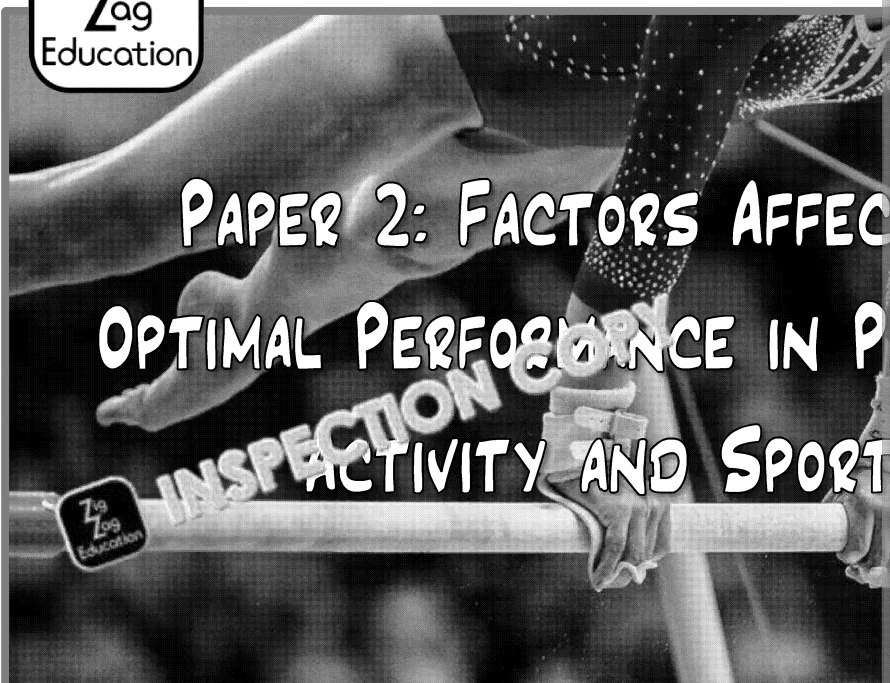
### A LEVEL PAPER 1: FACTORS AFFECTING PARTICIPATION IN PHYSICAL ACTIVITY AND SPORT

1. Schema involves using core principles from existing motor programmes to perform a new task.  
Suggest three ways a coach could organise training sessions to enable schema to develop.



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# PAPER 2: FACTORS AFFECTING OPTIMAL PERFORMANCE IN PHYSICAL ACTIVITY AND SPORT

## Active Revision Worksheets

### For A Level (Year 2) AQA PE

#### Paper 2: Factors Affecting Optimal Performance in Physical Activity and Sport

##### Section A: Exercise Physiology and Biomechanics

Topic 3: Injury Prevention and Rehabilitation .....

Topic 4: Biomechanical Movement .....

A: Linear Motion and Angular Motion .....

B: Fluid Mechanics and Projectile Motion .....

##### Section B: Sport Psychology

Topic 5: Psychological Factors that Influence Physical Activity .....

A: Achievement Motivation Theory .....

B: Attribution, Confidence and Self-efficacy .....

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Relationship between Sport and the Media .....

Topic 10: The Role of Technology in Physical Activity and Sport .....

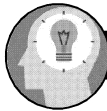
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# Topic 3: Injury Prevention and Rehabilitation


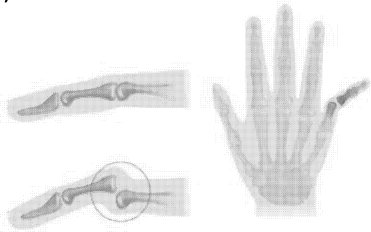
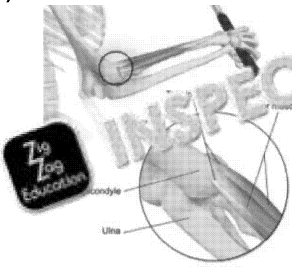
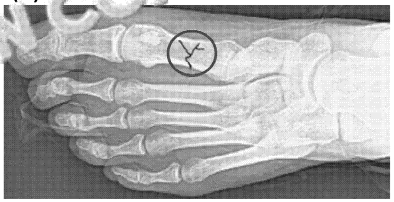
## ✓ Knowledge Checklist

Types of injury: acute and chronic
Methods used in injury prevention, injury rehabilitation and injury recovery
Physiological reasons for use of hyperbaric chambers and cryotherapy in injury rehabilitation
Importance of sleep and nutrition in rehabilitation and recovery



### SECTION A: DEMONSTRATE YOUR KNOWLEDGE

- Define the following types of injuries.
  - : .....
  - Chronic:** .....
- For the following images, categorise each as either a chronic injury or an acute injury as shown.

<p>(i)</p> 	<p>(ii)</p> 
<p>CATEGORY:</p> <p>INJURY TYPE:</p>	<p>CATEGORY:</p> <p>INJURY TYPE:</p>
<p>(iv)</p> 	<p>(v)</p> 
<p>CATEGORY:</p> <p>INJURY TYPE:</p>	<p>CATEGORY:</p> <p>INJURY TYPE:</p>

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3. Name and describe three types of acute injury.

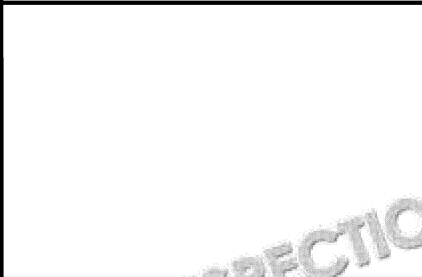
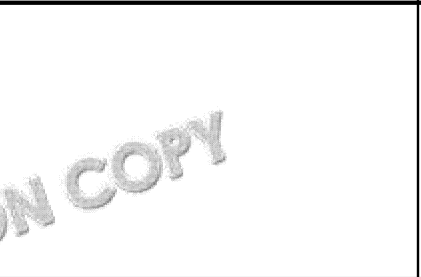


- (i) .....
- .....
- .....
- .....
- (ii) .....
- .....
- .....
- .....
- (iii) .....
- .....
- .....

4. Name three rehabilitation methods for injuries.

- (i) .....
- (ii) .....
- (iii) .....

5. Some athletes may want to accelerate their recovery after exercise, ready for competition.

Draw an image of and/or describe each of the following methods of recovery.

Compression garments	Foam rollers and massage	
		
Ice packs	Ice baths	
		

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## SECTION 8: APPLY YOUR KNOWLEDGE

1. Identify a sport in which athletes are at a high risk of developing strains or sprains.

**Sport:** .....

**Justification:** .....

.....

.....

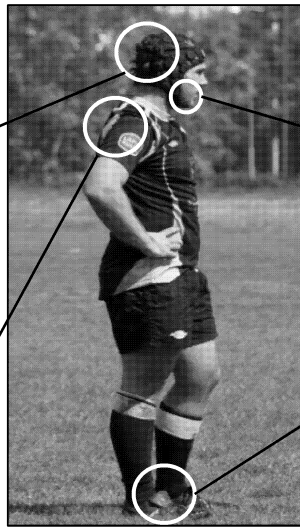
.....

2. Annotate the image below, labelling the protective clothing rugby players wear. Outline why the correct equipment/clothing is important to reduce the risk of injury.



(i) .....

(iii) .....



.....

.....

.....

3. Describe the three stages of an effective warm-up and, using examples, explain how each stage helps to reduce the risk of injury.

Stage 1 .....

.....

.....

Stage 2 .....

.....

.....

Stage 3 .....

.....

.....

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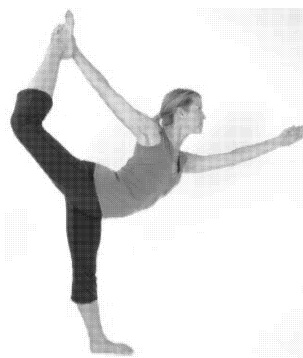
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4. Identify and describe the types of stretch shown below, used during flexibility

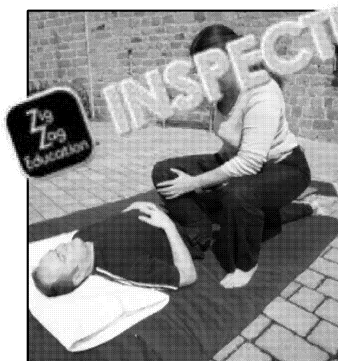
i)



Type of stretch:

Description:

ii)



Type of stretch:

Description:

iii)



Type of stretch:

Description:

iv)



*Repeated up and down motion*

Type of stretch:

Description:

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## SECTION C: ANALYSE AND EVALUATE

1. Copy and complete the table below to evaluate the use of screening as an

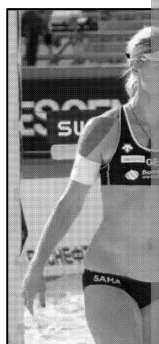
Advantages	Disadvantages

2. Identify the injury prevention or rehabilitation strategies shown in the images and help to prevent or limit injury.

a)



b)



3. Copy and complete the table below, explaining how each method aids recovery. Give an example of an athlete who may use each recovery method.

Recovery method	How it aids recovery	Example of an athlete who may use each recovery method
Compression garments		
Foam rollers and massage		
Cold therapy		
Ice baths		
Cryotherapy		
Hyperbaric chambers		

4. Discuss the importance of sleep and nutrition in helping athletes to recover.



## EXAM-STYLE QUESTION

### A LEVEL PAPER 2: FACTORS AFFECTING PERFORMANCE IN PHYSICAL ACTIVITIES

1. Physiotherapists and sports medicine professionals often consider many factors when helping athletes recover from injuries and rehabilitate them from existing injuries.

Explain the use of cryotherapy and hyperbaric chambers to recover from injuries in games such as rugby.

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## Topic 4: Biomechanical Motion

### A: LINEAR MOTION AND ANGULAR MOTION



#### Knowledge Checklist

Forces acting on athletes during linear motion
Definition, units, measurements and quantities of linear motion
Graphs of linear motion: the relationship between impulse and momentum
Application of Newton's laws to angular motion
Definition, units, measurements and quantities of angular motion
Graphs of angular motion: conservation of angular momentum during flight, moment of inertia and relationship with angular velocity



#### SECTION 4: TEST YOUR KNOWLEDGE

1. Define 'linear motion'.  
.....
2. Define 'angular motion'.  
.....
3. (i) What kind of force is produced by the skeletal muscles, allowing movement?  
.....  
(ii) What kind of force creates angular motion through the application of torque?  
.....



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4. Define the quantities of linear motion given in the table below. Write a calculation and state the unit of measurement for the quantity and identify whether each quantity is a scalar or a vector.

Quantity	Definition	Calculation
Mass		
Weight		
Distance		
Displacement		
Speed		
Velocity		
Acceleration/ deceleration		
Momentum		

5. Define the quantities of angular motion given in the table below. Write a calculation and state the unit of measurement for the quantity.

Quantity	Definition	Calculation
Angular displacement		
Angular acceleration		
Moment of inertia		
Angular velocity		
Angular momentum		

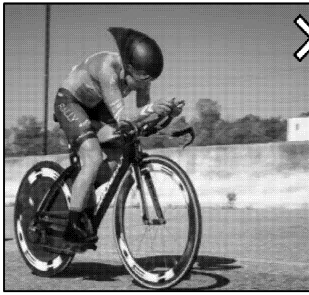
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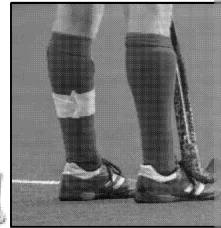
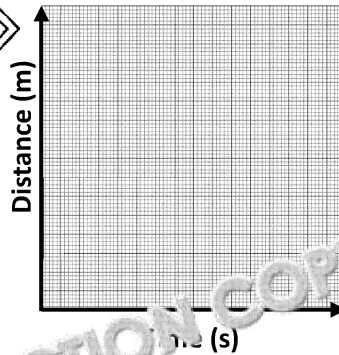


## SECTION 8: APPLY YOUR KNOWLEDGE

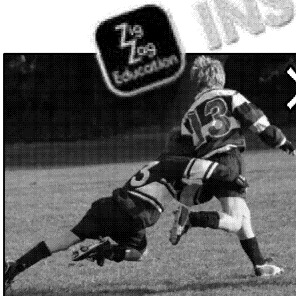
1. Draw a **distance–time graph** to illustrate the following scenarios:



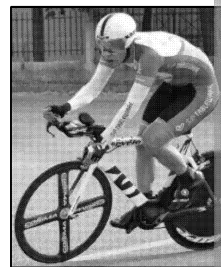
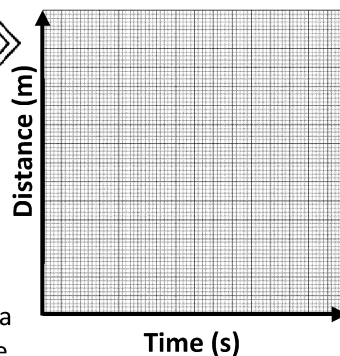
- i) A cyclist gradually increasing their acceleration.



- ii) A hockey player standing on the halfway line, waiting for the ball.

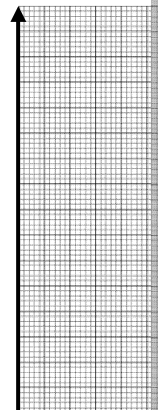


- iii) A rugby player accelerating to get to a tackle, making a tackle and then running back into position.



- iv) A cyclist traveling at a constant speed on a flat section of a race.

2. Draw a **speed–time graph** showing a sprinter accelerating from standing still, decelerating down to standing still again. Remember to label your axes.



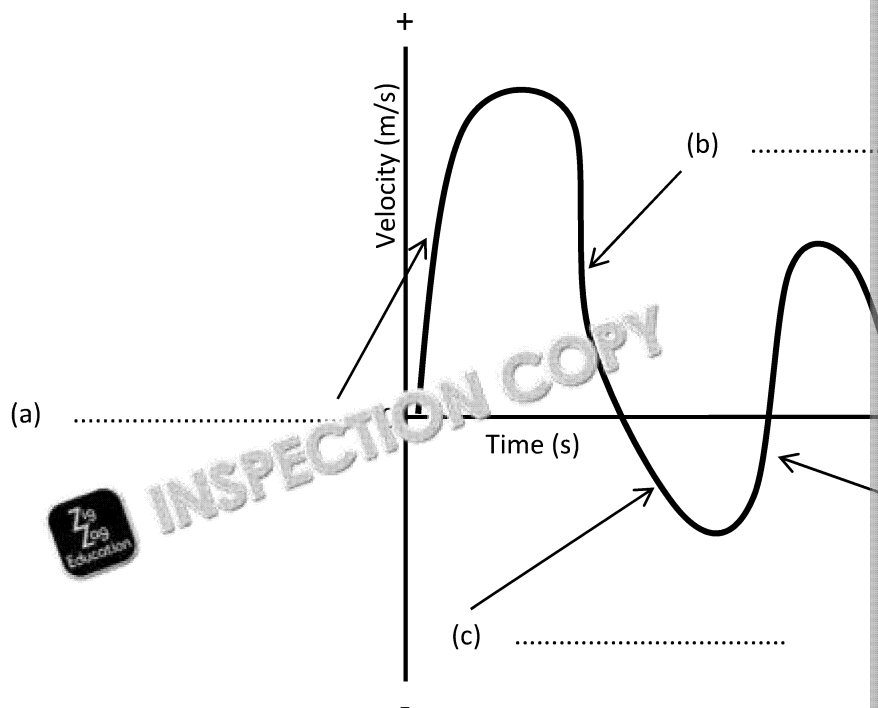
3. (i) Label the velocity–time graph below with the following information:
1. Deceleration
  2. Acceleration
  3. Acceleration in a different direction

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4. Deceleration in a different direction



(ii) Give a sporting example of what the graph in 3(i) could be demonstrating

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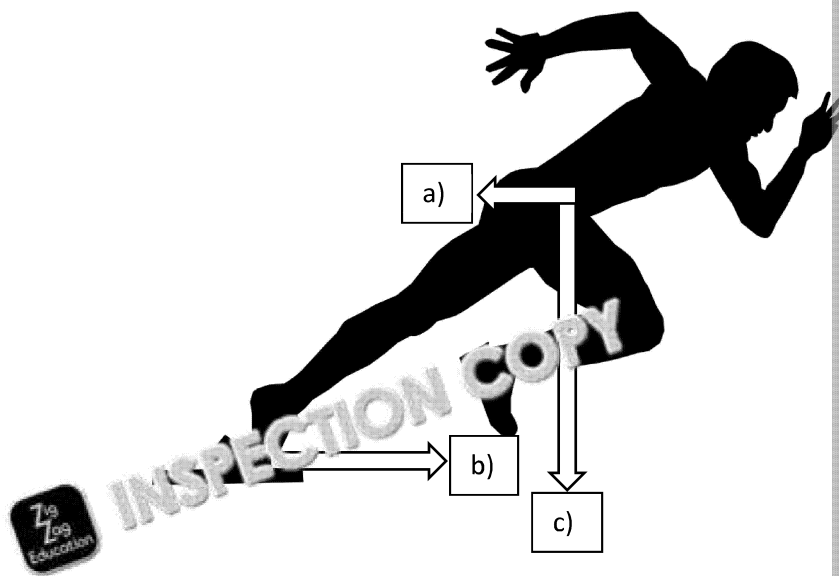
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4. Name and describe the forces that act on a sprinter when they leave the s



a) .....

.....

b) .....

.....

c) .....

.....

5. Using sporting examples, describe Newton's three laws in relation to angu

Newton's first law: .....

.....

Sporting example: .....

Newton's second law: .....

.....

Sporting example: .....

Newton's third law: .....

.....

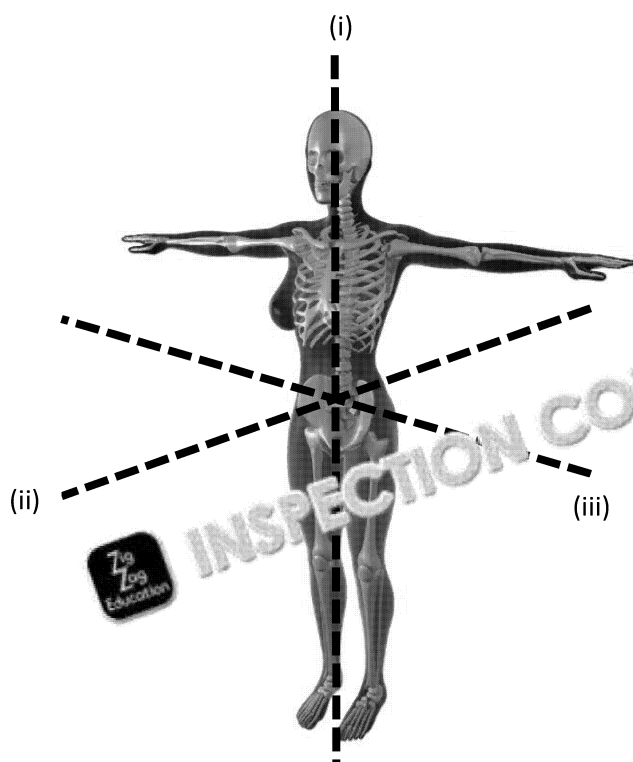
Sporting example: .....

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6. Label each axis of rotation and provide a sporting example of a skill performed around each axis.



(i) Name: .....  
Sporting example: .....

(ii) Name: .....  
Sporting example: .....

(iii) Name: .....  
Sporting example: .....

7. Describe the factors that affect the size of the moment of inertia of a rotating body.

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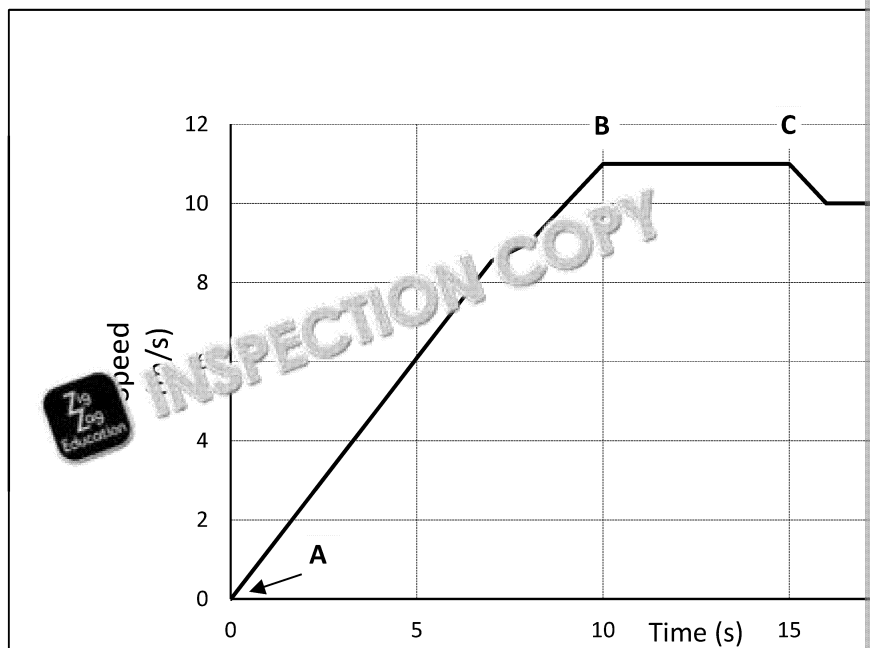




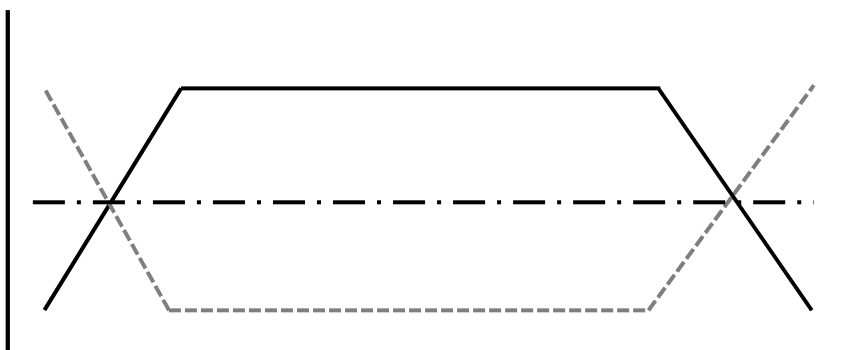


## SECTION C: ANALYSE AND EVALUATE

1. Below is a speed–time graph.  
Calculate the distance travelled between 'B' and 'C' and state what is happening.  
Which athletics event does this graph represent?



2. Using the graph below, explain the relationship between an object's momentum and its velocity.



3. Using figures A and B below, explain the relationship between impulse and momentum.

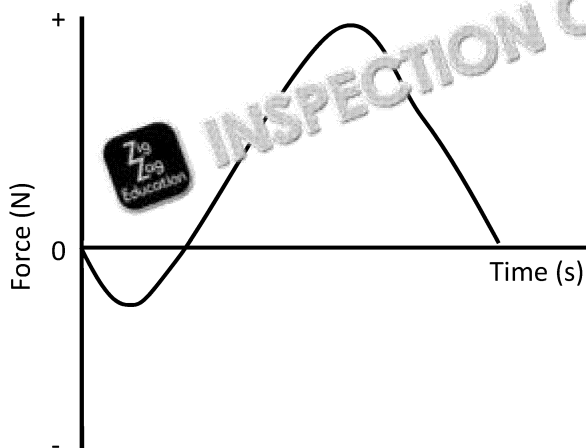
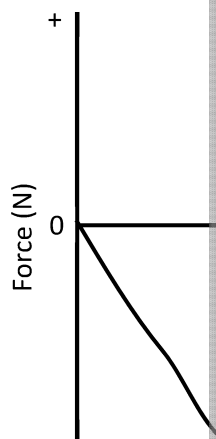


Figure A



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4. Explain how a diver could increase their angular velocity by changing their moment of inertia to perform multiple rotations about the longitudinal axis.

