



Topic Name	Term	Skills Developed	Next link in curriculum	Other Notes / Links to Prior Learning
<u>Ethics and Deviance in Sport</u>	Autumn	<u>Drugs and doping in sport</u> <ul style="list-style-type: none">• legal supplements versus illegal drugs and doping• reasons why elite performers use illegal drugs/doping• consequences/implications to:<ul style="list-style-type: none">– society– sport– performers• strategies to stop the use of illegal drugs and doping <u>Violence in sport</u> <ul style="list-style-type: none">• causes in relation to players and spectators• implications to:<ul style="list-style-type: none">– society– sport– performers• strategies to prevent violence in relation to players and spectators <u>Gambling in sport</u> <ul style="list-style-type: none">• match fixing/bribery• illegal sports betting.	<ul style="list-style-type: none">• Routes to Sporting Excellence• Exam style questions• Links to EAPI	Use of flipped learning with a relevant PED case study. Practical examples from physical activities and sports to show how theory can be applied and to reinforce understanding. Documentary of football hooliganism Hooligans Donal Macintyre and the chelseas headhunters decent quality rip - YouTube Use any article from 'PE in Focus' magazine. Links to: Law and Order in 21 st Century sport Ethics, drugs and violence in Sport (Y11 GCSE OCR)



<p><u>Routes to sporting excellence in the UK</u></p>	<p>Autumn</p>	<ul style="list-style-type: none"> • Develop knowledge and understanding of development routes from talent identification through to elite performance • the role of school, clubs, universities in contributing to elite sporting success • the role of UK Sport and National Institutes in developing sporting excellence/high performance sport • strategies to address drop-out/failure rates from elite development programmes/at elite level 	<ul style="list-style-type: none"> • Commercialisation and the media • Exam style questions • Links to EAPI 	<p>Use of relevant Talent ID articles.</p> <p>Links: 10 reasons to come to University of Birmingham for Sport & Study - YouTube https://www.bucs.org.uk/</p> <p>https://www.uk sport.gov.uk/our-work/world-class-programme</p> <p>Practical examples from physical activities and sports to show how theory can be applied and to reinforce understanding.</p> <p>Links to OCR GCSE PE (Y11) – Physical Activity and Sport in the UK and Participation in Sport in the UK</p>
<p><u>Commercialisation and media</u></p>	<p>Spring</p>	<p>Factors leading to the commercialisation of contemporary physical activity and sport:</p> <ul style="list-style-type: none"> - growing public interest and spectatorship - more media interest - professionalism - advertising - sponsorship <ul style="list-style-type: none"> • positive and negative impacts of the commercialisation of physical activity and sport on: <ul style="list-style-type: none"> - society 	<ul style="list-style-type: none"> • Modern Technology • Exam style questions • Links to EAPI 	<p>Interpretation and analysis of data and graphs relating to participation in physical activity and sport.</p> <p>Practical examples from physical activities and sports to show how theory can be applied and to reinforce understanding.</p> <p>Links to: OCR GCSE PE (Y11) - Commercialisation of Sport Year 12 Globalisation of Sport</p>



		<ul style="list-style-type: none">- individual sports- performers- spectators-• coverage of sport by the media today and reasons for changes since the 1980s• television<ul style="list-style-type: none">- terrestrial- free-to-air- satellite- subscription- pay-per-view• radio<ul style="list-style-type: none">- dedicated sports stations- local and national radio• written press<ul style="list-style-type: none">- newspapers- magazines• internet• Positive and negative effects of the media on sport<ul style="list-style-type: none">- individual sports- performers- spectators• Relationship between sport and the media<ul style="list-style-type: none">- sport as a commodity- links with advertising and sponsorship ('golden triangle')-		
--	--	--	--	--



<p><u>Modern technology in Sport – its impact on Elite level sport, participation, fair outcomes and entertainment</u></p>	<p>Spring</p>	<p><u>Elite performance:</u></p> <ul style="list-style-type: none"> • the extent to which modern technology has affected elite level sport including increased/improved: <ul style="list-style-type: none"> - access - facilities - equipment - monitoring of exercise - safety <p><u>General participation:</u></p> <ul style="list-style-type: none"> • the extent to which modern technology has increased participation including increased/improved: <ul style="list-style-type: none"> - access - facilities - equipment - monitoring of exercise - safety • the extent to which modern technology has limited or reduced participation including: <ul style="list-style-type: none"> - cost - the range of alternatives to physical activity and sport <p><u>Fair outcomes:</u></p> <ul style="list-style-type: none"> • the extent to which modern technology has increased fair outcomes including: <ul style="list-style-type: none"> - better timing devices - increased accountability of officials - more accurate decision making - improved detection of foul play - improved detection of doping 	<ul style="list-style-type: none"> • Exam Revision • Exam style questions • EAPI 	<p>Practical examples from physical activities and sports to show how theory can be applied and to reinforce understanding.</p> <p>Links to Y12 – Sport in the 21st Century</p>
--	---------------	---	---	--



		<ul style="list-style-type: none"> • the extent to which modern technology has limited or decreased fair outcomes including: <ul style="list-style-type: none"> - access to modern technology can be limited - performance enhancing drug testing technology cannot keep up with new drug development - pressure on officials due to the exposure and scrutiny of their decisions <p><u>Entertainment:</u></p> <ul style="list-style-type: none"> • the extent to which modern technology has increased entertainment including: <ul style="list-style-type: none"> - action replays - multiple camera angles - slow motion technology - improved analysis - punditry • the extent to which modern technology has reduced or limited entertainment including: <ul style="list-style-type: none"> - interruption and delay - reduced live attendances 		
<u>Examination Revision</u>		<p><u>Examination Revision</u> Revision of all previous modules learnt Examination techniques Use of Past Paper Questions</p>		