Subject	Year 13 Core Knowledge –	How to support students' learning
	Autumn/Spring/Summer term	
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PE	Autumn, Spring and Summer Anatomy, Physiology & Biomechanics -  1. Explain the difference between linear and angular motion. 2. Apply Newton's Laws to angular motion examples. 3. Complete angular motion calculations. 4. Discuss angular momentum in relation to conservation. 5. State 3 factors affecting horizontal displacement of an object. 6. Label diagrams with both forces (weight and air resistance) and vectors. 7. Discuss types of drag and factors affecting drag. 8. Explain Bernoulli principle in relation to discus in flight. 9. Discuss stated PEDs in terms of positive and negative effects linked to sport. 10. Link predominant energy system to events. 11. Describe and explain each energy system with relevant key terminology. 12. Anatomy, Physiology & Biomechanics - Link the characteristics of muscle fibres to energy systems. 13. Explain OBLA and how it can be delayed. 14. Explain the fast and slow components of EPOC. 15. Explain methods of measuring energy expenditure and link to energy system daptations. 17. State difference between acute and chronic injury. 18. Explain symptoms of types of injury. 19. Explain types of prevention,	<ul> <li>Purchase textbook -</li></ul>
	rehabilitation and recovery.	

20. Link sleep and diet to recovery from previous topics.

## **Sports Psychology -**

- 21. Understand how sports performers use information from the environment to facilitate movement by using various senses to collect information such as hearing, vision, touch, balance and kinesthesis.
- 22. Explain how sporting information is stored and used in the memory by looking at memory models and how these can be interpreted.
- 23. Understand the influences that determine how decisions are made when information is collected by the senses and how this is responded to.
- 24. Understand what happens after decisions are made when sports performers react to stimuli and to assess the factors that can affect those reactions.
- 25. Assess how a sports performer might adapt information to help control movement by using a schema.
- 26. Explain the concepts of achievement motivation and the factors which influence a desire to be competitive.
- 27. Understand the reasons sports coaches and players give for success and failure by examining the Weiner model of attribution and understand how this model can be used to encourage players to keep trying.

## Socio-Cultural -

- 28. Understand the factors which promote confidence in sport by looking at the theories of Bandura and Vealey.
- 29. Examine the role of a sports leader and the factors that influence leadership style using the leadership models.

- Discuss the methods coaches can use to reduce the stress in the performer, including somatic and cognitive techniques.
- 31. Define the function and structure of Recreation, Sport, PE, OAA and School Sport.
- 32. Link the Personal, Social & Cultural factors required to develop to elite level.
- 33. Develop an understanding of the role of the UK Sport, EIS, NGBs, Talent ID and WSP in the development of elite performers in the UK.
- 34. Explain the link between UK Sport, UKIS and NGBs.
- 35. Explain the concepts of Amateurism, Olympism, Sportsmanship, Gamesmanship and Win at all costs.
- 36. Give examples of deviant behaviour and identify why this might occur in modern sport.
- 37. Identify causes of violence.
- 38. Link the implications of violence in sport and identify potential strategies to prevent it.
- 39. Link the physiological and psychological effects of PEDs with the reasons for taking them.
- Discuss the positive and negative implications of taking PEDs on the performer and the sport.
- 41. Identify strategies to combat PEDs.
- 42. Understand how legislation is used in sport.
- 43. Describe how commercialisation, media and sponsorship link, and have impacted on modern sport, officials, coaches and spectator.
- 44. Discuss the role of ethics in sport and comment on how commercialisation has changed the concept of sport.
- 45. Explain the role of Data Collection and how it is used in sport.
- 46. Understand the difference between quantitative and qualitative data.

- 47. Give examples of how data can be objective and subjective.
- 48. Explain how to ensure validity and reliability when collecting data.
- 49. Socio-Cultural Provide a number of examples of how technology is used in sport.
- 50. Give examples and explain the role of video analysis in sport.
- 51. Identify the use and purpose of different testing equipment.
- 52. Link the effects of technology and explain how they can be used to improve performance, talent identification, and spectator experience.