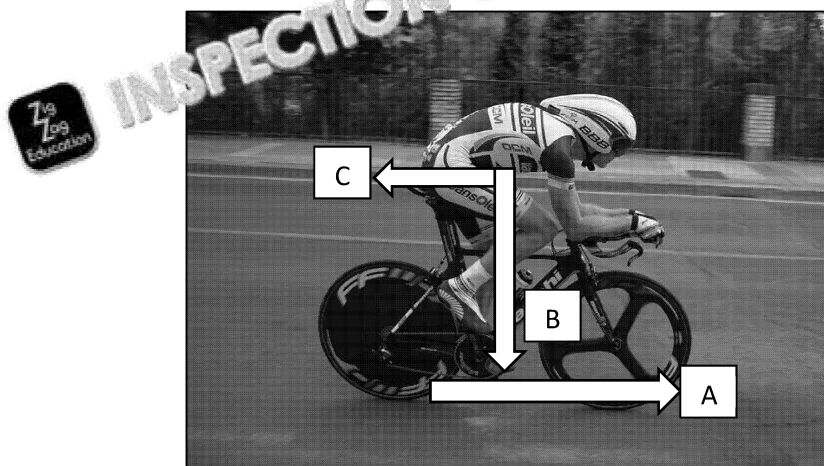


### EXAM-STYLE QUESTION

#### A LEVEL PAPER 2: FACTORS AFFECTING OPTIMAL PERFORMANCE IN PHYSICAL ACTIVITIES

- 1.1 The image below shows a road cyclist moving in a forwards direction.

Complete the table below, identifying the three forces acting on the cyclist.



Force	
A	B

- 1.2 Explain, using Newton's second law, how force (torque) impacts the speed of the cyclist.

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# Topic 4: Biomechanical Mo

## 8: FLUID MECHANICS AND PROJECTILE



### Knowledge Checklist

Factors that affect drag (in water) and air resistance of moving objects
Projectile motion: factors affecting flight paths of different projectiles
Projectile motion: parabolic and non-parabolic flight paths and their vector compo
Fluid mechanics: use of the Bernoulli principle and factors to reduce/increase lift

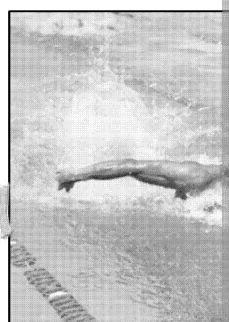


### SECTION A: DEMONSTRATE YOUR KNOWLEDGE

1. On the image below, annotate and identify three factors that determine t  
pro.



2. Name and describe five factors that affect air resistance and drag acting o  
through water.



Factor 1: .....

.....

.....

Factor 2: .....

.....

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Factor 3: .....

Factor 4: .....

Factor 5: .....

3. Describe the difference between a parabolic flight path and a non-parabolic flight path.



## SECTION 8: APPLY YOUR KNOWLEDGE

1. Draw a free body diagram of the following, include the flight direction, flight speed and the object in flight:

A SHOT MOVING IN A PARABOLIC FLIGHT PATH:

A SHUTTLECOCK MOVING IN A PARABOLIC FLIGHT PATH:

Flight path (line):



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2. Explain how an athlete throwing a discus would use Bernoulli's principle to

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3. Describe how the following sports would create a downwards lift force and creating downwards lift for each sport.

### Track cycling:

How? .....

Importance: .....

### Speed skiing:

How? .....

Importance: .....



## SECTION C: ANALYSE AND EVALUATE

1. Suggest reasons why certain sports would want to optimise the Bernoulli advantage.
2. Discuss the factors a shot-put athlete would consider to maximise the horizontal shot.

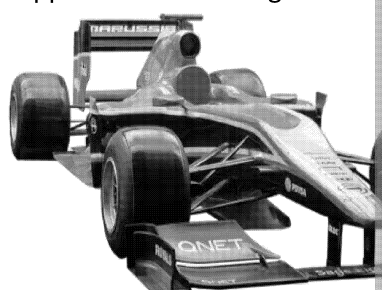


## EXAM-STYLE QUESTION

### A LEVEL PAPER 2: FACTORS AFFECTING OPTIMAL PERFORMANCE IN PHYSICAL ACTIVITIES

1. Below is a diagram of a Formula One racing car.

Explain how the Bernoulli principle can be applied to create drag in Formula One cars. List two factors that influence drag on the car.



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# Topic 5: Psychological Factors & Physical Activity

## A: ACHIEVEMENT MOTIVATION THEORY



### Knowledge Checklist

Atkinson's model of achievement motivation
Characteristics of personality components related to achievement motivation
Impact of situational component of achievement motivation
Achievement goal theory
Strategies to develop approach behaviours to improve performance



### SECTION A: TEST & RATE YOUR KNOWLEDGE

1. Define 'achievement motivation'.

.....

.....

2. It is suggested that there are two personality types when it comes to achievement motivation.

Explain the difference between the two personality types.

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3. Suggest why it is advantageous to have a need-to-achieve personality in sport.

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## SECTION 8: APPLY YOUR KNOWLEDGE

1. England are two points down against New Zealand in the third quarter of

Describe how an English player who has a need-to-achieve (NACH) person from the same team who has a need-to-avoid-failure (NAF) personality will react in a game situation.

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2. Serena Williams has played her first Wimbledon tournament since giving birth. She has only played a handful of matches since giving birth.

Suggest what would happen during the match if Serena had a need-to-avoid-failure (NAF) personality.

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3. Explain how the situation an athlete is in can impact on a need-to-achieve (NACH) or a need-to-avoid-failure (NAF) personality.

Use sporting examples to support your answer.

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## SECTION C: ANALYSE AND EVALUATE

1. Assess the advantages and disadvantages of achievement goal theory, using your answer.



## EXAM-STYLE QUESTION

### **A LEVEL PAPER 2: FACTORS AFFECTING OPTIMAL PERFORMANCE IN PHYSICAL ACTIVITIES**

1. A hockey coach wants members of the team to show more approach behaviour.  
Suggest three strategies a coach could adopt in order to improve the approach behaviour.



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# Topic 5: Psychological Factors & Physical Activity

## B: ATTRIBUTION, CONFIDENCE AND SELF-ESTEEM

### ✓ Knowledge Checklist

✓	Weiner's model of attribution
✓	The link between attribution, task persistence and motivation
✓	Self-serving bias and attribution retraining
✓	Learned helplessness as a barrier to sports performance and strategies to overcome learned helplessness
✓	Characteristics of self-efficacy, self-confidence and self-esteem
✓	Bandura's theory of self-efficacy
✓	Vealey's model of sport confidence
✓	Home field advantage
✓	Strategies to increase self-efficacy



### SECTION A: DEMONSTRATE YOUR KNOWLEDGE

1. Define the term 'attribution'.

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2. Complete the table representing Weiner's model of attribution. Include the dimensions.


3. Outline Weiner's model of attribution.

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4. Define 'learned helplessness'.

.....

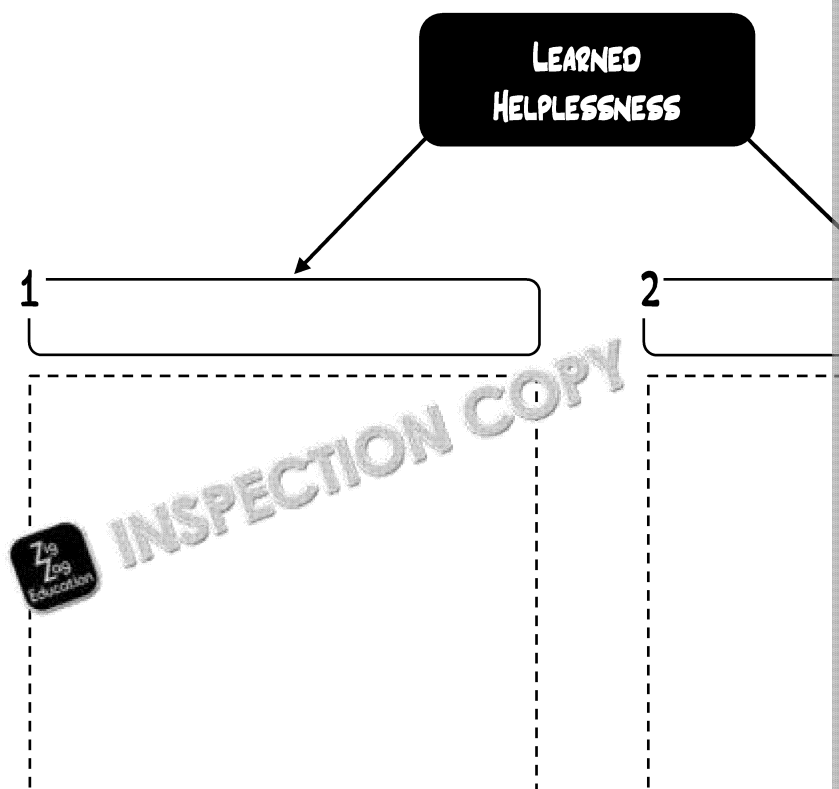
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5. Identify the two types of learned helplessness and provide a description of



6. (i) Define 'self-confidence'.

.....

.....

- (ii) Define 'self-efficacy'.

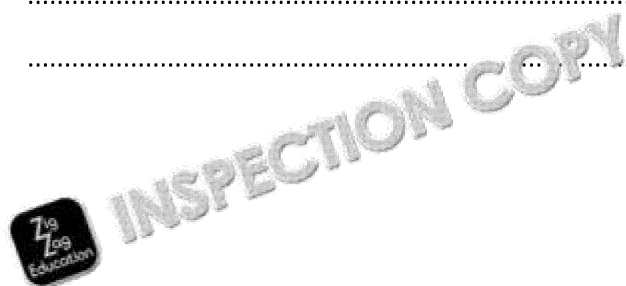
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- (iii) Define 'self-esteem'.

.....

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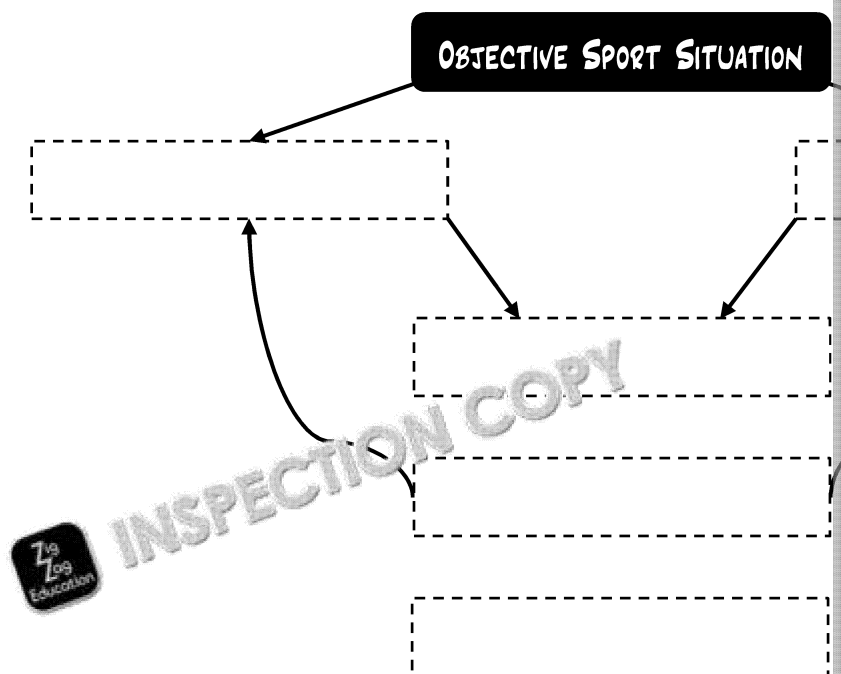


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7. Complete Vealey's model of sports confidence and provide a description of



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8. Name and describe the four factors Bandura identified as influencing self-

i. ....

.....

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ii. ....

.....

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iii. ....

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iv. ....

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## SECTION 8: APPLY YOUR KNOWLEDGE

1. A coach of a losing football team gives a post-match interview. He attributes the loss to externally controlled factors. What externally perceived locus would the coach have?

.....

.....

2. A rugby team has won a match. The captain attributes their success to stable internal factors. Give an example of what success is being attributed to.

.....

.....

.....

3. Explain the link between self-serving bias and self-esteem.

.....

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.....

4. Give examples of how a basketball player may exhibit the two types of learning.

TYPE 1:	TYPE 2:
	

5. A badminton player has lost a few matches in a row. Explain how, by developing attribution retraining, they can increase their motivation and task persistence.

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6. Give sporting examples of how the four factors identified in Bandura's theory of self-efficacy affect an athlete's self-efficacy.

**Performance accomplishments**.....

.....

.....

.....

**Vicarious experience**.....

.....

.....

**Verbal persuasion**.....

.....

.....

.....

**Emotional arousal**.....

.....

.....

.....



## SECTION C: ANALYSE AND EVALUATE

1. Analyse how sports confidence can impact on *performance, participation* and *enjoyment*.
2. Analyse the potential strategies that athletes or coaches could use to avoid *performance decrements* and achieve *improvements in performance*.
3. Team GB had their most successful Olympics ever at the 2012 London Olympics. However, the England rugby team were knocked out during the pool stages of the 2015 Rugby World Cup in Wales.

Evaluate the possible reasons why playing at home can have on performance.



## EXAM-STYLE QUESTION

### A LEVEL PAPER 2: FACTORS AFFECTING OPTIMAL PERFORMANCE IN PHYSICAL ACTIVITY

1. Confidence in a team is pivotal to success, seen with England's recent World Cup success.
- Suggest three strategies a coach can use to improve confidence in their team.

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# Topic 5: Psychological Factors & Physical Activity

## C: LEADERSHIP IN SPORT AND STRESS MANAGEMENT



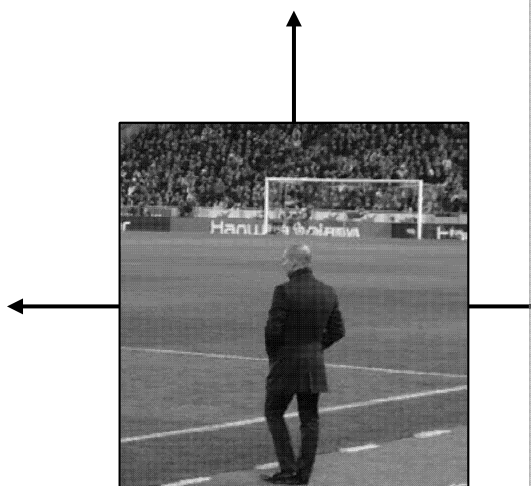
### Knowledge Checklist

Leadership: types of leader, characteristics of leaders, styles of leadership
Use of leadership styles in different sporting scenarios
Prescribed and emergent leaders
Theories of leadership: Fiedler's contingency theory and Gelladurai's multidimensional model
Stress: causes and effects on performance
Stress management techniques: cognitive and somatic
Use of a warm-up for stress management



### SECTION A: DEMONSTRATE YOUR KNOWLEDGE

1. Name the characteristics of an effective leader.



2. Using examples, explain the difference between *emergent leaders* and *prescribed leaders*.



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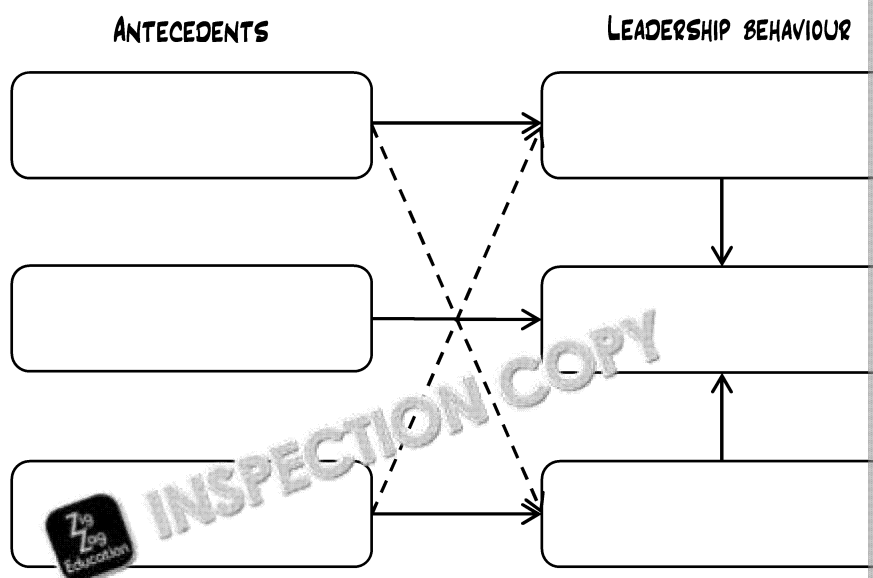
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3. Identify the three factors that Chelladurai stated could affect leadership style and leadership behaviour.



4. (i) Define 'stress'.

.....

.....

- (ii) Identify three causes of stress in sporting situations.

1. ....
2. ....
3. ....

5. Name four methods of somatic stress management.

1. ....
2. ....
3. ....
4. ....

6. Describe the positive effects performing a warm-up can have on the stress response.

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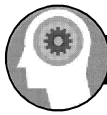
7. Suggest which style of leadership best suits a moderately favourable situation using the contingency model of leadership.

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## SECTION 8: APPLY YOUR KNOWLEDGE

1. Kieran Read is the captain of the All Blacks rugby team. Is Read an *emerge* Justify your answer.

.....

.....

2. A swimming teacher is teaching a group of novice, young children how to Using Chelladurai's model of sports leadership, explain how the leadership the chances of good group performance or member satisfaction.

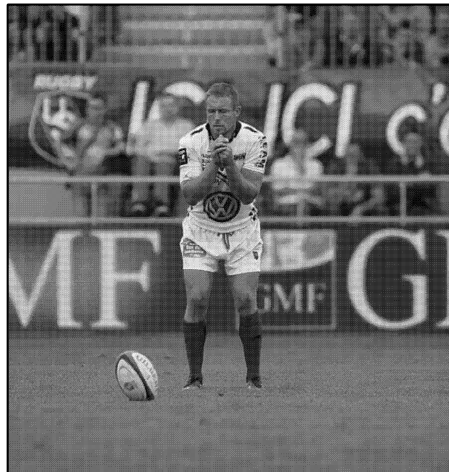
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3. Jonny Wilkinson used mental rehearsal before his penalty and conversion



Describe mental rehearsal and then identify and briefly explain **one** other technique he could have used to control his stress levels.

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## SECTION C: ANALYSE AND EVALUATE

1. Sir Alex Ferguson was a very successful leader. He may have adopted a democratic leadership style. Analyse democratic leadership and the other styles of leadership.
2. Using examples, discuss the somatic stress management techniques.



## EXAM-STYLE QUESTIONS

### A LEVEL PAPER 2: FACTORS AFFECTING OPTIMAL PERFORMANCE IN PHYSICAL ACTIVITIES

1. It is important for athletes to control their stress levels to allow them to perform at their best. Which of the following is an example of a cognitive stress management technique?  
a) Biofeedback  
b) Visualisation  
c) Breathing control  
d) Centring technique

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# Topic 6: Concepts of Physical Sport



## Knowledge Checklist

Characteristics and functions of physical recreation, sport, physical education and school sport that make the sporting development continuum

Similarities and differences between key concepts: physical recreation, sport, physical education and school sport



## SECTION A: DEMONSTRATE YOUR KNOWLEDGE

1. Define the terms 'physical recreation', 'sport', 'physical education' and 'school sport'.

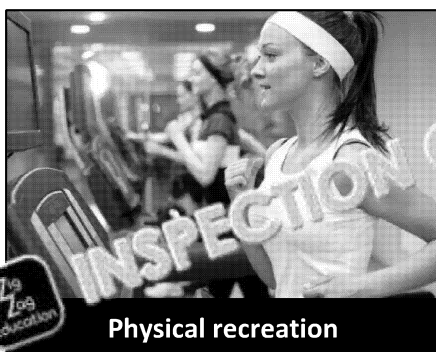
Physical recreation.....

Sport.....

Physical education .....

School sport .....

2. Annotate the images below to identify the main characteristics of each sport.



Physical recreation

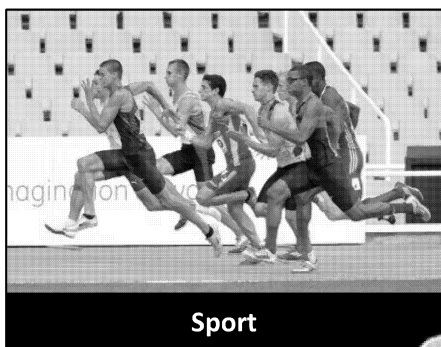


Physical education

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## SECTION 8: APPLY YOUR KNOWLEDGE

1. For each of the sporting terms given below, describe the functions (aims) them, or the society, can achieve.

Physical recreation

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Sport



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Physical education

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School sport

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2. Complete the triangular model of PE to describe how the factors link together in the development continuum, using examples.

Factor: .....

Description: .....

.....

.....

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Example: .....

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Factor: .....

Description: .....

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Example: .....

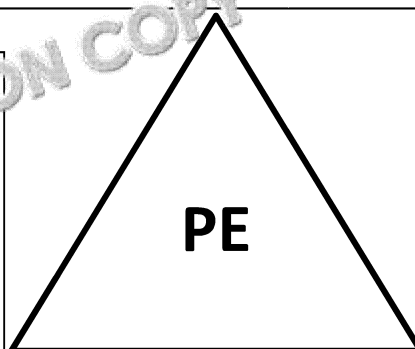
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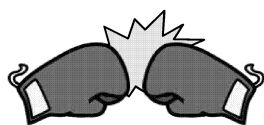
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## SECTION C: ANALYSE AND EVALUATE

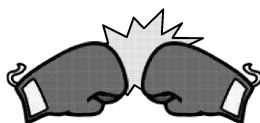
1. For the following pairs, assess the similarities or differences between the



PE vs school sport

Similarities

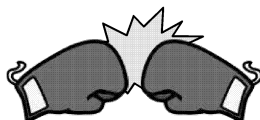
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Physical recreation vs sport

Similarities

--	--



Physical recreation vs PE

Similarities

--	--



## EXAM-STYLE QUESTION

**A LEVEL PAPER 2: FACTORS AFFECTING OPTIMAL PERFORMANCE IN PHYSICAL ACTIVITY**

1. Explain how **school sport** helps to support and develop young individuals.

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# Topic 7: Development of Elite Sport

## ✓ Knowledge Checklist

Athlete development from talent identification to elite sport: personal, social and cultural factors in sports progression
National governing bodies (NGBs), national institutes and UK Sport: roles, purpose and relationships
NGB's Whole Sport Plans features
UK Sport: World Class Performance Programme, Gold Event Series and Talent ID and Development



### SECTION A: DEMONSTRATE YOUR KNOWLEDGE

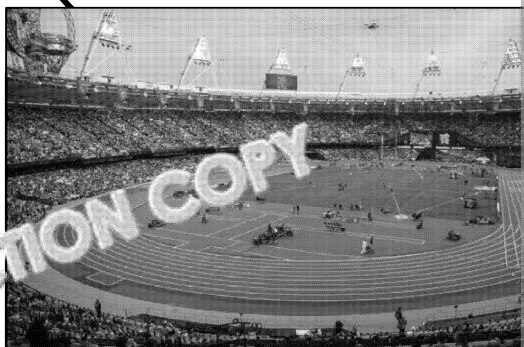
1. Analyse the images below to identify the key features of UK Sport's World Class Performance Programme, Gold Event Series and Talent ID and Development.



