

LEARNING JOURNEY

A Level PE

This half-term, students will apply prior

Contemporary Issues

Topic 3.2

Athlete development: sporting bodies and organisations

knowledge from GCSE content on various sporting bodies and organisations and activate prior knowledge from 21st century education and stage 3 public schools. Students will then apply this knowledge to athlete development.

Students will learn about how modern technology has impacted on participation at all levels, spectators and making the sport fair and entertaining. Students will need to activate prior knowledge from each group of people as some factors coincide with one another.

Modern technology in Sport, General participation and Disabled

Modern technology in Spectators and Elite

Modern Technology in Fair play and Entertainment

VOCABULARY National

Role of

Educational

system in

elite development

National institutes of sport, UK sport, Hydrotherapy Hypoxic chambers

TUDOR HABITS AND VALUES

Self-regulation: Students will be able to positively selfregulate with the delivery of brand new information and will need to show resilience in being able to recall information and apply to an exam question.

CAREER LINKS-

Students will be made aware of various jobs that are possible at elite level sport without being an athlete