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**GOLD EVENT SERIES**



**TALENT ID AND DEVELOPMENT**

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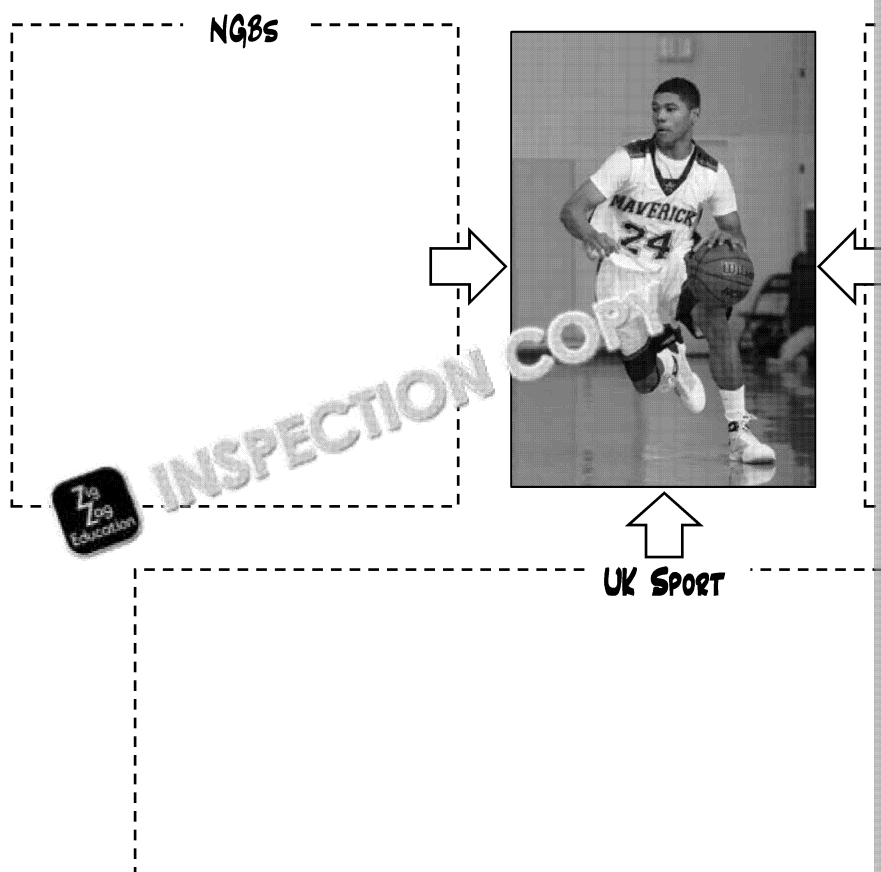


**Revision Tip:**

*The specification indicates you can identify the key features of other equivalent initiatives. It is therefore important that you keep up to date with the latest UK sport initiatives and their names or objectives occasionally.*



2. Outline the roles and purposes of national governing bodies, national institutes and national governing bodies in developing athletes from talent ID to elite sport.



3. (i) Name the four national institutes in Britain that aim to develop sport

- (i) .....
- (ii) .....
- (iii) .....
- (iv) .....

- (ii) What are the national institutes' sources of money for providing support

.....

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## SECTION B: APPLY YOUR KNOWLEDGE

1. Explain the importance of national governing bodies' whole sport plans.

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2. An athlete has received funding from a British National Institute. What services does the National Institute provide to help them develop sporting excellence?

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3. Using Team GB as an example, explain the role of UK Sport in developing a

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## SECTION C: ANALYSE AND EVALUATE

1. Discuss the personal, social and cultural factors that are required to allow identification to elite performance.



## EXERCISE QUESTION

### A LEVEL PAPER 2: FACTORS AFFECTING OPTIMAL PERFORMANCE IN PHYSICAL ACTIVITY

1. Explain the term 'national governing body' and, using examples, outline the services these bodies have in place to aid sporting development.

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# Topic 8: Sporting Ethics, Violence and the Law



## Knowledge Checklist

Ethics in sport: amateurism, Olympic Oath, sportsmanship, gamesmanship and win ethic
Positive and negative forms of deviance
Causes of violence and implications of violence for the performer, sport and spectators
Strategies for preventing violence among performers and spectators
Physiological, social and psychological reasons for, and consequences of, taking drugs in sport for the performer, sport and spectators
The positive and negative implications of taking drugs for the performer and the sport
Strategies used to eliminate drugs/doping in sport
Arguments for and against drug testing in sport
The use of sports legislation to prevent unethical behaviour, in relation to performers, officials, coaches and spectators



## SECTION A: DEMONSTRATE YOUR KNOWLEDGE

1. Define the terms 'amateurism', 'sportsmanship', 'gamesmanship' and 'win ethic'.

Amateurism: .....

.....

Sportsmanship: .....

.....

Gamesmanship: .....

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Win ethic: .....

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2. In the opening ceremony of the modern Olympic Games, an athlete, representing their country, recites the Olympic Oath on behalf of all competing athletes. Outline the key point of the Oath.



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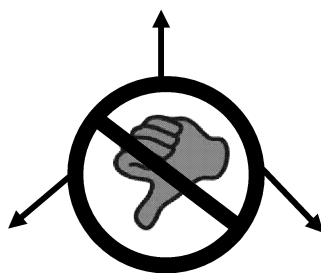
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3. Name **three** illegal supplements used in sport.



4. Give social and psychological reasons why an elite performer may use illegal supplements.

Social reasons:

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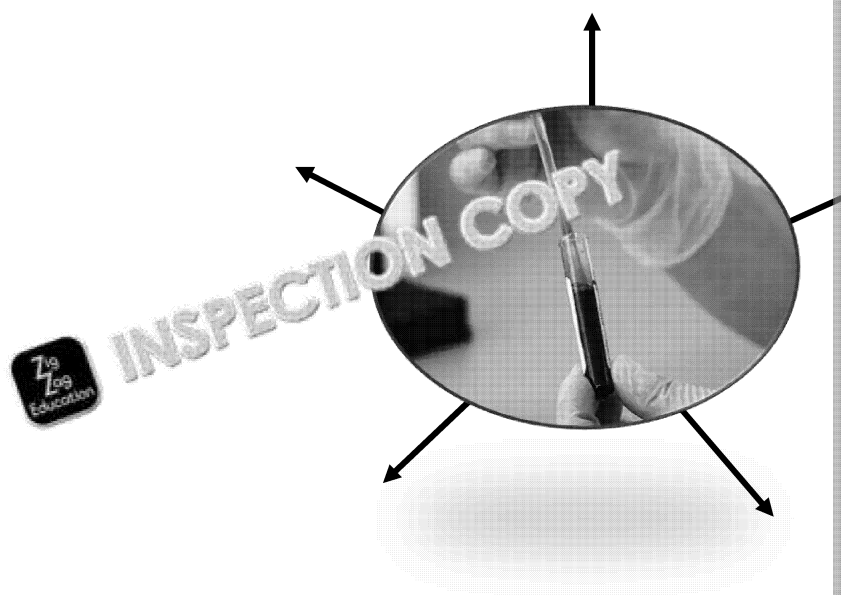
Psychological reasons:

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5. Identify the ways that UK Anti-Doping (UKAD) and the World Anti-Doping prevent doping in sport.



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6. Describe how education can be used to stop the use of illegal drugs in sport

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7. a. Suggest some possible causes of some sports performers demonstrating violent behaviour

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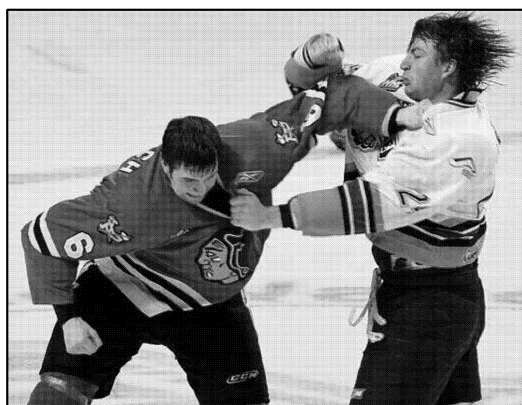
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b. Name the consequences of violent behaviour to the **performer** in the



(i) .....

(ii) .....

(iii) .....

(iv) .....

(v) .....

(vi) .....

8. Describe the reasons why spectators in sport can exhibit aggressive behaviour

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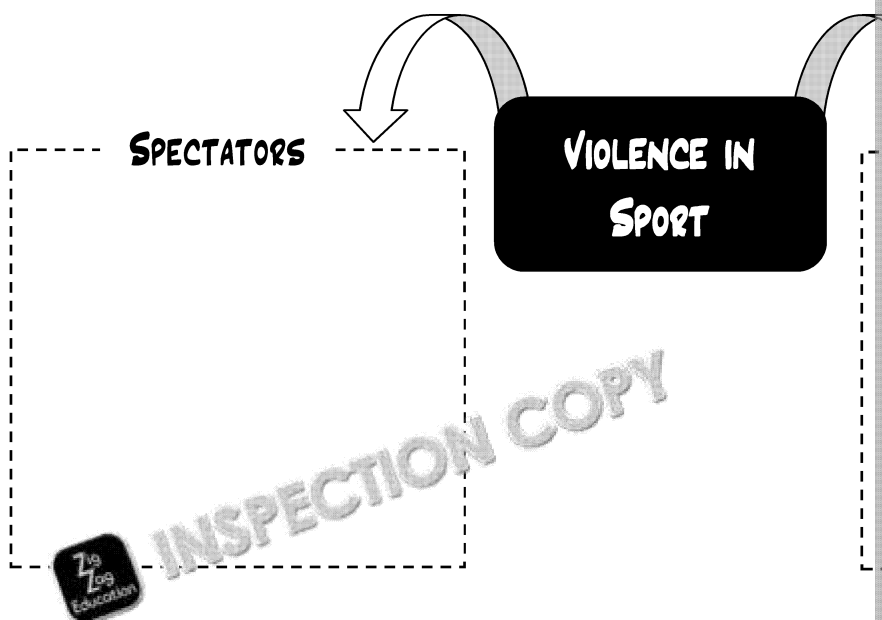
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9. Outline the implications of violent behaviour for **spectators** and for **sport**.



## SECTION 8: APPLY YOUR KNOWLEDGE

1. Justin Gatlin has served two bans from his sport for testing positive for illegal substances. Describe the possible negative consequences he will have faced as a performer.

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2. Identify whether the sporting scenarios below are examples of sportsmanlike behaviour.

- i. A footballer purposefully brings down an opponent who has made a goal-scoring opportunity, receiving a yellow card for their challenge.

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- ii. Following a minor disagreement and tussle, two rugby players apologise to each other.

.....

- iii. A basketball player's shot is called 'out of court'. Their opponent informs the referee that the shot was in the court so they should challenge the umpire's decision – which was wrong.

.....

- iv. A football player's team is leading with only a few minutes of the game left. As the final whistle blows, the leading team's players take a few seconds extra each time they touch the ball down the clock.


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3. Fill in the table below, giving sporting examples of positive deviance and

Positive deviance	
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4. Describe the ways in which players and spectators can be punished using display deviant or unwanted behaviour.

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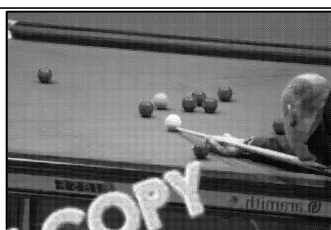


## SECTION C: ANALYSE AND EVALUATE

1. Using the sporting examples given below, explain the physiological effects and evaluate the impact each has on performance in the given sports they are used in.



Anabolic steroids –  
Sprinter



Beta blockers – Snooker  
player



Erythropoietin –  
Long jumper

2. Evaluate the positive and negative implications that doping and taking illegal performance-enhancing drugs has on sport.
3. Discuss the arguments for and against taking drugs and testing for drug of abuse.
4. Examine the strategies being used in sport to prevent violence in performance.
5. Explain the influence sports legislation has had on officials and coaches.



## EXAM-STYLE QUESTION

### A LEVEL PAPER 2: FACTORS AFFECTING OPTIMAL PERFORMANCE IN PHYSICAL ACTIVITY

1. Evaluate why some performers display violence.

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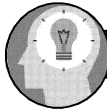
# Topic 9: The Impact of Commercialisation on Physical Activity and Sport

## Relationship between Sport and the Media



### Knowledge Checklist

Factors that have contributed to the commercialisation of sport
Impacts of the commercialisation, sponsorship and the media on: performers, coaches, officials, audiences and individual sports
The relationship between sport and the media: <i>the golden triangle</i>



### SECTION A: DEMONSTRATE YOUR KNOWLEDGE

1. Identify and describe four factors that have led to the commercialisation of sport.

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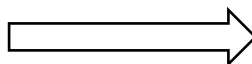
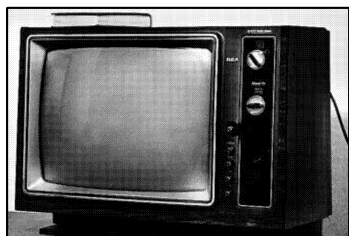
**COMMERCIALISATION  
OF SPORT**

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2. Describe the changes in television coverage from the 1980s to today.



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3. Describe how written press and the Internet have changed to cover sport.

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4. (a) Identify five positive impacts media can have on a performer.

- (i) .....
- (ii) .....
- (iii) .....
- (iv) .....
- (v) .....

- (b) Identify three negative impacts the media can have on a performer.



- (iii) .....

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5. (a) Identify four positive impacts the media can have on the audience.

- (i) .....
- (ii) .....
- (iii) .....
- (iv) .....

(b) Identify four negative impacts the media can have on the audience.

- (i) .....
- (ii) .....
- (iii) .....
- (iv) .....

6. Why is sport being increasingly viewed as a 'commodity', due to the media?

.....

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7. (a) Identify two positive impacts commercialisation has had on audience

- (i) .....
- (ii) .....

(b) Identify two negative impacts commercialisation may have on audience

- (i) .....
- (ii) .....

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## SECTION 8: APPLY YOUR KNOWLEDGE

1. Manchester United Football Club is one of the biggest clubs in the world and has a massive fan base. Describe the positive and negative impacts media coverage has on individual players.

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2. Using a professional football club of your choice, draw and explain the 'golden triangle' of the club.



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3. Nigel Owens is a high-profile referee in rugby.

Describe the positive and negative effects the media may have on officials.



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## SECTION C: ANALYSE AND EVALUATE

1. Evaluate the impacts of commercialisation on coaches and officials.
2. Discuss the effects increased media has had on coaches.
3. Copy and complete the table below, identifying the positive and negative on performers and individual sports.

Effects of commercialisation on...	Positive	
Individual sports		
Performers		



## EXAM-STYLE QUESTION

### A LEVEL PAPER 2: FACTORS AFFECTING OPTIMAL PERFORMANCE IN PHYSICAL ACTIVITIES

1. Sport and its athletes are often seen as a commodity.

Explain the impact sponsorship has had on sport.



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## Knowledge Checklist

Functions of sports analytics
Development in sports equipment and facilities and the impact of these changes
The positive and negative effects of technology in sport on individual sports, performers, coaches and audiences



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4. Identify and describe two pieces of equipment that aid in injury prevention

(i) **Equipment 1:** .....

**Description:** .....

.....

(ii) **Equipment 2:** .....

**Description:** .....

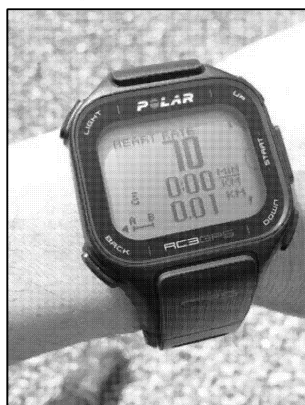
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## SECTION 8: APPLICATION KNOWLEDGE



1. Explain the usefulness of modern technology in monitoring fitness for performance



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2. Using sporting examples, Identify and describe **two** pieces of sporting technology development.

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3. Football is sport that uses a lot of modern technology during matches and

Explain the impacts modern technology has had on game analysis and talent

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## SECTION C: ANALYSE AND EVALUATE

1. Explain how modern technology has affected elite level sport.
2. Copy and complete the table, identifying the positive and negative impact populations within sport.

	Positive impacts	
Sport		
Performer		
Coach		
Audience		



## EXAM-STYLE QUESTION

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### A LEVEL PAPER 2: FACTORS AFFECTING OPTIMAL PERFORMANCE IN PHYSICAL ACTIVITY

1. Which of the following is **not** a function of sports analytics?
  - a) Identifying adapted equipment
  - b) Injury prevention
  - c) Game analysis
  - d) Talent identification

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# Active Revision Works

for A Level (Year 2) AQA PE



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# Topic 1: Energy Systems

## A: ENERGY TRANSFER IN PHYSICAL ACTIVITY

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### Section A:

- ATP is the 'energy currency' of the body. The breakdown of ATP provides the energy for physical activity.
- In the muscle cells.
- $ATP = ADP + P + \text{Energy}$
- Phosphocreatine (PC)
  - $PC = P + C + \text{Energy}$
  - $\text{Energy} + ADP + P = ATP$
- ATP-PC System
  - Anaerobic glycolysis
  - Aerobic

	ATP-PC System	Anaerobic Glycolytic
Type of Reaction	Anaerobic	Anaerobic
Chemical / Food Source	Phosphocreatine (PC)	Glucose
Site of Reaction	Sarcoplasm of the muscles	Sarcoplasm of the muscles
Controlling Enzyme	Creatine kinase	Phosphofructokinase Lactate dehydrogenase (LDH)
ATP Yield	1 ATP	2 ATP
By-products	Adenosine diphosphate and 1 phosphate	Lactic acid and NADH

- ... **phosphofructokinase (PFK)** and **glycogen phosphorylase**
  - ... **pyruvate** is converted to **lactic acid**...
  - ... **pyruvate** is converted to **acetyl coenzyme A**...

Name of energy system: **anaerobic glycolytic system**

- EPOC = Excess post-exercise oxygen consumption
  - Following completion of exercise, the body still requires oxygen to replenish the oxygen stores.
  - There is an increased consumption of oxygen following exercise (compared to resting levels).
  - EPOC has two components:**
    - Fast component:**
      - Alactacid oxygen debt
      - Concerns replenishing the body's blood supply and muscle oxygen stores
      - Aids the replenishment of ATP and PC in the body
      - ATP and PC stores replenished within three minutes
    - Slow component:**
      - Lactacid oxygen debt
      - High body temperature remains after vigorous activity
      - Cardiac output and ventilation rates remain elevated
      - Aids the removal of lactate (and thus fatigue) from the muscles and converts some to carbon dioxide and water for removal
      - It can take up to 24 hours to replenish glycogen stores, depending on the intensity of the exercise.

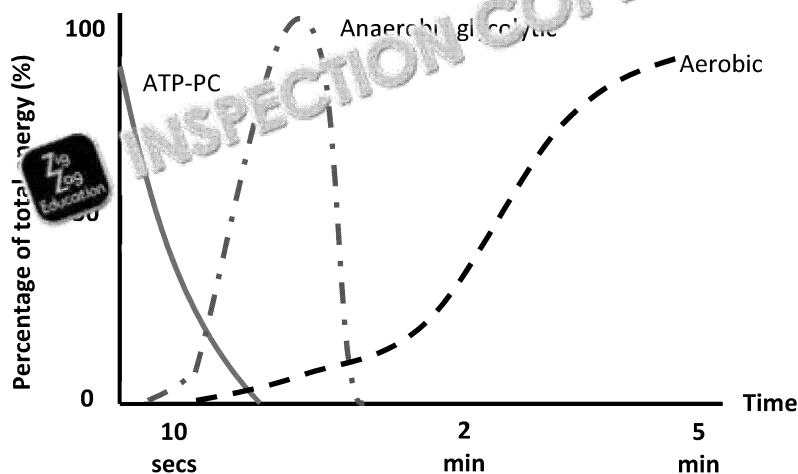
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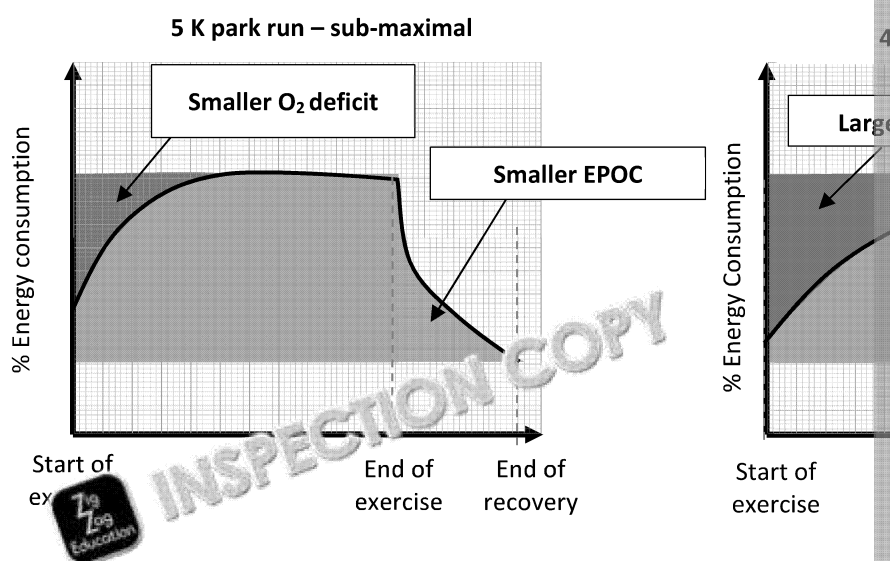
9.
  - OBLA – onset of blood lactate accumulation; the build-up of lactate that occurs when the intensity of exercise is high enough that lactate levels accumulate faster than they can be removed.
10.
  1. Glycerol
  2. Free fatty acids
  3. Acetyl coenzyme A
  4. Krebs cycle

## Section B:

1. Graph should be similar to the one below, with relevant axes labelled and should identify the three energy systems, and when the next energy system takes over.



2. Graphs should be drawn to illustrate a 5 K runner to have a smaller  $O_2$  deficit, and a smaller EPOC. Example graphs:



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3. Any from the following:
  - A 100 m sprinter's training would utilise the ATP-PC system primarily
  - 100 m sprinting is a high-intensity exercise that uses high amounts of energy (10–15 seconds)
  - 100 m sprinters would ensure their training includes short bursts of exercise
  - They would also incorporate long rest periods between sets (3 minutes) – gives stores to restore
  - Training in this way would mean that their ATP-PC system can be used for longer (the glycolytic) energy system takes over as the primary energy system
  - ATP-PC energy system provides rapid release of energy for the sprinter, while the glycolytic system provides energy for the rest of the race
4.
  - As exercise intensity increases, so does the time it takes to recover
    - Intensity is best evaluated using  $VO_2$  max
    - e.g. Sprinter – anaerobic – ATP-PC system would require more of a rest period to recover than a low intensity.
    - e.g. Middle distance runner training at 50%  $VO_2$  max would take less time to recover than a sprinter.
    - e.g. 100 m sprinter – anaerobic glycolytic system – if the athlete does not rest, lactic acid accumulates in the blood, causing fatigue.
  - Also consider duration of activity – e.g. a marathon performed at a low intensity would have a longer recovery time (up to 24hrs) than a 100 m sprinter (up to three minutes)
5.
  - It's possible that, due to lack of specialised training, she will not have a buffer to remove lactic acid as those of competitors.
  - This means that in the final 200 m she will suffer more from pain and fatigue
  - Her competitors may have a greater ability to buffer lactic acid build-up, allowing them to sprint for longer.
  - This helps them to be able to sprint the final 200 m of the race without the pain and fatigue associated with lactic acid.

## Section C:

1. The energy continuum:
  - 0 to 10 seconds high intensity = ATP-PC system
  - 2–3 minutes high intensity = anaerobic glycolytic system
  - 3 minutes onwards = aerobic system
  - To run a marathon the body would use the aerobic system, which has three stages
  - The first stage is anaerobic: glycolysis. This is where glucose is broken down to generate two molecules of ATP for energy.
  - The second stage of the aerobic system is where pyruvic acid is oxidised to enter the Krebs cycle, hydrogen is removed here, and this cycle generates two molecules of ATP for energy.
  - The hydrogen that was removed in the Krebs cycle enters the electron transport chain, where it is used to generate 34 ATP for energy.
  - End of the race would use anaerobic glycolytic and ATP-PC system again as there are no more opponents and get a decent time.
  - Aerobic system (primary energy system)
    - Aerobic glycolysis:
      - The breakdown of glucose to pyruvic acid by the enzyme phosphofructokinase
      - Produces two ATP molecules
      - When oxygen is present, the pyruvate is converted to acetyl coenzyme A (when oxygen is not present, pyruvic acid is converted to lactic acid)
    - Krebs cycle:
      - Acetyl coenzyme A enters the Krebs cycle
      - In the Krebs cycle, acetyl coenzyme A is broken down to produce carbon dioxide
      - Hydrogen is taken to the electron transport chain
    - Electron transport chain:
      - Hydrogen ions are transferred over a membrane which causes the production of ATP
      - Some hydrogen ions are expelled from the body by being oxidised
      - 34 molecules of ATP are produced in the electron transport chain

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2. Students to identify characteristics of muscle fibre types and identify how each of the energy systems and come to a conclusive statement. Answers may include reference to:

#### PC stores

- Fast-twitch glycolytic muscle fibres (type IIx) have higher PC stores than slow-twitch muscle fibres (type I).
- Therefore, fast-twitch glycolytic muscle fibres (type IIx) are suited to producing energy through the anaerobic energy system, as they have a greater source of PC available for the production of ATP.

#### Glycogen stores/glycolytic capacity

- Fast oxidative glycolytic (type IIa) and fast-twitch glycolytic muscle fibres (type IIx) have high levels of glycogen stores.
- This means they are suitable for anaerobic glycolytic and aerobic energy systems.
- Slow-twitch (type I) muscle fibres have low glycolytic capacity.
- Therefore, they will not have as much glucose available for respiration, but they have a greater source of energy to be used with the aerobic energy system through beta oxidation.

#### Myosin ATPase / glycolytic enzyme activity

- Slow-twitch (type I) muscle fibres have low levels of myosin ATPase / glycolytic enzyme activity.
- Whereas high levels of myosin ATPase / glycolytic enzyme activity are present in fast oxidative glycolytic muscle fibres (type IIa).
- Therefore, fast-twitch fibres (IIa and IIx) are suited to producing energy through the anaerobic energy system, as they have a greater source of myosin ATPase / glycolytic enzyme activity.

#### Mitochondrial density

- Mitochondrial density is highest in slow-twitch (type I) muscle fibres and lowest in fast-twitch muscle fibres (type IIx).
- Therefore, slow-twitch muscle fibres are suited to the aerobic system.
- This means they can supply high levels of ATP for longer, which is suitable for aerobic activities.

#### Myoglobin content

- Myoglobin levels are highest in slow-twitch (type I) muscle fibres and lowest in fast-twitch muscle fibres (type IIx).
- Therefore, slow-twitch (type I) muscle fibres are most suited to the aerobic system.
- This is because they can supply high levels of oxygen to the working muscles during running, cycling and swimming.

#### Capillary density

- Capillary density is highest in slow-twitch (type I) muscle fibres and lowest in fast-twitch muscle fibres (type IIx).
- Therefore, slow-twitch (type I) muscle fibres are most suited to the aerobic system.
- This is because they can supply high levels of oxygen to the working muscles during running, cycling and swimming.

#### Conclusion to reveal:

- Slow-twitch (type I) muscle fibres are most suitable for producing energy through the aerobic energy system.
- Fast-twitch fibres (IIa and IIx) have characteristics suitable for producing energy through the anaerobic energy system.

#### Exam-style Question:

##### A Level Paper 1:

1. D (ATP = ADP + P + Energy) (AO1)

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## Topic 1: Energy Systems

### 8: FACTORS AFFECTING $\text{VO}_2$ MAX AND SPECIALIST TRAINING

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#### Section A:

- Altitude training is training at a certain height above sea level (2,400 m or higher). Altitude training helps to increase the number of red blood cells in the body, making the blood more efficient at carrying oxygen to the working muscle cells.
- Acclimatisation is gradually adjusting to living at altitude by living and training at altitude.
  - Ascending too fast to a high altitude can cause altitude sickness.
  - Acclimatisation can be used before a competition at altitude, to ensure an athlete is acclimatised (at altitude) that they would normally do at sea level.
- Students to insert missing information.
  - Genetics
  - Training
  - Living and training at altitude
  - Living and training on an unhealthy diet
  - Gender (men generally have naturally higher  $\text{VO}_2$  max than women)
  - Body composition (as body fat increases,  $\text{VO}_2$  max decreases)
  - Physiological factors
- High intensity interval training (HIIT) is training both the anaerobic and aerobic energy systems. HIIT involves training at very high intensities (anaerobic exercise), followed by periods of low- or moderate intensity (aerobic energy system).

#### Section B:

- Athletes that generally work aerobically, e.g. long-distance runners, road cyclists, triathletes, and hockey players.
- Accept other suitable sporting examples.

Method	Description	Sporting Examples
<b>Indirect calorimetry</b>	Indirect calorimetry measures the expired carbon dioxide of the body during rest or exercise and calculates how much oxygen the body is consuming.	e.g. endurance athletes (e.g. long-distance runners, road cyclists) as they require a high level of aerobic fitness for events requiring endurance.
<b>Lactate sampling</b>	A blood sample is taken from the athlete and an analysis device measures how much lactate is in the blood. This allows the athlete to know what intensity they are working at and how fit they are, as fitter athletes will have better lactate buffering.	e.g. endurance athletes (e.g. long-distance runners, road cyclists, swimmers) as they require a high level of aerobic fitness for events requiring endurance. e.g. games athletes (e.g. football, basketball, etc.) – as they require a high level of anaerobic fitness for short periods of high intensity.

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Method	Description	Sports
<b>VO<sub>2</sub> max test</b>	<p>One from any of the following methods that are either used to predict or measure VO<sub>2</sub> max. VO<sub>2</sub> max tests calculate or predict the maximum volume of oxygen a person can inhale and utilise during exercise.</p> <p>Direct gas analysis – an athlete runs or cycles (gradually increasing in intensity) until exhaustion. A gas mask and computer collect the gases expired by the athlete during exercise and can calculate how much oxygen the athlete is utilising during exercise.</p> <p>Multistage fitness tests (beep test) – athletes run a set distance for a number of 'beeps' until exhaustion, or until they can no longer run in time with the beeps. The level that the athlete reaches in the test is used to predict VO<sub>2</sub> max.</p> <p>Cooper 12-minute run – athletes run as far as they can in 12 minutes. The distance covered is used, alongside normative data tables, to predict VO<sub>2</sub> max.</p>	e.g. endurance runners, cross-country runners, long-distance cyclists, long-distance swimmers, etc. require high aerobic capacity and long periods, so it is a measure of the amount of oxygen used every minute.
<b>Respiratory exchange ratio (RER)</b>	Respiratory exchange ratio (RER) is the ratio of the volume of carbon dioxide expired by the body to the volume of oxygen inhaled by the body, per minute. It can be used to identify the fuel source for exercise of differing intensities.	e.g. any athlete using primarily aerobic energy source working at a steady pace over a long distance run.

### 3. Explanation

- Games players, such as footballers, require a mixture of anaerobic and aerobic energy systems.
- For example, a striker will work anaerobically for the majority of a match, staying in position. Occasionally, though, the player will need to rapidly run to catch the ball or into a run or jump, using anaerobic energy.
- HIIT allows a footballer to improve both their anaerobic and aerobic performance, as they represent environments they'd face during a match.

#### Considerations

- The length of a work interval
- The length of a recovery interval
- Intensity of the work interval
- The total number of work and recovery intervals

### 4. 1. Preloading (eccentric phase)

- A muscle is lengthened as it undergoes eccentric contraction, e.g. the quadriceps.
- The eccentric contraction should be as short as possible.

#### 2. Amortisation

- The time between the previous eccentric contraction and the subsequent concentric contraction.
- The energy has been stored in the muscles from the eccentric contraction.
- The amortisation phase should be as short as possible to transfer as much energy as possible from the eccentric contraction (muscle contraction phase).

#### 3. Muscle contraction

- A concentric contraction occurs.
- The stored energy from the previous eccentric phase is used to maximise power output of the concentric muscle contraction.

#### Sports that would benefit:

- Any sport in which players need to generate high amounts of anaerobic force, such as sprinting, jumping, etc.

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## 5. Components of fitness

- Power
- Balance
- Strength
- Flexibility
- Coordination
- Accept other suitable answers

### Training methods

- Ladder runs
- Zigzag runs (e.g. around cones)
- Plyometric drills
- Accept other suitable answers

### Sporting examples to include any sports that require aerobic energy production

- Games sports (e.g. rugby, football, basketball, netball, lacrosse)
- Sprint
- Hurdle
- Accept other suitable examples



## Section C:

### 1. Positives

- Can help an athlete get used to competing at altitude during international competition
- Helps to make athletes' cardiorespiratory systems more efficient
- Improves cardiorespiratory endurance at sea level following altitude training

### Negatives

- Can cause nausea or altitude sickness – athletes will have to stop training and return to sea level
- Improvements in performance as a result of altitude training are not permanent
- Training intensity will be lower at altitude than at sea level

## Exam-style Question:

### A Level Paper 1:

#### 1. Any two marks from (AO2):

- Increased cardiac output, as a result of increased heart rate range and increased oxygenated blood to be pumped to working muscles, so more is taken up by the muscles.
- Capillarisation around the muscles, results in an increased surface area for the exchange of gases and nutrients.



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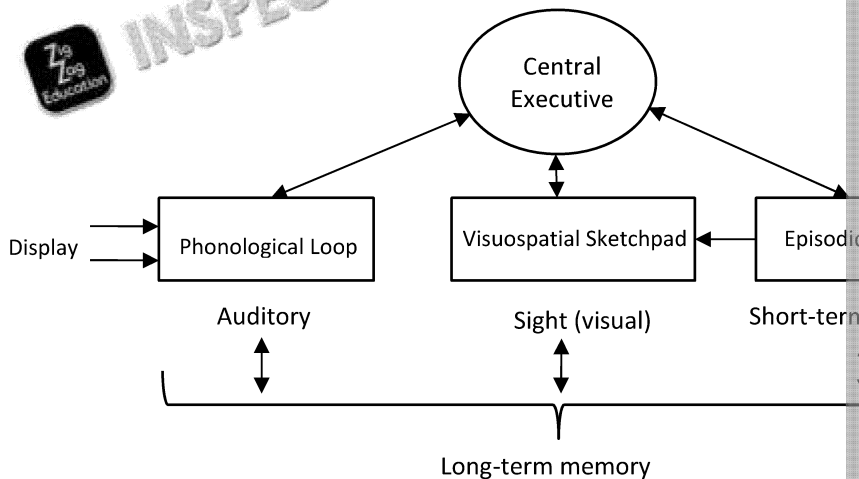


## Topic 2: Memory Models and Information

### Section A:

1. (a) (i) Input  
(ii) Decision-making  
(iii) Output  
(iv) Feedback
- (b) (i) Input – a stage at which information is received from the environment of the body  
(ii) Decision-making – the performer makes decisions on what movements collected from the senses. Selective attention is used to filter out irrelevant information. The performer may rely on memory of past experience to make an informed decision.  
(iii) Output – the physical response of the body to the stimuli (e.g. moving)  
(iv) Feedback – information regarding the success of the skill is fed back to the performer to improve the same, or similar, situation in the future.

2.



3. (a)
  - Reaction time – the amount of time between the initiation of the stimulus and the start of the response.
  - Movement time – the amount of time between the start and end of the response.
  - Response time – the amount of time between the initiation of the stimulus and the end of the response/task.
- (b) Response time = Reaction time + Movement time
4.
  - Simple reaction time is the time used to respond to a single stimulus
  - Choice reaction time is the time taken to respond to stimuli (i.e. more than one stimulus)
5. (a) Anticipation is the process of prejudging a situation and predicting what will happen.
- (b)
  - Name: Temporal anticipation  
Definition: predicting and judging when something is going to happen
  - Name: Spatial anticipation  
Definition: predicting and judging where something is going to happen and when
6. (a) A schema is where the principles of an existing motor programme are used to complete a new skill or task.
- (b) A schema is a process that takes place prior to movement and is concerned with the response to the environment.
  - Initial conditions – information that a person receives from their immediate environment that must be recognised (e.g. where they are on the pitch)
  - Response specifications – the options available to the athlete on what to do next
- Recognition schema is a process that takes place after movement has occurred and is concerned with the movement felt and how successful the movement was.
  - Sensory consequences – how the movement felt when it was being completed
  - Information from the sensory system, i.e. feedback gained from knowledge of the results
  - Response outcomes – how successful the movement was, as assessed by the performer compared with any skill that takes place in the future. Unsuccessful skills are stored in memory for next time.

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7. Any three from:
  - Use varied and relevant practice during training, to improve the selective attention.
  - Train the athlete to understand how to ignore the irrelevant stimuli and only focus on the important cues.
  - During training, make the important cues more obvious, to allow the athlete to focus on them easier.
  - Develop the athlete's natural understanding of why certain cues are important.
  - Develop the athlete's understanding of, and use of, mental rehearsal, so they can visualise the performance.

## Section B:

1. Accept suitable sporting examples.
  - (i) Sight/visual – the athlete can see the environment in front of them and can recall what they have seen,
    - e.g. a tennis player observing the moment a serve is struck by the racket
  - (ii) Auditory/sound – the athlete can hear events occurring around them, which can affect their performance,
    - e.g. a squash player hearing the moment the ball lands in front of them following a shot, amidst the noise around them
  - (iii) Balance / kinaesthesia / perception of movement (proprioception) – athlete can feel their position through kinaesthesia,
    - e.g. a football player striking a ball maintains their balance through knowledge of their body position
  - (iv) Touch/feel – an athlete can feel whether they are in correct positions/grips,
    - e.g. a golfer adjusting their grip on the club prior to the beginning of their backswing

2.
  - The sensory memory (STSS) receives information from all the senses in the moment.
  - Selective attention allows the performer to not be overwhelmed by information from all the senses.
  - The brain will 'filter' or selectively attend to the information it deems to be relevant to that skill (e.g. the position of the ball in the sky, the rate at which it is falling, the position of their hands) while ignoring other sensory information (e.g. the environment, the noise around them).
  - Selective attention allows only the important information relating to catching the ball to pass into the memory stores and allows the information to pass from the STSS to the short-term memory.

3. Accept suitable sporting examples using the tennis player example.

### Central executive

- The central executive is the key decision-maker in the working memory model, coordinating the three other components.
- The central executive is concerned with attentional control, through the use of selective attention.
- The central executive has some limited capacity for information.
- e.g. the tennis player receiving a serve would be collecting data from all of the senses. The central executive would serve to cancel out the less important cues, such as the noise around them.

### Phonological loop

- Separated into the phonological store (inner ear) and the articulatory control process.
- The phonological store stores information received verbally for up to two seconds.
- The articulatory control process rehearses the information that is stored in the phonological store, enabling repetition.
- e.g. the tennis player hears the moment the opponent grunts as they strike the ball. The central executive would serve to cancel out the less important cues, such as the noise around them.

### Visuospatial sketchpad

- Stores visual information, which in turn affects spatial awareness.
- Spatial awareness allows us to understand the position of the body in relation to the environment.
- The visuospatial sketchpad has limited capacity, but does retrieve information from the long-term memory, enabling a relevant previous image to be displayed.
- e.g. the tennis player watches the position and flight of the ball after the serve. The central executive would serve to cancel out the less important cues, such as the noise around them.

### Episodic buffer

- Acts as a link between the short-term memory and long-term memory.
- It retrieves information from the long-term memory and adds it to the short-term memory, enabling it to be used when required.
- The episodic buffer provides timing and an order to information, to enhance the performance of the skill.
- e.g. the tennis player receiving a serve observes the movement of the opponent striking the ball. Knowledge from the long-term memory allows them to prepare for the serve, and they can respond appropriately.

4. Accept suitable sporting examples; each component must be described using a sport.

## Display/environment

- Concerns the information from the environment required by the athlete to perform the skill, e.g. ball position, opponent's position, etc.
- e.g. a rugby full back scanning the entire pitch to assess their options when the ball is kicked.

## Sensory organs / receptor systems

- The information from the display is then taken in by the sensory organs (vision, hearing, touch, etc.).
- e.g. the rugby player may see (vision) or hear (sound) an attacking player running with the ball.

## Perceptual mechanism

- The perceptual mechanism processes the information received by the sensory organs. The information is retained and irrelevant information is ignored, using selective perception.
- e.g. the rugby player focuses on the run of the opposition player, filtering out other information.

## Translatory mechanism

- The translatory mechanism involves the decision-making processes. It is here that the athlete's previous experience, knowledge and skills are used to make a decision to be made.
- e.g. the rugby player decides to close down the gap between them and the opposition player.

## Effector mechanism

- Once the decision has been made, the effector mechanism, via motor neurones, carries out the action. The signal is passed from the brain to the muscles.
- e.g. the rugby player's muscles are stimulated to begin movement to allow them to close down on the opposition player.

## Muscular system and output data

- The muscular system can then physically respond in the manner suggested by the effector mechanism.
- e.g. the rugby player runs towards the opposition player, and initiates the tackle.

## Feedback data

- Feedback data then considers the information about the performance to allow the athlete to adjust their technique for the future.
- e.g. the rugby player's feedback includes the fact that they could have made the tackle earlier, or used a different technique in order to put the player to ground earlier and reduce the territory available to the opposition.

5. Answers to be applied to rugby passing.

- Recall schema:** initiation of movement before the action takes place
  - Initial conditions** – The rugby player can see the sporting environment and the position of the ball from an existing motor programme, such as where they are and where the ball is. Their hands are positioned on the ball.
  - Response specifications** – The rugby player now uses this information to decide what they need to do, such as where the defenders are, how far away they are, and what type of pass needed to reach the player (pop or spin).
- Recognition schema:** this happens during the controlling of the movement
  - Sensory consequences** – used during the performance of the skill; the player's hand position on the ball for different types of passes and arm power for different types of passes.
  - Response outcome** – this involves knowledge of the action and how successful it was. This can then be used to update existing motor programmes and schema, such as if the pass failed, small adjustments will be made for next time.

## Section C:

1. Students should correctly identify the three factors and then draw the Hick's law graph.

## Hick's law

- Hick's law suggests that as the number of stimuli presented to an athlete increases, the response time also increases. Therefore, the fewer stimuli an athlete has to respond to, the faster the response time.

## Psychological refractory period (PRP)

- PRP also suggests (similar to Hick's law) that the greater the number of stimuli, the longer the response time. It suggests the reason for this is because as the first stimulus is being responded to, additional stimuli are being presented to the athlete, causing a delayed response.

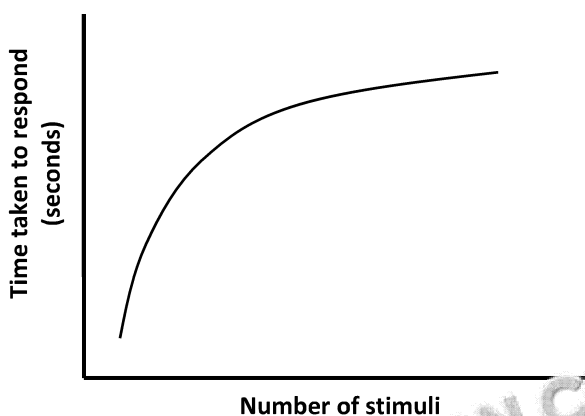
## Single channel hypothesis

- The single channel hypothesis states that the reason response time increases with the number of stimuli is that the brain can only process one stimulus at a time. Therefore, if more than one stimulus is presented, a bottleneck effect occurs and additional stimuli have to wait to be processed.

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### Hick's law graph



### 2. Any from the following – Accept other suitable answers

- Practising regularly can help to improve anticipation and reaction to stimuli
- Repeating drills to improve speed – as response time incorporates movement, the quicker their response
- Improving selective attention can cut down the irrelevant stimuli which could be being attended to
- Mental rehearsal can help to focus the athlete's attention to the task at hand and respond to a stimulus
- Training specific stimulus-response tasks can help an athlete improve their response time to specific situations
- Improved fitness to improve reaction time – specific fitness components (e.g. speed) can decrease the physical response time to a stimulus

### 3. Chaining

- Chaining is the process of linking separate pieces of information together. The first part of the movement and linking it to the second, and then linking the third part to the whole skill is performed.
- e.g. a tennis coach teaching a serve firstly just teaches the toss-up of the ball. The coach then teaches the correct swing action of the racket. The athlete's actions are linked together. Eventually the whole serve will be developed.

### Chunking

- Chunking is the process of separating large pieces of information into smaller pieces. This helps the brain process the data into understandable and manageable pieces for retrieval. When the information/skill is required again, the subcomponents are retrieved to form the whole skill.
- For example, a rugby player can break down a conversion kick into its separate parts: planting foot, the striking foot and the follow-through.

### Exam-style Question:

#### A Level Paper 1:

#### 1. Three marks from (1.2.1):

- Create different practice conditions to create different environments for schema to be used
- Provide feedback to make sure athletes are recognising and adapting schema
- Indicate opportunities where schema can be used, such as the transfer of skills
- Use of reinforcement to support knowledge of results and ensure athlete retention
- Accept any other suitable answer

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## Topic 3: Injury Prevention and Rehabilitation

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### Section A:

- Injuries that occur from a sudden stress (impact/trauma) to the body and the
  - Injuries that occur from continuous stress on the body. Also known as Overuse
- Chronic – Achilles tendinitis
  - Acute – dislocation
  - Acute – simple (oblique) fracture
  - Chronic – tennis elbow
  - Chronic – stress fracture
  - Acute – compound fracture
- Any three from the following:
  - Sprain – damage to the ligaments around a joint caused by overstretching the range of movement. Symptoms of sprains are tenderness, bruising and swelling.
  - Strain – damage to the tendons caused by overstretching the muscle fibres. Symptoms are pain and swelling at the location of the injury.
  - Fractures – fractures are cracks or breaks in bone material either due to acute or chronic injuries such as bad technique over a long period of time.
  - Dislocations – the misalignment or total removal of a bone from its socket as a result of collision or twisting actions.
- Any three from the following:
  - Proprioceptive training
  - Strength training
  - Hyperbaric chambers
  - Cryotherapy
  - Hydrotherapy
- Students to draw an image to represent the following descriptions or describe.

Compression garments	Foam rollers and massage
Clothing that applies pressure to the body, e.g. compression socks and compression shorts.	<ul style="list-style-type: none"> <li>Foam rollers – grooved equipment that athletes roll body parts over, to mimic a massage</li> <li>Massage – rubbing and applying pressure to muscles, using hands, to relieve pain and promote recovery of muscles</li> </ul>
Cold therapy	Ice baths
The use of ice packs or cooling aids to cool a specific area of the body.	Submerging the body in ice-cold water to reduce pain.

### Section B:

- Sport:** any suitable examples of sports that require powerful movements such as boxing, football, rugby, squash, tennis, gymnastics

**Justification:** sprains and strains are caused by overstretching of tendons and muscles, so are caused by sudden, powerful movements that can cause twisting of a joint or muscle and/or its tendons (e.g. hamstring).
- Scrum cap
  - Mouth guard / gumshield
  - Shoulder pads
  - High ankle support / correct studs
    - The risk of injury is increased if incorrect equipment or clothing is being worn. Wearing the correct type of shoes with correct grip for the activity.

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3. **Stage 1:**

- Light cardiovascular exercise that gradually raises the heart rate and breathing.
- e.g. light jog around a football pitch.
- This increases the blood flow and, therefore, oxygen levels, to meet the oxygen demand.
- Gradually increasing exercise intensity means there is less of a shock on the body (i.e. the heart can gradually adapt to the demands).

**Stage 2:**

- Performing static and dynamic stretches to increase the pliability of muscles.
- e.g. a long jumper performing stretches on their legs.
- This increases the range of motion at joints, increasing athlete flexibility, reducing the risk of injury.

**Stage 3:**

- Sport-specific drills and movements are completed, replicating movements.
- e.g. a rugby player completing passing and tackling drills.
- This warms up and further stretches the muscles used during exercise.

4. i.

Type: Active stretching  
Description: Stretching a muscle by contracting its opposing (agonist) muscle.

ii. Passive stretching

Description: Use of external assistance (person or object) to stretch the athlete, who is not working on their own.

iii. Type: Static stretching

Description: A stretch that is held in the same position for a prolonged period. It is concerned with speed of a movement but, instead, the maximum range of motion for active and static dynamic flexibility.

iv. Type: Ballistic stretching

Description: Using bouncing movements to increase the range of movement. It stretches muscles beyond their range of movement at speed.

**Section C:**

1. Answers given below; accept other suitable answers.

**Advantages**

- Identifies potential health issues a person may already have
- Identifies potential risks of a person participating in exercise (e.g. health conditions such as cardiac arrest)
- Can be used to assess the suitability of people to certain sports/exercise
- Flaws in technique or levels of fitness can be treated early to prevent injury

**Disadvantages**

- Not always reliable or accurate
- Can be expensive and time-consuming
- Athletes may not want to hear about pre-existing health problems that may affect their performance

2. a) Bracing

- Support used for joints that may be weak or recovering from injury; for example, a brace for a knee joint from moving in directions or movements that are not intended (e.g. hyperextension)

b)


Taping is used either to prevent injury or to help protect joints and muscles. It provides support at the ankle.

- Kinesiology tape (shown in the image) aims to provide support and protect joints from movement, allowing athletes to still compete at the highest levels

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3. Answers given below, Accept other suitable sporting examples.

Recovery method	How it aids recovery
<b>Compression garments</b>	By applying pressure to the blood vessels, compression garments aim to improve blood circulation by increasing blood pressure in the blood vessels. This helps to circulate blood, delivering oxygen, removing lactate and reducing muscle inflammation caused by exercise.
<b>Foam rollers and massage</b>	<ul style="list-style-type: none"> <li>Foam rollers and massages aid recovery by reducing pressure from inflamed muscles</li> <li>Massages can also break down scarred tissue surrounding muscles</li> <li>Promotes an increase in blood flow around muscles through vasodilation, helping to remove lactic acid and improve oxygen and nutrients to reach the muscles, helping speed up recovery</li> </ul>
 <b>Cold therapy</b>	<p>Cooling areas of injury helps to reduce the inflammatory response (swelling) of injured muscles by causing vasoconstriction of the blood vessels, reducing the volume of blood reaching the injured area</p> <ul style="list-style-type: none"> <li>Reducing swelling also allows an athlete to maintain the majority of movement at the site of injury</li> </ul>
<b>Ice baths</b>	<ul style="list-style-type: none"> <li>Ice baths help to remove waste products from the limbs (e.g the legs) through vasoconstriction of the blood vessels. As blood leaves the limbs, it carries the waste products with it to be expelled from the body.</li> <li>The removed blood is replaced with fresh, oxygenated blood that aids recovery</li> </ul>
<b>Cryotherapy</b>	See ice baths and cold therapy
<b>Hyperbaric chambers</b>	<ul style="list-style-type: none"> <li>The additional oxygen in the room is easily consumed by the body. This increases the amount of oxygen in the blood</li> <li>Oxygen can more easily be diffused to injured areas of the body, reducing swelling and aiding the removal of waste products</li> <li>Helps to replenish oxygen levels following exercise (oxygen debt)</li> </ul>

#### 4. Sleep

- Provides the body with physical and mental recovery time / break
- During deep sleep, less blood is sent to the brain and it is instead transported to the muscles for recovery
- Adequate sleep allows athletes to reduce stress levels and gives them a psychological edge
- Adult athletes should have approximately eight hours of sleep per night to properly recover and be repaired

#### Nutrition

- Depending on the type, intensity and length of exercise completed, different nutritional requirements are needed (e.g. endurance vs. strength scores)
- Following exercise, athletes will consume more food than usual to make the most of the metabolic state known as the 'anabolic window' of opportunity, whereby the body is readily available to consume nutrients
- Athletes will consume large amounts of protein following exercise to promote muscle repair as they require protein to repair microtears in muscle fibres

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# Exam-style Question:

## A Level Paper 2:

- Maximum 8 marks. 2 marks = AO1, 3 marks = AO2, 3 marks = AO3.

Refer to the below guidance table to aid marking.

Guidance table		
Level	Marks awarded	Description/guidance
4	7–8	Comprehensive and precise knowledge. Clear application and range of knowledge displayed. Analysis and/or evaluation is articulated well, demonstrating their impact. Appropriate terminology reliably used throughout. Proven rational structure provided, with focused and clear answers.
3	5–6	Usually uses comprehensive and precise knowledge. Application and range of knowledge often displayed. Analysis and/or evaluation is often articulated well, demonstrating their impact. Appropriate terminology often used throughout. Rational structure provided, with focused and clear answers.
2	3–4	Sometimes uses comprehensive and precise knowledge. Application and range of knowledge is sometimes displayed. Analysis and/or evaluation is sometimes articulated well, demonstrating their impact. Appropriate terminology sometimes used throughout. Rational structure provided, with focused and clear answers.
1	1–2	Comprehensive and precise knowledge is restricted. Application and range of knowledge displayed is restricted. Analysis and/or evaluation is often not articulated well, demonstrating their impact. Appropriate terminology occasionally used throughout. Rational structure not provided, with answer not focused.
0	0	No answer or suitable information given

Indicative content can include, but is not limited to:

### AO1 – Knowledge of hyperbaric chambers and cryotherapy and their use:

- Cryotherapy involves the use of cold temperatures, such as RICE method, ice packs, or a cryogenic chamber at a temperature of  $-100^{\circ}\text{C}$ 
  - (Rehabilitation) Helps reduce pain and swelling (odema)
  - (Recovery) Flushes out lactic acid
- Hyperbaric chambers are pressurised chambers with 100% oxygen
  - (Rehabilitation) reduces swelling
  - (Recovery) increases white blood cell activity and increases blood supply

### AO2 – Application to rugby

- Rugby is a contact sport, where acute injuries such as strains (to muscles and ligaments) are likely to occur.
- Rugby also uses anaerobic energy systems resulting in an increased accumulation of lactic acid.
- Cryotherapy / hyperbaric chambers can support rugby players to increase blood flow and/or competitions, increasing oxygen to the muscles for recovery.
- Cryotherapy can help flush out lactic acid after a game, increasing recovery time.
- Cryotherapy and hyperbaric chambers reduce swelling and pain of any injured players.

### AO3 – Analysis/evaluation of how this supports recovery and rehabilitation from injury

- Cryotherapy – reduces swelling and pain through vasoconstriction, allowing blood to flow away from the injury, reducing the risk of injury due to tight muscles during next training session / competition.
- Ice baths / cryotherapy – help to remove waste products from the limbs through the blood vessels. As blood leaves the limbs, it carries the waste products with it to be replaced by fresh, oxygenated blood that allows a quicker recovery.
- Hyperbaric chambers – the additional oxygen in the chamber is consumed by the body, increasing the amount of oxygen in the body. This allows oxygen to be more easily diffused into the injured area, reducing swelling and aiding the removal of waste products, such as lactic acid – speeding up recovery.
- Removal of lactic acid and reduction in swelling can decrease soreness of the injury, allowing the player to return to training sooner.

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## Topic 4: Biomechanical Movement


### A: LINEAR MOTION AND ANGULAR MOTION

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#### Section A:

- Linear motion is the movement of an object's centre of mass in a line (curved or straight). All parts of the object have all parts moving in the same direction, speed and distance.
- Angular motion is the motion of an object about a fixed axis in a rotational manner.
- Internal muscular force
  - Eccentric force

4.

Quantity	Definition	Calculation
 Mass	The amount of matter an object or body is made up of	Mass = weight / acceleration due to gravity
Weight	The gravitational force exerted on an object, due to its mass	Weight = mass × acceleration due to gravity
Distance	The straight-line distance between a start point and an end point	Distance = speed × time
Displacement	The total change in an object's centre of mass between a start point and an end point	Displacement = velocity × time
Speed	The rate at which an object moves a specified distance	Speed = distance / time
Velocity	The rate at which an object undergoes displacement	Velocity = displacement / time
Acceleration/ deceleration	Acceleration is the positive change in velocity of an object Deceleration is the negative change in velocity of an object	Acceleration or deceleration = change in velocity / time
Momentum	The amount of movement an object or body has, as a result of its mass and velocity	Momentum = mass × velocity

5.

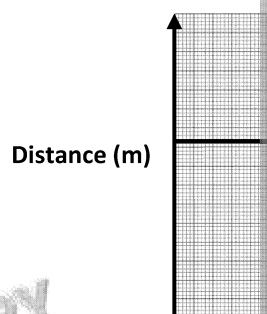
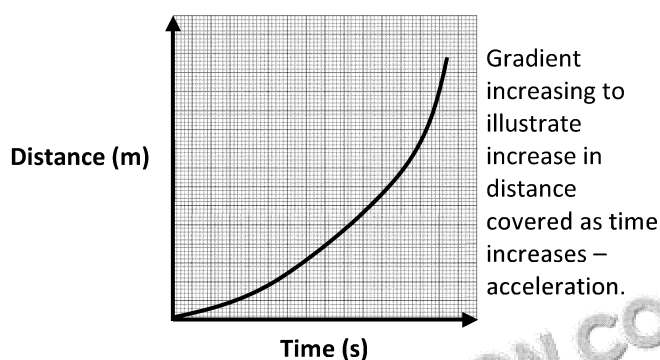
Quantity	Definition	Calculation
Angular displacement	The change in position or angle of a point on a rotating object	Angular displacement = final angle – initial angle
 Angular acceleration	The rate at which angular velocity of an object changes	Angular acceleration = change in angular velocity / time
Moment of inertia	The resistance of an object to change its current state of rotational motion	moment of inertia = mass × distance from the axis <sup>2</sup>
Angular velocity	The rate of angular displacement of an object	angular velocity = angular displacement (radians) / time taken (seconds)
Angular momentum	The amount of angular motion of an object	angular momentum = moment of inertia × angular velocity

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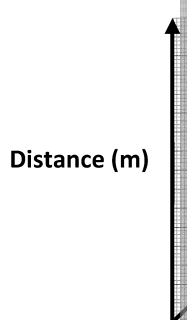
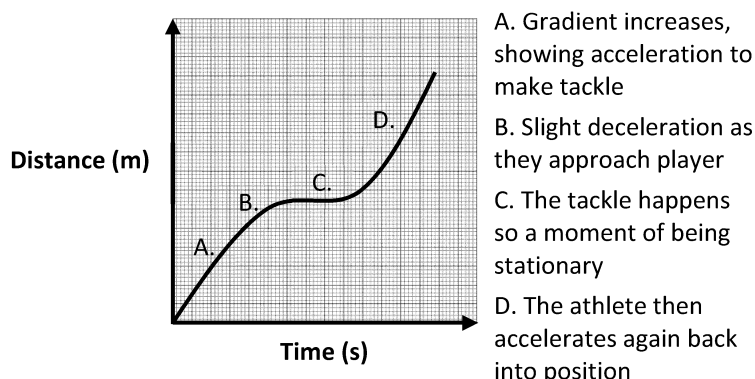


## Section B:

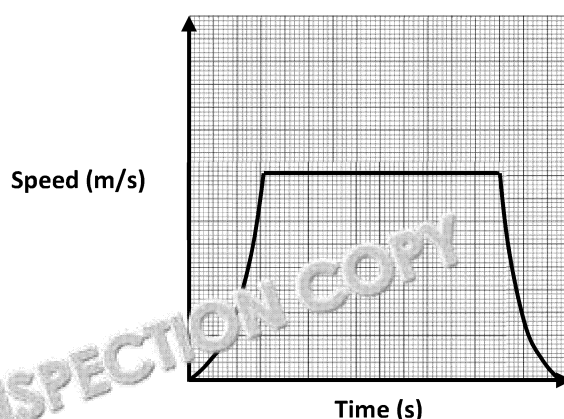
1. i) Students should draw any line that resembles the one shown below.
- ii) Students should draw any line that resembles the one shown below.



- iii) Students should draw any line that resembles the one shown below.
- ii) Students should draw any line that resembles the one shown below.



2. Students should draw a graph, correctly labelling the graph axes with correct units. The graph should look similar to that shown below:



3. (i) Acceleration  
 (c) Acceleration in a different direction  
 (d) Deceleration in a different direction
- (ii) Accept suitable examples where changing direction is a common action of the athlete e.g. football sidesteps / rugby sidesteps / cycling or Formula One cars turning
4. a) Air resistance – a frictional force that opposes movement in the opposite direction  
 b) Frictional force – a force that acts between two surfaces that are working against each other  
 c) Gravity/weight – gravity pulls an object towards the ground. The size of gravity is proportional to the mass (i.e. weight) of the object

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5. Accept other suitable sporting examples.
  - Newton's first law: a body or object in rotation will continue to rotate with constant angular velocity if no external (unbalanced) torque force acts upon it
  - Sporting example: a tennis ball with topspin will continue to rotate with constant angular velocity after it has hit the ground on the other side of the net
  - Newton's second law: the rate of change of angular momentum is proportional to the net external (unbalanced) torque, acting upon it
  - Sporting example: the more torque a golfer applies to the bottom edge of a golf club head, the more backspin the ball will have when it lands
  - Newton's third law: for every external (unbalanced) torque applied to a body, an equal and opposite torque will be produced by the body or object
  - Sporting example: when a snooker player hits the cue ball to create backspin, the cue ball exerts an equal and opposite force back onto the cue
6. (i) Longitudinal axis  
Sporting example: spinning during the hammer throw wind-up
- (ii) Sagittal axis  
Sporting example: the pommel horse in gymnastics
- (iii) Transverse axis  
Sporting example: a diver performing a tucked somersault
7.
  - Moment of inertia of the body – the larger the mass of the rotating object, the greater the moment of inertia
  - Distribution of mass – the greater the distance the mass of an object is distributed from the axis of rotation, the larger the moment of inertia of the object.

### Section C:

1.
  - Distance travelled between 'B' and 'C' =  $11 \text{ m/s} \times 5 \text{ seconds} = 55 \text{ m}$
  - Between points 'A' and 'B', the athlete is accelerating at their maximum running speed
  - Sporting event = 200 m sprint
2.
  - Angular momentum = moment of inertia  $\times$  angular velocity
  - Inverse relationship between moment of inertia and angular velocity:
    - As moment of inertia increases, angular velocity decreases
    - Therefore, angular velocity = angular momentum / moment of inertia
  - Due to inverse relationship:
    - Angular momentum will remain constant throughout flight
    - This relates to Newton's first law of motion
    - This is known as the 'conservation of angular momentum'
3.
  - Impulse is shown as the area under a force–time graph
  - For a 100 m sprinter, impulse is used to demonstrate forwards (horizontal) acceleration
  - (Figure A) the positive impulse is larger than the negative impulse, meaning the sprinter is accelerating forwards direction, e.g. pushing off from the starting blocks
  - (Figure B) the negative impulse is greater than the positive impulse, meaning the sprinter is decelerating, e.g. after crossing the finish line, when the sprinter slows down to stop
  - When the sprinter decelerates (figure B), they are still travelling in the same direction but at a reduced rate
4.
  - Initial momentum is created by the diver by applying an eccentric force to the board, creating a torque about the pivot point from the board.
  - This momentum creates moment of inertia, the rotation begins about the pivot point.
  - At the beginning of the rotation, the body mass (arms) is further away from the pivot point, so the moment of inertia is high, the angular velocity is low.
  - To increase the angular velocity, moment of inertia must be lowered by tucking the arms in.

### Exam-style question:

#### A Level Physics:

1. a. Maximum three marks. 1 mark = AO1, 2 marks = AO2.

Force	
A	B
Frictional force (1)	Gravity/weight (1)

1. b. Maximum 3 marks. 1 mark = AO2, 2 marks = AO3
  - To increase the speed/momentum of the bike, the cyclist must create more torque
  - Newton's second law of motion states that change in momentum is proportional to the net external force acting upon it (AO3)
  - This is achieved by pedalling at a faster rate, which increases the force (torque)

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## Topic 4: Biomechanical Movement

### 8: FLUID MECHANICS AND PROJECTILE MOTION

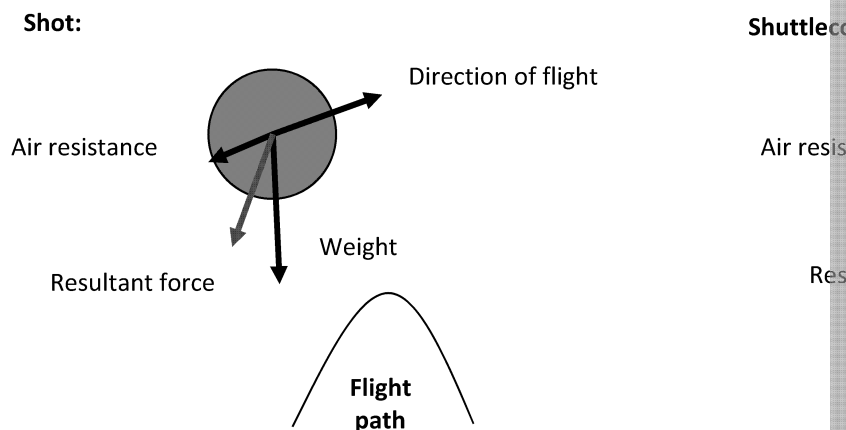
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#### Section A:

- **Angle of release**
  - **Speed of release**
  - **Height of release**
- **Velocity** – the greater an object's velocity, the greater the air resistance / drag
  - **Mass** – the greater the mass of an object, the less the effect of air resistance
  - **Frontal cross-sectional area** – the smaller the frontal cross-sectional area of an object, the less the effect of air resistance / drag has on the object
  - **Streamlining and shape** – a streamlined and smooth object will have less air resistance than a rough and un-streamlined object
  - **Surface characteristics** – surfaces that are smooth in texture have lower air resistance than rougher textures
- A **parabolic flight path** is the symmetrical flight path of an object in flight. The weight of the projectile object is greater than the air resistance acting on it.
  - A **non-parabolic flight path** is an asymmetrical flight path of an object in flight. The weight of the object is smaller than the air resistance acting on it.

#### Section B:

- Diagrams and illustrations to be similar to:



- The athlete would angle the discus to travel through the air at approximately 45 degrees to the horizontal, to increase lift.
  - The angle of the discus means that it has to travel a greater distance over the air, creating a greater velocity of airflow. Pressure is created at higher velocities and, therefore, the discus.
  - The difference in pressure gradient creates lift as the object is forced to move to the side, creating a longer flight time.

#### 3. Track cycling

- **How:** A downward lift force is created when the cyclist leans forward over the handlebars. The cyclist travels at a lower velocity and at a higher pressure, pushing the tyre against the ground.
- **Importance:** this is so a greater frictional force is applied, giving the athlete a greater acceleration.

#### Speed skiers:

- **How:** A downward lift force is created when the skier crouches low towards the ground. The skier travels at a lower velocity and at a higher pressure, pushing the skier's skis against the snow.
- **Importance:** this is to reduce drag, and also reduce friction from the snow to the skis.

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# Section C:

- Creates extra lift force / drag (if reversed)
  - Increases flight time of an object
  - Helps to increase horizontal distance covered by a projectile
- Height of release:**
  - The greater the height a projectile is thrown from, the greater the horizontal distance it will travel
  - This is due to the extended time it will take the object to fall to the ground (due to gravity)
  - The shot-putter would attempt to release the shot at the greatest height possible

## Speed of release:

- The greater the release speed of an object, the further the object will travel
- Greater release speeds extend the time it takes for the object to be stopped by the gravitational pull to decelerate (stopped moving).
- The shot-putter would throw the shot as fast as possible at the moment of release

## Angle of release:

- The optimal release angle for maximum horizontal displacement is 45°.
- The shot-putter would attempt to throw the shot at a 45° angle.



## Exam-style Question:

### A Level Paper 2:

- Maximum 15 marks. AO1 = 4 marks, AO2 = 5 marks, AO3 = 6 marks.

Refer to the below guidance table to aid marking.

Guidance Table		
Level	Marks Awarded	Description / Guidance
5	13–15	Comprehensive and precise knowledge. Clear application and range of knowledge displayed Analysis and/or evaluation is articulated well, demonstrating their impact. Appropriate terminology reliably used throughout. Proven rational structure provided, with focused and clear answer.
4	10–12	Usually uses comprehensive and precise knowledge Application and range of knowledge often displayed Analysis and/or evaluation is often articulated well, demonstrating their impact. Appropriate terminology often used throughout. Rational structure provided, with focused and clear answer.
3	7–9	Generally uses comprehensive and precise knowledge Application and range of knowledge are occasionally displayed Analysis and/or evaluation is sometimes attempted, demonstrating their impact, but may lack coherence. Appropriate terminology is used throughout, but some may be incorrect. Structure provided with focused and clear answer.
2	4–6	Sometimes uses comprehensive and precise knowledge Application and range of knowledge are sometimes displayed Analysis and/or evaluation is sometimes articulated well, demonstrating factors and their impact. Appropriate terminology sometimes used throughout. Rational structure provided, with focused and clear answer.
1	1–3	Comprehensive and precise knowledge is restricted. Application and range of knowledge displayed is restricted. Analysis and/or evaluation is often not articulated well. Appropriate terminology occasionally used throughout. Rational structure not provided, with answer not fully relevant.
0	0	No relevant content given.

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Indicative content can include, but is not limited to:

### AO1 – Knowledge:

- (Bernoulli's principle) The shape of the object (car or bicycle) would be designed to create a pressure gradient, increasing the velocity of the air. This creates an area of low pressure beneath the object, pushing it upwards.
- (Bernoulli's principle) Bernoulli's principle is reversed to create downwards lift forces, pushing the object down into the ground.
- (Bernoulli's principle) Pressure changes between the upper (high pressure) and lower (low pressure) surfaces of the object causes drag, as the object is pushed down into the ground.
- (Additional factors) Velocity – the greater an object's velocity, the greater the effect of air resistance / drag.
- (Additional factors) Mass – the greater the mass of an object, the less the effect of air resistance / drag.
- (Additional factors) Frontal cross-sectional area – the smaller the frontal cross-sectional area, the smaller the effect air resistance / drag has on the object.
- (Additional factors) Streamlining and shape – a streamlined and smooth object experiences less air resistance / drag than a rough and un-streamlined object.
- (Additional factors) Surface characteristics – surfaces that are smooth in texture experience less air resistance / drag than those with rougher textures.

### AO2 – Application

- Formula One cars have large spoilers which are designed to create a pressure gradient, increasing the velocity of the air. This creates an area of low pressure beneath the car, pushing it down into the track.
- An area of high pressure is present above the spoiler (due to the shorter distance the air has to travel), increasing the velocity of the air. This creates an area of low pressure beneath the spoiler.
- When air moves from this area of high pressure to the area of low pressure, it is pushed downwards, increasing the drag and grip the car has on the track.
- This increases the drag and grip the car has on the track.
- To reverse Bernoulli's principle and create downwards lift forces, equipment is designed to push the air upwards, pushing the object down into the track.

### AO3 – Analysis/Evaluation

e.g. Formula One cars / racing cars are required to travel as fast as possible. This means that air resistance must be minimised. However, when travelling at high speeds, especially around corners, the vehicle is able to grip to the track, allowing them to safely travel round corners. This is achieved by using Bernoulli's principle. Features of the car, such as the spoiler, are designed to reverse Bernoulli's principle (create downwards lift), to push the car down into the track, increasing traction. Spoilers are designed to create a pressure gradient between the upper and lower surface of the spoiler. An area of high pressure is created above the spoiler, and a low pressure beneath the spoiler. The air wants to travel from the area of high pressure to the area of low pressure, this means that the air above the spoiler pushes downwards (towards the area of low pressure), increasing the drag and grip the car has on the track.

Designers of racing cars must also consider the additional factors that influence air resistance. Formula One cars are made of lightweight but strong materials. The greater the mass of an object, the greater the effect of air resistance on it. Formula One cars are designed to reduce the amount of air striking the car (at the front of the car) as it moves; by streamlining the shape of the car, this is achieved, shown by the shape of the nose of the car. The car is also designed using smooth materials (plastics and metals). The smooth texture of the car reduces the air resistance has on the car.

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## Topic 5: Psychological Factors that Influence

### A: ACHIEVEMENT MOTIVATION THEORY

#### Section A:

1. Achievement motivation refers to the approachability or avoidance that an athlete has towards a task.
2.
  - Need-to-achieve (NACH) personality types are suggested to have the desire to be enthusiastic about having another opportunity and each opportunity is a test of their ability.
  - Need-to-avoid-failure (NAF) personality types are suggested to have the attitude of being cautious and risk-averse in order to prevent the possibility of failure.
3.
  - A need-to-achieve personality is advantageous in sport because it allows a person to be open to more opportunities.
  - Being open to more opportunities allows the person to learn from mistakes and limitations and receive feedback.
  - Need-to-achieve personalities are argued to be more successful because they are more likely to take on a task at hand compared to need-to-avoid-failure personalities, who tend to avoid a task by focusing their experiences and opportunities to improve.

#### Section B:

##### 1. Need to achieve

- They welcome competition; therefore, being in the third quarter and only two minutes left, they have plenty of time available to match New Zealand and even get ahead by the fourth quarter.
- They take risks – a player may not risk interception by the opposing team with a long pass, instead, may choose to throw long-distance passes to teammates. This, however, may result in the ball going out or even being intercepted.
- They are confident – the player has a strong belief in their ability and their team's ability and will patiently wait for it to unfold.
- They are task-persistent – the player will not give up on the task even after several good shots at the net but unfortunately none have gone in yet, but they keep trying.
- They attribute success internally – e.g. if the team were able to score, the athlete would attribute it to the practice they put in during the last training session.
- They welcome feedback and evaluation – e.g. at the end of the third quarter, the coach tells them they should incorporate more bounce passes to get around the player.

##### Need to avoid failure

- They give up easily – therefore, knowing they're down and already in the second quarter, they lack motivation and drive to continue the competition.
- They do not like feedback – e.g. at the end of the third quarter the coach tells them they should incorporate more bounce passes to get around the player, but a need-to-avoid-failure personality may mean they have not been passing well and will, therefore, think their performance is poor.
- They take the easy options – e.g. it's easier to pass the ball quickly to another player than to risk a long pass, potentially miss.

2.
  - They give up easily – she would know that her body shape has changed, she is out of shape, lacking recent experience of a competitive match, and to mention she is exhausted from the previous match, then going to training. Therefore, she will give up easily during the match, particularly in the second quarter, require sprinting towards the net for. This increases the risk of losing points.
  - They do not like feedback – her coach is sitting in the audience and tries to give her feedback, but she is too tired to listen and instead carries on the way she is playing, thereby not adapting to the situation and being lost.
  - They take the easy options – Serena Williams has a very powerful and accurate serve, so for her it would be to collect as many aces as possible, without having to move.

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3. Answer to include reference to sporting examples.
  - The situation refers to the probability of success obtained from the scenario success, such as pride, satisfaction and achievement.
  - Tasks, situations and scenarios that are deemed as easy to the performer are to-avoid-failure (NAF) personalities because, after assessing the situation, it
  - However, this type of scenario will offer little incentive value and pride, e.g. floor routine during competition, but opt for the easier lower-level routine
  - On the other hand, need-to-achieve (NACH) personalities are open to difficult complete the task, irrespective of whether they will complete the task well, challenging floor routine.
  - Moreover, if success is obtained from the situation, high levels of pride, satisfaction, higher score from the floor routine.

## Section C:

1. Achievement goal theory for 100 m hurdles
  - Dependent on the type of goal set and how the performer measures their success

**Advantages**

  - Task related goals refer to the athlete comparing their performance with the task
  - Beneficial as the player will be able to identify their strengths and limitations, come or learn what to do differently next time. For example, for 100 m, their performance and learn that they had a really good start out of the block approx. 50 m and then they were able to maintain their top speed until they

**Disadvantages**

  - Goals could be set purely on win or lose, e.g. whether they come first in the
  - This is a disadvantage as then the player will not investigate their own performance
  - Secondly, if they did not win the race, this can be demotivating and demoralising on their attitude and training methods, e.g. they may just think that they were

## Exam-style Question:

### A Level Paper 2:

#### Any three from the following (AO3):

- Use positive reinforcement, praise and rewards when they display approach behaviours to enhance repeated behaviours.
- Attribute success internally – attributing success to the player, so they recognise the tactic and are more likely to implement it in the same way in the future.
- Provide situations and drills to allow success to be achieved so they learn what it takes
- Improve confidence of the players through positive feedback.
- Provide suitable SMART goals that focus on performance and can be achieved by the players to increase motivation.
- Accept any other suitable answer.

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## Topic 5: Psychological Factors that Influence

### 8: Attribution, Confidence and Self-Efficacy

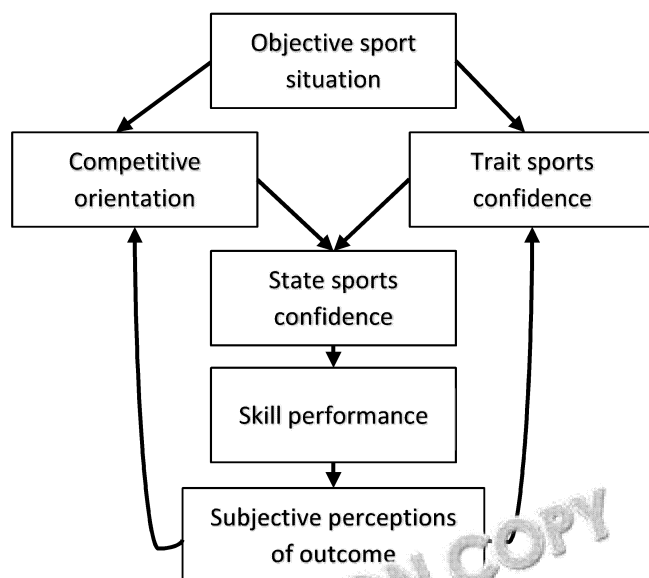
#### Section A:

1. Attribution is how a person recognises particular factors as being the reason for failure or success.
- 2.

	Externally perceived locus
Attributions of no control (unstable)	Effort
Attributions of control (stable)	Ability

3.
  - Weiner's model of attribution provides explanations of attribution in sport
  - It focuses on how an individual attributes success or failure if failure was unexpected
  - Contains two dimensions: stability and locus of control
  - Stability is split into: stable and unstable
  - Locus of control is split into: internal and external
4. Learned helplessness is the inevitable feeling that failure will occur, no matter what is done.
5.
  - **Specific** – the belief that an individual cannot perform a specific skill for success
  - **Global** – the belief that a previous bad experience means an individual cannot succeed
6.
  - (i) Self-confidence is the belief of an individual in their ability to perform successfully
  - (ii) Self-efficacy is the belief of an individual in their ability to be successful in certain situations
  - (iii) Self-esteem is how a person values themselves, based on judgements of their worth

7.



- Trait sports confidence (SC trait) – the enduring state of the performer, their global confidence
  - State sports confidence (SC state) – fluctuating sports confidence that depends on the situation the performer is faced with.
  - Skill performance (skilled performance) is influenced by SC trait, competitive orientation, and state sports confidence
  - Competitive orientation – willingness of the athlete to achieve a goal to enhance their performance
  - Objective sport situation – type of skill being performed and environment that the athlete is performing in
  - Subjective perceptions of outcome – how successfully the athlete perceives they have performed
- i. Performance accomplishments – the levels of success an athlete has previously achieved will influence their confidence when performing a similar skill.
  - ii. Vicarious experience – the athlete viewing another performer completing a task successfully
  - iii. Verbal persuasion – the use of verbal feedback to encourage the athlete and build their confidence
  - iv. Emotional arousal – how the athlete interprets their physiological symptoms

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## Section B:

1. Chance/luck and task difficulty
  2. Ability – the winning rugby team was more talented than their opponents
  3.
    - Self-serving bias is the act of purposefully attributing success to internal and stable factors (Weiner's model).
    - This encourages performers to not feel demotivated following the loss or failure.
    - By attributing success and failure with self-serving bias, an athlete maintains personally responsible for failure of a task.
  4. Accept suitable answers. For example:
    - Specific – the basketball player believes that they cannot successfully perform a specific task.
    - Global – the basketball player believes that because they cannot perform a specific task they cannot perform any similar movements (e.g. shooting in open play or passing the ball).
  5. **Mastery orientation:**
    - Mastery orientation is a motivation to display competence by developing skills and focusing on outperforming others.
    - Persistence gives an athlete the drive to improve performance, reaching their goals.
    - The performer should attribute any success to stable and internal factors (ability).
    - Approach behaviour applies to performers with high task persistence.
    - Failure of the badminton player should be attributed to temporary, uncontrollable factors.
- Attribution retraining:**
- Attribution retraining aims to change an athlete's outlook – adapting learned attribution.
  - Athletes are encouraged to rethink what is actually causing failure in sport.
  - If athletes unjustly blame external factors that cannot be controlled, they are encouraged to attribute to factors that can be controlled (internal).
6. Accept suitable sporting examples. For example:
    - **Performance accomplishments** – a badminton player won their last match so in their next match they are confident in performing successful smash shots.
    - **Vicarious experience** – the athlete watches professional badminton on TV and sees it being performed. This increases the observer's confidence in their ability to perform.
    - **Verbal persuasion** – the badminton player's coach provides positive feedback after a match. This increases the player's confidence and they are more willing to compete.
    - **Emotional arousal** – before a match, the badminton player experiences arousal which has a positive effect / readiness to sport. Therefore, the increased arousal creates high confidence.

## Section C:

1. **Performance:**
    - High levels of confidence can make the athlete feel prepared for performance.
    - This can counteract any negative feelings towards performances as a result of failure.
    - Raises arousal levels, allowing for optimal functioning during performance.
    - Sports confidence allows the athlete to have a feeling of 'freedom', making them more willing to take on challenges.
    - e.g. a rugby player has high confidence levels during a match. They attempt to retrieve the ball after the kick – they have performed successfully.
- Participation:**
- An individual is confident, they are more willing to participate in the sport.
  - Athletes with high confidence will not fear failure or humiliation.
  - Athletes with low confidence are more likely to stop participation, lowering their performance.
  - e.g. a rugby player with high levels of confidence is more likely to maintain participation in a task.
- Self-esteem:**
- High levels of confidence are linked with high levels of self-esteem.
  - Confidence creates a feeling of positivity in the athlete.
  - Athletes will have a higher belief in their ability to perform tasks.

2.
  - Attribution retraining aims to change an athlete's outlook – adapting learned
  - Athletes are encouraged to rethink what is actually causing failure in sport.
  - Weiner's model – if athletes unjustly blame external factors that cannot be reassess their attribution to factors that can be controlled (internal).
  - Coaches can provide more reinforcement to athletes, to increase their motivation.
  - Athletes and coaches can set achievable targets, to increase the self-esteem they reach the targets
  - Coaches should provide frequent praise to an athlete.
  - Stress management techniques (cognitive and somatic) can be used by athletes to decrease as a result of failure in a task or skill.

3. **Advantages (social facilitation):**

- The home team have increased motivation to perform well as they want to
- Players don't have to travel and so feel less stressed and mentally fatigued
- Players feel more comfortable in front of a home crowd, allowing them to perform better
- Athletes may become more attacking and exciting to watch, to entertain the
- Large crowds can cause a decrease in performance of the away team, helping the home team

**Disadvantages (social inhibition):**

- Pressure from home fans or pressure to succeed at home can cause stress and lead them to 'choke'
- Small or quiet home spectators will not be as effective in increasing the performance of the home audiences

**Exam-style Question:**

**A Level Paper 2:**

1. Maximum 3 marks AO3 – a coach can improve confidence in the following ways:
  - Teaching relaxation techniques to reduce stress and anxiety
  - Providing clear and accurate demonstrations
  - Providing positive reinforcement for good performances
  - Providing support and encouragement for successes
  - Allowing success to be achieved within training, improving motivation levels
  - Ensuring goals are attainable for athletes, so motivation levels are retained
  - Success could be attributed to the athlete's effort and ability, and not to chance
  - Athletes could be taught mental rehearsal, providing confidence before execution
  - Accept any other suitable answer.



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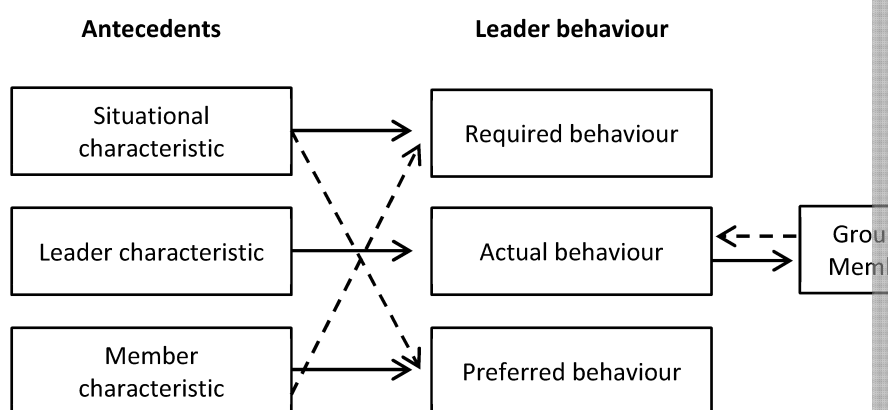
## Topic 5: Psychological Factors that Influence

### C: LEADERSHIP IN SPORT AND STRESS MANAGEMENT

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#### Section A:

- Any appropriate answers. For example:
  - Highly motivated
  - Inspirational
  - Approachable
  - Organised
  - Highly skilled
  - Ability to motivate teams
  - Empathetic
  - Enthusiastic
  - Good decision-maker
  - Charismatic
- Emergent leaders come from within a group (e.g. a football captain)
  - Assigned leaders come from a source external from the group (e.g. a football coach)
- 



- Stress is a psychological or physiological tension in response to a stimulus or stressor.
  - Causes of stress can include, but are not limited to, the following stressors:
    - Adverse environmental conditions
    - Opposition player behaviour
    - Coach behaviour and pressure
    - Perception of abilities / technique issues
    - Injury frustration
- Progressive muscular relaxation
  - Biofeedback
  - Centring technique
  - Breathing control
- Warm-ups help an athlete to feel mentally prepared for a task ahead
  - Sport-specific movement and drills during a warm-up lead to increased confidence
  - Warm-ups could include specific somatic and cognitive stress management techniques that help to lower stress levels prior to the beginning of competition
- A person-oriented leadership style is best used for a situation identified as moderate

#### Section B:

- Emergent – he originates from within the group/team.

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2.
  - Situational characteristic: swimming lessons, in which swimming can be dangerous.
  - Required behaviour: swimming teacher should adopt an autocratic style because of the situation.
  - Leader characteristic: an experienced swimming teacher.
  - Actual behaviour: if the actual behaviour is autocratic, then the performance will be good, whether an autocratic leadership style is preferred by the learners.
  - Member characteristics: the children are all novice swimmers.
  - Preferred behaviour: the leader should be autocratic so the novice swimmers should be safe.
3.
  - **Mental rehearsal:** the imagining of sporting movements prior to completing them. The movements are broken down in the mind and performed 'perfectly'.

Any of the following with a correct explanation:

- **Psychological skills training (PST):** PST is a general term used for a package of techniques and management techniques. By using numerous methods, PST allows athletes to prepare for particular situations. For example, a rugby player may use self-talk prior to taking a penalty kick. This increases the effectiveness of the management techniques.
- **Positive thinking / self-talk:** saying positive statements out loud helps to improve performance. Interpreting a situation as positive reduces the negative impact that it has on the athlete, which helps to increase motivation and, as a result, improve task persistence.
- **Positive thought stopping:** This involves preventing the thinking of negative thoughts. When a negative thought appears, then redirect the thought to a positive cue word, such as 'positive' or 'stop', can help to redirect the thought.
- **Imagery:** Imagining a peaceful and relaxing scenario can help to reduce the heart rate and ventilation rate.
- **Visualisation:** A player can mentally replay a skill, as it should be performed. The player can physically perform the skill perfectly, by transferring the feelings and skills from the mental performance to the physical performance. Players can visualise from either a first-person view (internal) or a third-person view (external).

#### 4. Definitions:

- **Attentional control:** the ability to monitor and control the level of attention around them and, therefore, the amount of information they can absorb from the environment.
- **Cue utilisation:** the relationship between arousal levels and the ability to absorb information from the environment; as arousal levels increase, the amount of information acknowledged decreases. This is called attentional narrowing.

#### Explanation:

- In some situations or for some sports performers, an increase in arousal levels can lead to a decrease in attentional control. As the performer's arousal levels increase, their ability to absorb information from the environment decreases.
- When this happens, the athlete may absorb non-essential or less important information. For example, a goalkeeper defending a free kick may absorb less important information from the environment, such as the spectators behind them, and miss important information regarding the spin on the ball.
- To limit attentional wastage, athletes should change their attentional style, from broad to narrow.
  - Broad, external – a large variety of information is absorbed from the environment. For example, a rugby full back watching the movement and positioning of opponents.
  - Narrow, external – the athlete focuses on a specific cue from the environment (e.g. a snooker player only focusing on the cue ball in front of them).
  - Broad, internal – athlete receives a large variety of information and interprets it. For example, an American football player assessing the movement of the opponents to understand and prevent the attacking strategies.
  - Narrow, internal – athlete receives a large variety of information and interprets it. For example, a snooker player paying attention to the technique used by the opponent to identify the signs of upcoming drop shots and runs.

#### 5. An autocratic leader:

- Makes all the decisions
- Dictates instructions to the group
- Is set on the outcome and task at hand, i.e. winning

Therefore, in a situation such as within football, an autocratic leader would suit a team that needs to make strong decisions to amend:

- hostility within the group
- lack of respect between team members
- low motivation levels
- confusion
- identified weaknesses

### Section C:

- Students should identify the characteristics, positives and negatives of each leader.

	Autocratic	Democratic
<b>Characteristics</b>	<ul style="list-style-type: none"> <li>The leader has total control, dictating the team's strategies and goals</li> <li>Sole decision-maker</li> <li>Task-oriented</li> <li>Not approachable</li> <li>Does not encourage contributions from others</li> </ul>	<ul style="list-style-type: none"> <li>Open style of leadership, taking on board the opinion of others</li> <li>People-centred, focusing on building team relationships</li> <li>Allows decision-making by others</li> <li>Good communicator</li> <li>Creative</li> </ul>
<b>Benefits (activities best suited to)</b>	<ul style="list-style-type: none"> <li>Team sports</li> <li>When a small decision is needed</li> <li>For any organised groups</li> </ul>	<ul style="list-style-type: none"> <li>Individual sports</li> <li>Creativity is required</li> <li>When the group consists of good communicators</li> </ul>
<b>Disadvantages</b>	<ul style="list-style-type: none"> <li>Perceived as controlling</li> <li>Stifles creativity</li> </ul>	<ul style="list-style-type: none"> <li>Can lead to teammates being unsure of their role</li> <li>Time-consuming</li> </ul>

- Accept other suitable sporting examples.

Somatic stress management technique	Description
Progressive muscular relaxation	<p>This enables the performer to understand how to recognise tension and combat it using muscular relaxation techniques.</p> <p><b>Process:</b></p> <ul style="list-style-type: none"> <li>This requires finding a comfortable and quiet place to lie down</li> <li>The performer tenses a particular muscle or muscle group</li> <li>After this tension has been held for roughly five seconds, the muscle is relaxed, allowing the tension to disappear.</li> </ul> <p>The performer can use this technique when they feel muscle tension during a performance, reducing their stress levels.</p>
Biofeedback	<p>This enables the performer to control their arousal levels by understanding the physiological symptoms of stress and how to control these.</p>
Centring technique	<p>Centring involves focusing the energy on the centre of the body. This is achieved through the use of cue words, which help to direct the performer away from the stressor and on to the body's energy.</p>
Breathing control	<p>Increasing the depth of breathing while slowing down the rate of breathing helps to reduce stress. Focusing on altering the breathing patterns helps to act as a distraction from stressors.</p>

### Exam-style questions

#### A Level questions

- B (Visualisation) (AO1)

## Topic 6: Concepts of Physical Activity

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### Section A:

- Physical recreation – participation in leisure activity for fun or enjoyment that is not competitive.
  - Sport – activities that are completed for entertainment or enjoyment purpose and are competitive.
  - Physical education – the compulsory and progressive teaching and learning of physical activity in school or other educational institutions.
  - School sport – extracurricular (outside of school hours) sport that encourages learning by students
- Characteristics to include:

Sporting Term	Characteristics
Physical recreation	<ul style="list-style-type: none"> <li>Anyone can participate in physical recreation</li> <li>Participation is for fun and enjoyment</li> <li>Participation is voluntary</li> <li>Participation is non-competitive</li> <li>Focus of physical recreation is placed on inclusion</li> <li>Inclusion, or removal from, physical recreation is voluntary</li> <li>There is no official referee or officiator – participants manage themselves</li> <li>'Official' courts/pitches, etc. are not necessarily used</li> <li>Activities are completed in any open space</li> </ul>
Sport	<ul style="list-style-type: none"> <li>Has set rules that are enforced</li> <li>Success is important and is the main goal of participation</li> <li>Officials are used to help smoothly run the sport and enforce rules</li> <li>Some form of reward (intrinsic or extrinsic) is available for good performances</li> <li>Participants are more likely to use official or specialised equipment</li> <li>Higher levels of sporting ability are normally displayed (at different stages of learning)</li> <li>Activities are performed in designated areas such as sports grounds</li> </ul>
Physical education	<ul style="list-style-type: none"> <li>Is compulsory in all schools at both primary and secondary level</li> <li>Is part of the National Curriculum</li> <li>Lessons are planned and structured, and encourage progression</li> <li>Variety of assessment methods are used (e.g. physical assessment)</li> <li>Lessons are designed to meet the needs of the pupils</li> <li>Lessons are taught by qualified teachers in school</li> </ul>
School sport	<ul style="list-style-type: none"> <li>Occurs outside of school hours (extracurricular)</li> <li>Can be competitive</li> <li>Specialised sessions in particular skills or activities</li> </ul>

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## Section B:

1.

### Physical recreation:

- (Individuals) Improves general health and fitness of a person by pushing the limits to occur to their body
- (Individuals) Encourages participants to problem-solve and overcome challenges that apply to daily life
- (Individuals) Helps to develop cognitive and somatic skills, such as hand-eye coordination and sign of development in children
- (Individuals) Provides opportunities to make friends and socialise with others
- (Individuals) Acts as a way of relieving stress by providing an outlet for pent-up emotions in a relaxing environment to destress in
- (Society) As people become healthier, reduced stress is placed on the NHS, reducing the financial burden of seeing patients
- (Society) Allows people of different minority groups to socialise with each other
- (Society) Children are encouraged to mix with people of different ages, genders and develop a more diverse and accepting society
- (Society) A growth in sport-sector work can be encouraged and provide more jobs
- (Society) Rate of crime is reduced as people are encouraged to participate in physical activity, and keeping people off the streets

### Sport:

- (Individuals) Improves general health and fitness of a person by pushing the limits to occur to their body
- (Individuals) Provides opportunities to make friends and socialise with others
- (Individuals) provides individuals with opportunities to compete
- (Individuals) Helps people to cope with success and failure, due to sport being competitive
- (Society) As people become healthier, reduced stress is placed on the NHS, reducing the financial burden of seeing patients
- (Society) Allows people of different minority groups to socialise with each other
- (Society) Children are encouraged to mix with people of different ages, genders and develop a more diverse and accepting society
- (Society) A growth in sport-sector work can be encouraged and provide more jobs
- (Society) Rate of crime is reduced as people are encouraged to participate in physical activity, and keeping people off the streets

### Physical education:

- (Individuals) Improves general health and fitness of a person by pushing the limits to occur to their body
- (Individuals) Encourages and teaches good health
- (Individuals) Provides progressive, structured teaching
- (Individuals) Helps to teach children important life skills such as teamwork, communication and leadership
- (Individuals) Encourages sportsmanship and good ethics/morals
- (Society) Physical education should encourage students to participate in sports, reducing the pressure on the NHS as the population becomes healthier and fitter, helping to prevent illness

### School sport:

- (Individuals) Gives students opportunities to participate in sports outside of the classroom
- (Individuals) Is not compulsory so children who want to be there, can be there
- (Individuals) Provides children with social opportunities, helping social skills to develop
- (Individuals) Helps to improve health and fitness of children
- (Individuals) Children can improve cognitive and somatic sporting skills further
- (Society) Extracurricular sport should encourage students to participate in sports, reducing the pressure on the NHS as the population becomes healthier and fitter, helping to prevent illness
- (Society) Reduces crime or antisocial behaviour as children have an outlet for energy away from the streets

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2. Accept other suitable examples.

Factor: **Sport**

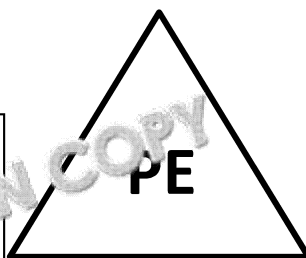
Description: **Playing competitive sport for the school against other schools**

Example: **Playing in a school netball cup against schools of the local area**

Factor: **Education / Physical education**

Description: **The structured, developing and planned teaching of physical activity during school time, in lessons**

Example: **Playing hockey once a week as part of the National Curriculum / have double periods of PE theory lessons**



Factor: **Recreation**

Description: **Activities that include competitive matches**

Example: **Playing football on local street**

## Section C:

1.

PE vs School sport	
Similarities	Differences
<ul style="list-style-type: none"> <li>Both require physical movement of a person</li> <li>Both help to develop a fitter and more healthy body</li> </ul>	<ul style="list-style-type: none"> <li>PE is in school hours / school time</li> <li>PE offers specific sport / activities for unusual or otherwise</li> <li>PE is compulsory / school requirement</li> <li>PE encourages sporting competitive</li> <li>PE is taught by teachers / coaches / specially trained</li> </ul>

Physical rec vs Sport	
Similarities	Differences
<ul style="list-style-type: none"> <li>Both require physical movement of a person</li> <li>Both help to develop a fitter and more healthy body</li> <li>Both are performed voluntarily</li> <li>Both provide some forms of reward, such as feeling better for being active or winning competitions</li> </ul>	<ul style="list-style-type: none"> <li>Sport is more serious in nature (outcome rather than participation)</li> <li>Participation in sport tends to be by accomplished sportspeople</li> <li>In physical rec, rules can be made up by the participants</li> <li>Sport has specific rules that must be followed</li> <li>Physical rec focuses on fun from participation. Sport focuses on trophies, due to its competitive nature</li> <li>Sport participants will use specific equipment to maximise performance. Athletes will use no, or less, equipment</li> <li>jumpers as football posts</li> <li>Physical rec can be performed anywhere. Sport may have specific performance levels.</li> </ul>

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Physical rec vs Physical ed	
Similarities	Differences
<ul style="list-style-type: none"> <li>Both physical rec and physical ed place some focus on development of fitness and skills, such as hand-eye coordination and basic movement patterns</li> <li>Both aim to educate pupils on the positive effects of physical fitness</li> <li>Both attempt to provide the basis for a lifelong commitment to and lifelong enjoyment of physical activity</li> </ul>	<ul style="list-style-type: none"> <li>Physical education is compulsory, physical rec is non-compulsory</li> <li>Physical education can be assessed for knowledge (e.g. GCSE and A-level), physical rec cannot</li> <li>Physical education is run by a PE teacher. Physical rec is run by a PE teacher or other staff</li> <li>Physical education has a focus on physical recreation, physical rec has a focus on physical recreation</li> <li>Physical education is part of the curriculum, physical recreation is not</li> </ul>

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### Exam-style Question:

#### A Level Paper 2:

1. Maximum 3 marks (A1)  
Any three from the following. Accept other suitable answers.
- Provides students opportunities to participate in sports outside of the National Curriculum
  - School sport is not compulsory, so children that want to be there, can be there
  - Provides children with social opportunities, helping social skills and self-esteem
  - Further improves health and fitness of children, e.g. preventing obesity in young people
  - Children can improve their cognitive and somatic skills, e.g. mental 'toughness' in competitive situations

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## Topic 7: Development of Elite Performance

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### Section A:

#### 1. World Class Performance Programme:

- Plays a major role in the distribution of lottery funding among athletes and sports
- Primary focus placed on Olympic and Paralympic athletes
- Three distinct stages identified by the World Class programme, and finances are distributed accordingly
  - Talent – young athletes who have been identified as talented and their progress further
  - Podium potential – athletes who have the potential to win a medal at Summer Olympics in the next eight years
  - Podium – athletes with a high chance of winning a medal at an Olympic Games. These athletes will receive the highest level of support

#### Gold Event Series

- Initiative that aims to bring a minimum of 100 international events (across a range of sports) to the UK each year
- Majority of events are made to bring the most popular/lucrative events to the UK
- Part of host nation bidding, the UK must have a financial and strategic plan for the events
- Bringing such events brings tourism and, therefore, money to the UK
- This can lead to increased funding for British sport

#### Talent ID and Development:

- UK Sport works alongside the national institutes of sport to develop talent in elite sport
- By having continuous talent ID searches and programmes, as young athletes and talented young athletes come through
- This helps to maintain the UK's pool of talent and chances of success in sport
- The latest technology is used to track and monitor athlete physical attributes and progress to elite sport
- Young athletes with some potential are progressed through a number of stages, with only the best athletes progressing to each new level
- Some athletes may be advised to switch to different sports (with similar physical attributes) – sprinters who are not quite good enough may be persuaded to try skeleton, for example

#### 2. NGBs:

- Typically organisations in charge of particular sports (e.g. British Cycling, British Rowing)
- Attempt to increase participation rates in their sport through use of 'Whole Nation' approach
- Provide sport-specific facilities for athletes
- Work with both the general public (grass-roots participation), and up to elite level
- Promote sport to minority groups
- Send scouts out to identify talent
- Are responsible for distributing funding within their particular sport
- Provide world-class coaching and sport science services to elite athletes
- Also develop coaches and referees through a series of qualifications

#### National institutes of sport (i.e. English Institute of Sport, Sportscotland, Sport Wales, Scottish Institute of Sport) and Sports Institute Northern Ireland:

- Provide a variety of sport science services (e.g. nutrition, physiology, psychology) to elite athletes
- Individual branches of each national institute
- In control of sport within their country/nation
- Receive funding from the national institutes
- Provide 'High Performance Centres' which provide athletes with the very best sport science support and potential
- Provide individual, personalised support for each athlete, as part of their 'Personalised Performance' programme
- Facilitate the progress of talented, young athletes into adult sport
- Identify and support athletes as part of either the 'Podium' or 'Podium Potential' programmes for the Olympic and Paralympic Games

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## UK Sport:

- Distributes National Lottery Funding to elite athletes and NGBs
- Primary focus is on Olympic and Paralympic athletes
- Provides further financial support to athletes, allowing them to participate in their sport (by providing wages and food costs)
- Provides support and knowledge to young athletes, such as nutritional knowledge, so that individuals develop into elite adult performers
- Encourages good sporting ethics and morals in athletes

3. (i)
  - English Institute of Sport
  - sportscotland Institute of Sport
  - Welsh Institute of Sport
  - Sports Institute Northern Ireland
- (ii) National Lottery funding and government funding

## Section B:

- Whole sport plans are mainly proposed by NGBs to Sport England, outlining how funding to improve participation rates in their sport, as well as how talented athletes can progress to elite-level sport.
  -  important as it means NGBs have structured and organised plans in place so that their processes are streamlined and efficient, ensuring lottery funding is used effectively.
  - Whole sport plans also provide Sport England with new ideas and perspectives on the talent identification process.
- An athlete will receive support in the following services:

  - **Sport science** – they provide advice on performer's physiology, biomechanics and medical support.
  - **Nutritional support** – the performer's diet will be tailored to their sport and performance and health.
  - **Psychological support** – key to coping with pressure, stress and anxiety, the performer will be taught how to control their emotions and how to have optimal psychological preparedness.
  - **Sport medicine** – the performer will have access to the best legal supplements to enhance training and overall performance.
  - **High quality coaching** – the performer will receive a coach of elite standard, with the knowledge to help them achieve success.
  - **High quality facilities** – allows the performer to train under optimal conditions in world class facilities.
- UK Sport acts as the leading governmental organisation for the development of elite sport.
  - It receives funding from the National Lottery.
  - It decides where the funding from the lottery goes to.
  - Different sports/athletes in Team GB receive different levels of funding, depending on their sport/athlete in an Olympic/Paralympic Games.
  - UK Sport distributes wealth to each sport's National Governing Body.
  - National Governing Bodies further distribute wealth to athlete, enabling them to access top quality facilities and world class coaching.

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## Section C:

- Students should discuss the social, cultural and personal factors.

Social	Cultural
<ul style="list-style-type: none"> <li>Depending on the popularity of the sport, athletes may need additional financial support from family and friends (e.g. GB athletes competing in winter sports). This helps pay for travel, equipment and entry to events. This is because there may be limited funding available from the National Lottery in their sport.</li> <li>Selection for athletic development should be made based on an athlete's ability, not their socio-economic status.</li> <li>Schools, clubs, colleges and universities should provide links to professional clubs and facilities, to allow people of lower socio-economic status to still participate to the highest standard.</li> <li>Young athletes should be exposed to a wide range of sport in the media, so that they can be exposed to new sports they may be good at, and to provide role models to them.</li> </ul>	<ul style="list-style-type: none"> <li>Sport governing bodies should have anti-discriminatory policies in place.</li> <li>Sports should select their representatives based on their ability, not on factors such as gender, race, religion or other cultural factors.</li> <li>Development of all athletes, regardless of sex, race, religion etc., should start early in development, in schools and clubs, to promote equal opportunities across all areas of sport.</li> </ul>

## Exam-style Question:

### A Level Paper 2:

- Maximum 8 marks. 2 marks = AO1, 3 marks = AO2, 3 marks = AO3.

Refer to the below guidance table to aid marking.

Guidance Table		
Level	Marks Awarded	Description / Guidance
4	7–8	Comprehensive and precise knowledge. Clear application and range of knowledge displayed. Analysis and/or evaluation is articulated well, demonstrating their impact. Appropriate terminology reliably used throughout. Proven rational structure provided, with focused and clear answers.
3	5–6	Usually uses comprehensive and precise knowledge. Application and range of knowledge often displayed. Analysis and/or evaluation is often articulated well, demonstrating their impact. Appropriate terminology often used throughout. Rational structure provided, with focused and clear answers.
2	3–4	Sometimes uses comprehensive and precise knowledge. Application and range of knowledge sometimes displayed. Analysis and/or evaluation is sometimes articulated well, demonstrating their impact. Appropriate terminology sometimes used throughout. Rational structure provided, with focused and clear answers.

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Guidance Table		
Level	Marks Awarded	Description / Guidance
1	1–2	Comprehensive and precise knowledge is restricted. Application and range of knowledge displayed are restricted. Analysis and/or evaluation is often not articulated well, appropriate terminology occasionally used throughout. Rational structure not provided, with answer not focused.
0	0	No relevant content given.

Indicative content can include, but is not limited to:

#### AO1 – Knowledge:

- National governing bodies are independent organisations that act as the head of their respective sports. They operate below UK Sport (or other equivalent organisations).
- National governing bodies provide their athletes with services including sports science, sports medicine, psychological support, sports nutrition, high-quality coaching and high-quality facilities.

#### AO2 – Application

Students will give examples of the services national governing bodies have in place.

- **Sports science** – they provide advice on performer's physiology and biomechanics to improve performance and health.
- **Nutritional support** – the performer's diet will be tailored to their sport and performance and health.
- **Psychological support** – key to coping with pressure, stress and anxiety, the performer will be taught how to control their emotions and how to have optimal psychological preparedness.
- **Sport medicine** – the performer will have access to the best legal supplements to enhance training and overall performance.
- **High-quality coaching** – the performer will receive a coach of elite standard with the knowledge to help them achieve success.
- **High-quality facilities** – allows the performer to train under optimal conditions in state-of-the-art facilities.

#### AO3 – Analysis

Students will link topics/factors together to demonstrate the impact of national governing bodies on the development of athletes. For example:

National governing bodies provide athletes within their sport-tailored sports science services the best chance to reach their potential, as their training programmes, diets, etc. are tailored to the differences between athletes' personalities and attitudes, the psychological support is changed to assess the needs of the individual athletes and suitable training programmes are provided. This means that each athlete can work to better themselves.

National governing bodies also provide high-quality coaching and facilities to athletes. National governing bodies only work within individual sports (for example, British Cycling), their coaches are specialised for one sport, meaning athletes get the best coaching and facilities available to develop their skills.

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## Topic 8: Sporting Ethics, Violence, Drugs, S

### Section A:

1.
  - **Amateurism** is taking part in sport for fun and enjoyment, but not for financial gain, as they did not rely on sport for their livelihood.
  - **Sportsmanship** is the behaviour exhibited by athletes that shows respect to opponents, good etiquette and following the rules of the game fairly.
  - **Gamesmanship** is gaining advantage over your opponents by 'stretching' the rules. It is, therefore, legal, but argued as being close to cheating.
  - **Win ethic** is the intrinsic attitude of a player to win, no matter what.
2.
  - All rules and regulations will be adhered to by the athletes
  - Athletes will compete in the spirit of fair play (i.e. sportsmanship)
  - A promise that athletes will not compete under the influence of performance-enhancing drugs or cheating methods
  - Representing your country at an Olympics is an honour and, as such, athletes will adhere to the Fundamental Principles of Olympism
3. The following three illegal supplements should be known by students. Accept other answers.
  - Anabolic steroids
  - Erythropoietin (EPO)
  - Beta blockers
4. 

**Social reasons:**

  - Elite athletes are under enormous pressure to succeed (peer pressure or pressure from sponsors)
  - A need to maintain success by using drugs, or wanting to get to the top level
  - Athletes may want to improve their performance for financial gains.
  - The belief that other competitors are using performance-enhancing drugs and want to level the playing field
  - Athletes may feel they don't have access to the best nutritionists or sporting scientists, so performance-enhancing drugs are seen to negate the disadvantages of not having them

**Psychological reasons:**

  - To make them believe they have an edge, increasing their mental strength
  - Some drugs can change the psychological attributes of players to suit their sport (e.g. stimulants for power-based sports and beta blockers for fine-motor skill sports)
5. Any suitable answers:
  - Large funding to prevent and detect drug cheats
  - Strict punishments
  - Banning athletes (long and short term)
  - Banning athletes for missing tests
  - Increased frequency of drug testing
  - Developing new tests to identify the latest drugs
6.
  - Increased awareness of the dangers of taking drugs / blood doping
  - Increased athlete understanding of the consequences of being found guilty, including suspension and loss of prize money
  - Campaigns and education in schools and sports centres increase awareness
  - Increased awareness of the athletes of which substances are banned and why
7. a.
  - Local derbies can cause emotions to get too high, resulting in violent behaviour
  - If a player is somehow blocked from achieving their goals (e.g. scoring goals) it can lead to frustration
  - Violence might be learned from their coaches
  - Previous history between players, coaches or team can cause a sudden flare-up
  - The violent, physical nature of the sport can cause aggression (e.g. rugby)
  - Bad press or social media coverage of teams or individuals may cause violence
  - Frustration of the athletes
  - Violence can occur in response to perceived poor officiating (e.g. a referee's decision in favour of one player over the other, for the same offence)

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7. b.
  - Injury
  - Negative impact on future performances
  - Punishment (bans, fines, etc.)
  - Negatively affect the performer's ability to improve performance level
  - Diminished status of a role model
  - Players may feel threatened by the event and seek to move to another
  - Players can feel threatened by situation and become more violent as a

8.
  - Alcohol can make spectators' behaviour become inhibited.
  - Violent behaviour in the match being watched can stimulate violent behavior
  - 'Mob' mentality – e.g. hooliganism in football.
  - Violent acts can be a reflection of society.
  - Fierce rivalries between two teams can cause the spectators to act aggressively (Manchester City).
  - Social media can cause aggression as negative messages can be easily posted

## 9. Spectator:

- Spectator may get involved in violence
- Spectator may be banned from watching their team live at the stadium
- Spectator's team may perform badly as a result of the distracting behaviour
- Police may be involved, getting the spectator into trouble
- Violent behaviour of some fans can ruin the experience for other fans/spectators

## Sport:

- Reputation of sport can be damaged
- Reputation of the club can be damaged
- Fewer spectators at live matches
- Young children discouraged from playing in a violent sport
  - This limits elite performance and fewer children take up the sport
- Violent sports overshadow any potential role models within the sport
- Reduced participation rates

## Section B:

1.
  - Sponsorship may have been stopped, as the sponsor doesn't want to be associated with an athlete who is damaging the athlete
  - Potentially banned from competition (short or long term)
  - Loss of role model status
  - Less likely to be picked to represent country
  - Possible psychological damage as they feel they cannot compete at high level
  - Negative health consequences, either short-term or long-term (e.g. heart attack)
2.
  - i. Gamesmanship
  - ii. Sportsmanship
  - iii. Sportsmanship
  - iv. Gamesmanship
3. Examples given below. Accept other suitable answers

Behaviour	Consequences
<ul style="list-style-type: none"> <li>• Overtraining which leads to an injury, e.g. a 1,500 m runner not resting enough between training sessions, which means they retrain when they are fatigued</li> <li>• Playing while injured, e.g. a rugby player playing through injury so that they can compete in a final</li> </ul>	<ul style="list-style-type: none"> <li>• Taking performance enhancing drugs, e.g. anabolic steroids to promote muscle growth</li> <li>• Deliberately injuring opponents, e.g. a footballer putting their hand on the opposition's face</li> <li>• Taking part in matches while injured, e.g. a cricket bowler bowling in a specific moment when they are injured</li> <li>• Cheating to gain an advantage, e.g. gamblers who cheat</li> <li>• Cheating to gain an advantage, e.g. scoring with your hand</li> </ul>

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## 4. Players:



- Can face financial repercussions from breaking their contracts, e.g. a footballer
- Professional athletes can be fined or banned if they display bad/deviant behaviour
- Professional athletes are not immune from legal action (e.g. prison sentence) outside of their field of play, e.g. if a footballer loses their temper and purposefully and seriously injures another player
- Can lose financial income from sponsors if they break contractual terms

## Spectators:

- Can be arrested and charged if they display unfavourable actions at sporting events, e.g. being drunk and disorderly or violent behaviour
- Can be banned from attending live events (e.g. of their local football club) for pitch invasions or putting other people's safety at risk
- Spectators may have to travel in 'bubble buses' to events, which can ruin the experience

## Section C:

- Students to assess the physiological effects and then discuss the positive and negative impacts on the athlete.

Illegal supplement	Athlete	Physiological effects	Positive impacts
 <b>Anabolic steroids</b>	<b>Sprinter</b>	<ul style="list-style-type: none"> <li>• Increase testosterone levels</li> <li>• Promote protein synthesis for muscle growth and recovery</li> </ul>	<ul style="list-style-type: none"> <li>• Muscle hypertrophy increases strength and power out of the blocks for the driving phase</li> <li>• Help to create a better physique (increased muscle mass, reduced fat).</li> <li>• Increase strength and power, enabling faster muscle contraction and, therefore, the ability to sprint faster</li> <li>• Decrease recovery time, allowing for longer training sessions</li> <li>• Allow athletes to return to training earlier due to reduced recovery time, which allows them more time to improve on their skills and tactics.</li> </ul>
<b>Beta blockers</b>	<b>Snooker player</b>	<ul style="list-style-type: none"> <li>• Inhibit the action of adrenaline</li> <li>• Reduce heart rate</li> <li>• Reduce anxiety</li> <li>• Increase blood flow</li> </ul>	<ul style="list-style-type: none"> <li>• Calms an athlete down, which reduces their heart rate</li> <li>• Reduces hand tremors due to stress or nerves, which allows them to maintain control when shooting</li> <li>• Reduced anxiety promotes better performance, which allows them to stay in the zone of optimal function</li> </ul>
 <b>Erythropoietin (EPO)</b>	<b>Long-distance cyclist</b>	<ul style="list-style-type: none"> <li>• Increase red blood cell production</li> </ul>	<ul style="list-style-type: none"> <li>• Increased efficiency of cardiorespiratory system</li> <li>• Increased delivery of oxygen to working muscles</li> <li>• Increased cardiovascular and muscular endurance, maintaining aerobic performance and endurance during long-distance performance.</li> </ul>

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2. **Performer:**

- (Positive) Athletes can more easily push themselves to be successful and break records
- (Positive) They could reach previously unattainable levels of success and fame
- (Positive) With success, they may have a lasting legacy
- (Negative) Sponsorship may have been stopped, as the sponsor doesn't want to be associated with a financially damaging the athlete
- (Negative) Potentially banned from competition (short or long term)
- (Negative) Loss of role model status
- (Negative) Less likely to be picked to represent country
- (Negative) Possible psychological damage as they feel they cannot compete
- (Negative) Negative healthy consequences, either short-term or long-term (e.g. heart problems)

**Sport:**

- (Positive) The sport may become somewhat of a spectacle if athletes are doing better than ever before
- (Positive) Allowing everyone to compete creates an even playing field
- (Negative) Reputation of the sport can be tarnished as it may be seen to have become corrupt
- (Negative) If elite athletes are reluctant to take up the sport, elite pathway may be damaged
- (Negative) Sponsors don't want to be associated with sports that have doping problems
- (Negative) Clean athletes may be accused of doping if they achieve success

3. Accept other suitable answers.

Drug taking		
For	Against	For
<ul style="list-style-type: none"> <li>• Creates sporting spectacles as athletes become bigger, stronger and faster</li> <li>• If everyone dopes, it levels the playing field</li> <li>• Can create a lasting legacy of an athlete if they are successful in sport</li> <li>• If drug-taking were legal, it would become safer as more time could be invested into taking drugs safely</li> <li>• Athletes should have the individual right to 'damage' their body, if they decide to</li> </ul>	<ul style="list-style-type: none"> <li>• Athletes will suffer both long-term and short-term health problems</li> <li>• Clean, honest athletes find it harder to compete compared to drug cheats</li> <li>• If caught, athletes will suffer from a loss of income and face bans from sport</li> <li>• Loss of role model status</li> <li>• Children may be put off from participating in sports associated with drugs</li> <li>• Success in sport should be due to dedication and talent, not by cheating</li> <li>• Drug-taking defies the morals of sport (e.g. the Olympics Oath)</li> </ul>	<ul style="list-style-type: none"> <li>• Drug testing allows athletes to compete without feeling pressured to also dope, to keep up with competitors</li> <li>• Cheating athletes served with bans and fines</li> <li>• Helps to create a level playing field</li> <li>• Acts as a preventive measure, as well as punitive</li> <li>• Allows athletes from poorer countries to compete (as they may not be able to afford the best doping methods and drugs)</li> </ul>

4. Students to identify and discuss relevant issues for spectators and performers

**Spectators:**

- Increased security measures within sporting arena targets hooliganism and violence
- Increased presence of police and CCTV acts as a deterrent. However, this can take police off the streets which has the implication of increased crime elsewhere. This places increased financial strain on local councils and police forces
- CCTV can be used as evidence to identify violent people.
  - This can be costly to local councils (CCTV on the streets) and clubs (CCTV in the stadium)
- Governing bodies can force teams to play 'behind closed doors' as a result of spectators' behaviour.
  - However, this can decrease revenue of team from ticket sales.
  - Spectators may be put off visiting the club in the future if it is perceived as unsafe

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**Players:**

- Use of officials in matches to organise and sanction players during the match
  - Places increased pressure on officials to make the right decisions and act fairly and fans afterwards.
- Strict rule enforcement from governing bodies following violent behaviour
  - Banning a player
  - Fining a player / the club
- Punishments used to send strong message out to other players/teams.
- Coaches and managers of teams can enforce their own set of rules that play

**5. Officials:**

- Officials have a duty of care to protect the players' safety.
- Officials must enforce the rules and laws of the game, to avoid negligence or
- Officials have a duty of care to themselves, to ensure they do not face undue
- Officials can face fines, bans or other penalties if they do not take control of deviant behaviour.
- Officials must also not be involved in match fixing. Because they play a major role, they are targets of bribery and match-fixing schemes. They could bring the sport into

**Coaches:**

- Coaches have a duty of care to protect their athletes. Therefore, they must ensure the safety to ensure the athletes are safe.
- Improper training technique, or recklessness in regards to player safety, could lead to the athlete against the coach.
- Any coach working with young or vulnerable athletes must meet strict criteria that may be present to these athletes; for example, an enhanced DBS check.
- Coaches have a responsibility to try their best to help educate their athletes about performance-enhancing drugs and to prevent them from using them.

**Exam-style Question:****A Level Paper 2:**

1. Accept other suitable answers. Three marks from (AO3):
  - Alcohol can cause violence in spectators as their behaviour becomes inhibited. Small triggers, such as some 'banter' from other fans, could cause violent behaviour.
  - If players are exhibiting violent behaviour in the match, violence may be caused. This can be due to spectators mirroring the behaviour of the players or, for example, a dangerous tackle on a player on a fan's team, this could become a trigger for violence.
  - There is a general belief that in some sports, being in a large group of like-minded people can lead to violent behaviour. This is most associated with the trouble football has with 'hooligan' spectators that look to act deviantly.
  - Violent acts can be a reflection of society. This means that if a local area, or country, has a lot of violent behaviour, this may be exhibited at sporting events too. Some violent acts are influenced by the government, team ownership, etc.
  - Fierce rivalries between two teams can cause the spectators to act aggressively (e.g. Manchester City vs Manchester United). This is due to a deep-seated animosity or rivalry between the fans.
  - Social media can cause aggression as negative messages can be easily posted online, which they may act on.

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## Topic 9: The Impact of Commercialisation on Sport and the Relationship between Sport and the Media

### Section A:

1.
  - Increased public interest in sport – increased interest and spectatorship promotes commercialisation.
  - Increased media interest in sport – the media provides more and more time for sport to become commercialised, to produce revenue.
  - Concept of professionalism – performers being paid to play meant an increase in the best would get picked to play for a wage.
  - Advertising and sponsorship – provides a route for money to enter into team sport.
2.
  - Terrestrial TV (free) used to dominate coverage until the 1980s – sport coverage on satellite channels (e.g. Sky and BT Sport).
  - Satellite subscription fees introduced to watch sporting channels.
  - Pay-per-view events (such as boxing) create large sums of money for the broadcaster.
3.
  - Dedicated magazines for individual sports, including minority sports
  - Dedicated back pages of newspapers for sports
  - Dedicated magazines, papers and sections dedicated to sporting success
  - Local newspaper can cover local sport
  - Internet provides dedicated websites for specific sports
  - Social media pages on the Internet provide forums for fans to discuss sport
  - Sports can be watched on the Internet
  - Live radio and text updates are on the Internet, making sport mobile
4.
  - (a)
    - Increased potential to become a role model
    - Increased earning potential
    - Comments from the media can motivate a performer
    - Media interaction improves the performer's communication and PR skills
  - (b)
    - Increased pressure from the media to perform well can increase performance
    - Increase stress of the performer as the media becomes increasingly interested in their lives
    - Female sport stars may be seen as fashion accessories, instead of being seen as athletes
5.
  - (a) Any five from the following:
    - Increased viewing opportunities
    - Increased knowledge and understanding of sport
    - Can identify role models that motivate them
    - Watching elite sport can improve their own skill levels
    - Generates higher income levels
    - Increased commercial and sponsor opportunities
    - Retired performers have the opportunity to be commentators in the future
    - Ensures fair play on the pitch, e.g. TMO and Hawkeye during play
    - Large audiences can watch the performance live
    - Players are targeted to endorse products
    - Opportunities outside of the sport, e.g. charity work, appearances
    - Increased funding for the sport, e.g. equipment paid for, etc.
    - Any other correct answer
  - (b) Any three from:
    - Fewer spectators at stadiums
    - Repeated exposure to sport can cause boredom
    - Spectator may begin to prefer watching sport instead of participating in it
    - Misunderstanding of the demands of playing live sports so they do not physically participate
6.
  - Media interest in sport creates income for clubs and sports.
  - The sports with the most interest have a very large financial income.
  - Clubs are being run like businesses – the businesses see the clubs as 'commercial' and provide value.

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7. (a) Any from the following. Accept other suitable answers.
- Increased range of viewing opportunities, e.g. different sports channels
  - Increased opportunities to see live games due to the increased number of live games
- (b) Any from the following. Accept other suitable answers.
- Over-commercialisation can cause some spectators to dislike the change in the nature of the sport or the different timings of events
  - The spectators can find the constant exposure to sport tedious
  - The business interests may impact on spectatorship of the sport, e.g. more emphasis on profit over the sport itself

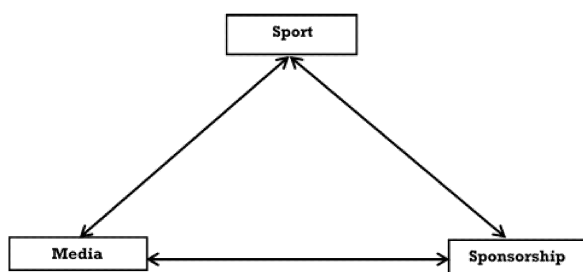
## Section B:

1. **Positive:**
- Increased popularity in sport = increased participation rates
  - Promotion of a healthy, active lifestyle
  - Improved brand of popular teams

### Negative:

- Quality sports receive less coverage.
- Coverage on TV and the Internet increases, demand for tickets to live matches increases
- Less public participation in sport as they can watch it instead.
- Reduced public participation leads to reduced talent development.

2. Reference should be made to a professional club in students' answers.



- Sport uses the funding of sponsorship to increase the revenue of a team – to improve facilities, players).
- Sponsorship uses the sport to promote its brand, using the club as an advertisement.
- Sponsorship uses the media to advertise its brand to a wider audience (e.g. through TV coverage).
- The media sees sport as a commodity as live sport can be broadcast to millions of people (e.g. through TV coverage, which gives the media control over programming of live events).
- Sport uses funding from the media's broadcasting to improve the quality and standard of the sport.

3. **Positive:**
- Officials can experience a 'celebrity' status, becoming household names
  - High-level officials can officiate as a full-time job, earning good salaries
  - They can encourage more people to become officials, by becoming role models
  - Officials experience better technology, and funding as sport becomes commercial
  - Increased media interest (e.g. camera angles) can make officiating easier as they can see the game from different angles
  - Performance evaluation (e.g. TMOs in rugby)

### Negative:

- Officials face increased pressure due to footage replays / punditry
- Any mistakes by officials are magnified as camera angles and slow-motion technology are used to review decisions
- This can lead to loss of work if a bad error is made.
- New technology to aid decision-making may only be available to elite clubs, leading to a gap between elite and amateur levels

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## Section C:

### 1. Coaches:

- (Positive) More opportunities for work and increasing salaries as sport receives more commercialisation
- (Positive) Their club/team can attract and transfer better athletes if the club is more commercially minded
- (Positive) The coach will have access to better technology (which can be expensive) and better equipment
- (Negative) Athletes' salaries can cause discontent within a team if there is a disparity in pay
- (Negative) As sport becomes more commercialised and more business-like, coaches may face losing their job if they do not produce good results, or face losing their job if they are not seen to be successful
- (Negative) Players have more commitments, such as sponsorship deals, making it harder for coaches to get their job as they must work around other commitments
- (Negative) Agents of athletes are increasingly involved in players' financial matters, creating a barrier in contractual agreements between coaches and players

### Officials:

- (Positive) Increased funding to support training and development of officials involved with the game
- (Positive) Being a top-level official in some sports (e.g. football) can now be a lucrative career
- (Positive) Officials' jobs can be made easier with the introduction of expensive technology (e.g. VAR in football, HMOs in rugby). This can help to reduce the pressure and criticism placed on officials
- (Negative) If mistakes are made, officials are under increased scrutiny, due to the use of technology (e.g. VAR, HMOs, slow-motion cameras, etc.) magnifying the mistake of the official
- (Negative) Athletes are more likely to exhibit deviance or other forms of cheating to win, as the pressure to win is increased. This can make the officials' lives harder.

### 2. Positive:

- 'Celebrity status' from a raised profiles by coaching successful teams
- Coaches and managers can earn high wages from managing/coaching at high level
- More footage of matches (e.g. on television) allows more detailed match analysis, which can help coaches and managers identify flaws in performance/tactics or, indeed, successful aspects

### Negative:

- If their team of athletes underperform, they can be placed under increased scrutiny and pressure
- Due to the increased value of sport (i.e. the most successful teams earning more money), coaches and managers are placed under increased scrutiny and pressure
- Coaches and managers of lower-ranked athletes and teams may earn significantly less, as the media largely places its interest in the best teams

### 3. Accept other suitable answers

Effects of Commercialisation on...	Positive	Negative
Individual sports	<ul style="list-style-type: none"> <li>• Increased coverage</li> <li>• Increased financial strength</li> <li>• The competition organisation is improved</li> <li>• New competitions are created</li> </ul>	<ul style="list-style-type: none"> <li>• There is a risk of burnout</li> <li>• Business interests may take over</li> <li>• Sports may become too commercial</li> </ul>
Performers	<ul style="list-style-type: none"> <li>• Earning potential has greatly increased</li> <li>• Role model status</li> <li>• Improved facilities, training equipment, etc. from the increased revenue</li> </ul>	<ul style="list-style-type: none"> <li>• Character and team spirit may be lost</li> <li>• Increased pressure to perform</li> <li>• A greater risk of injury due to the pressure to perform</li> <li>• Media life may be overwhelming</li> <li>• Medical attention may be excessive</li> <li>• If the performer is not successful, they may face criticism</li> </ul>

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**Exam-style Question:**

**A Level Paper 2:**

1. Maximum 3 marks. 3 marks = AO3.

- Sponsorship uses sport (e.g. the clubs/teams) as a platform to advertise
- Sponsors can increase brand awareness and their income from customers by bringing in more money to their company and allows them to grow.
- Sport uses the funding of sponsorship to increase the revenue of a team – this leads to an increase in the quality of players (by buying them) and facilities/equipment



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## Topic 10: The Role of Technology in Physical

### Section A:

1. Any from the following. Accept other suitable answers.

- Steps taken / distances covered
- Calorie intake from food and calories burned through exercise
- Speed / velocity of movement
- Sleeping patterns
- Heart rate

2. Answers to cover the following; accept other suitable answers.

#### Facilities:

- Upgraded facilities – facilities now have better quality equipment which can be used by a wider range of people (e.g. the elderly and disabled)
- Facilities such as public leisure centres are affordable to all, meaning that the retired people and disabled people who are unable to work, are still able to participate in sport
- Multipurpose gyms – people can now have a multipurpose gym which targets a wider range of people who can use the machine safely (i.e. they can be adapted to suit the needs of different people)
- Development of indoor or all-weather facilities (e.g. 3g pitches) allows people to participate in sport all year round
- Olympic legacy facilities – top-level facilities built for Olympic Games (such as the Velodrome) can continue to be used as sporting facilities for both the general public and elite athletes, providing an opportunity to use high-quality facilities.

#### Equipment:

- (Elderly) Improvements to equipment (e.g. synthetic materials in running shoes) can help reduce the risk of injury by reducing the impact on fragile bones and limbs
- (Elderly) Wearable sports equipment that tracks participation levels makes it easier for people to monitor their exercise levels and ensure they are meeting targets
- (Elderly) More equipment is now being developed that can be adapted to meet the needs of different people
- (Disabled) Equipment can now be adapted to allow disabled people to participate in sport, such as adapted wheelchairs and prosthetic limbs

- 3.
- Fitness monitoring
  - Game/match analysis
  - To guide skill and technique development
  - To allow talent identification or sports scouting
  - To help prevent and treat injuries

- 4.
- **Name:** Electrostimulation
  - **Description:** Passing electrical impulses through the body to cause contraction of muscles, making muscles to be stimulated and active, without the need for training sessions to occur.
  - **Name:** Vibration technology
  - **Description:** A machine that vibrates rapidly and, therefore, causes rapid contraction of muscles, giving athletes a feeling that they have had a strong training session, without the need for training session, with for example, lifting weights.

### Section B:

- 1.
- Athletes can use technology to understand how their bodies are responding to exercise. For example, they can use heart rate monitors during jogging
  - Athletes can use technology to assess the effectiveness of training programmes by monitoring intensity. For example, working at the same intensity in all training sessions, but noticing that they are working less hard to maintain the intensity in a later session (i.e. they are working less hard to maintain the intensity).
  - Modern technology can help identify flaws in technique/performance, which can be corrected. For example, a sprinter identifying that their acceleration from the start is not as fast as they want, so they make it their short-term goal in training.
  - Or other suitable answer.

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2. Accept suitable answers. For example:
  - Force platforms – devices that monitor the forces acting on a body during movement. An athlete is applying the correct amount of force in the right directions. This is who look to maximise the efficiency of their movements.
  - Slow-motion video / motion analysis – use of video cameras allows coaches to analyse a very detailed manner, which can help pinpoint flaws in performance or technique.
  - Self-pitching baseball/tennis machines – these allow an athlete to train continuously and become autonomous.
3.
  - **Action replays** – spectators and commentators are able to see parts of the action and excitement in the sport; for example, controversial moments.
  - **Multiple camera angles** – action that would have been previously missed can be seen from different camera angles. High levels of skill can also be more appreciated from more angles.
  - **Slow-motion technology** – greater appreciation of high levels of skill can be broken down into sub-movements so fans can attempt to replicate skills or movements in these to drive training sessions.
  - **Improved analysis** – lots of different performance variables can be looked at and compared, or comparing teams, or individual athletes.
  - **Talent identification** – databases can be produced with a collation of performance data used to identify early signs of talent. For example, assessing the physical attributes relating this to how they may develop when they are older.


## Section C:

1.
  - **Access:**
    - Wider access to tools to improve performance (facilities and equipment)
    - Improved access for disabled athletes (ramps and lifts)
  - **Facilities:**
    - Modern technology has improved the level of sporting facilities available
    - Adverse weather conditions can be overcome by indoor facilities and artificial surfaces
    - Examples: all weather pitches and moving floors/boundaries in swimming pools
  - **Equipment:**
    - Modern technology has made equipment more suitable to sport
      - e.g. lighter racquets / clothing materials for cyclists / spikes for running shoes
  - **Monitoring of exercise:**
    - Fitness monitoring and positional monitoring
    - Monitoring equipment increasingly accurate, reliable and valid
      - e.g. heart rate monitors (fitness), force platforms (power), GPS (distance)
  - **Safety:**
    - Technology has made participation safer, encouraging more people to take part
    - General participation can rise if sport is safer, increasing future elite-level participation
2. Accept any other suitable answers to those given in the table

	Positive impact	
	<ul style="list-style-type: none"> <li>• Improved fairness of the sport, as key decisions made by the officials can be checked to ensure that the correct call was made</li> <li>• Improved performance levels of performers</li> <li>• Increased the attraction and popularity of the sport</li> <li>• Some technology such as all-weather pitches prevents fixture pile-up due to bad weather</li> <li>• Allowing the spectators to have a greater insight into the sport can help boost its popularity</li> </ul>	<ul style="list-style-type: none"> <li>• Delayed video technology</li> <li>• The contrast between traditional sport and modern sport</li> </ul>

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	Positive impact	
<b>Performer</b>	<ul style="list-style-type: none"> <li>Technology can improve the equipment, such as making bikes lighter, which can in turn improve performance levels, improving the quality of the sport</li> <li>Use of technology such as hyperbaric chambers can help to improve recovery time</li> <li>Improved facilities can aid performance, e.g. better training facilities can help performers target specific fitness components to improve their performance</li> <li>Knowledge that the correct decision can be made (via technology such as TMO) improves the sense of fairness for the performer</li> <li>Analysis of performance can help to target particular improvements in their technique</li> </ul>	<ul style="list-style-type: none"> <li>Some technologies can improve performance, e.g. football boots can help to improve performance</li> <li>A player can improve their performance by using technology</li> <li>Performers can improve their performance due to the use of technology in a division</li> </ul>
 <b>Coach</b>	<ul style="list-style-type: none"> <li>Technological advances, such as video analysis, can help to pinpoint improvements that are needed in an athlete's technique, aiding the coach's explanation</li> <li>Coaches can use modernised equipment to help improve athletes' performance levels, thus improving their success rate as a coach</li> <li>The use of improved facilities such as all-weather pitches ensures more contact time between the player and the coach, allowing them more time to get their point across</li> </ul>	<ul style="list-style-type: none"> <li>Some coaches can improve their performance by using technology</li> <li>Coaches can improve their performance by using technology</li> <li>New technologies can improve the performance of coaches, making them more reliable, out, more negative used do</li> </ul>
<b>Audience</b>	<ul style="list-style-type: none"> <li>The audience can become more involved with the sport, i.e. more analysis, improved camera angles, etc.</li> <li>Technology can improve the viewability of sports, with more high-definition cameras improving the quality of the filming</li> <li>There can be a reduction in fixture pile-ups as a result of bad weather, meaning that the audience have a more regular fixture list to follow, which can result in an increased likelihood of being able to watch the games live</li> </ul>	<ul style="list-style-type: none"> <li>The audience can become more involved with the sport</li> <li>Pauses in the game can be frustrating</li> <li>Can find the game more enjoyable</li> </ul>

## Exam-style Question:

### A Level Paper 2:

1. A (Building adapted equipment) (AO1)



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