

Please read the instructions printed at the end of this form. **One** of these sheets, suitably completed, should be attached to the assessed work of **each** candidate.

Unit Title	Technology in sport			Unit Code	R046	Session	Jan / June	Year	2	0		
Centre Name							Centre Number					
Candidate Name							Candidate Number					
Criteria							Teacher Comments		Mark	Page No.		
LO1: Know how technology is used in sport												
MB1: 1 - 4 marks		MB2: 5 - 8 marks		MB3: 9 - 12 marks								
Outlines the use of technology to enhance performance, game play and spectatorship in sport giving a limited range of examples. <p style="text-align: right;">[1 2 3 4]</p>		Describes the use of technology to enhance performance, game play and spectatorship in sport giving a range of examples. <p style="text-align: right;">[5 6 7 8]</p>		Comprehensively describes the use of technology to enhance performance, game play and spectatorship in sport giving a wide range of examples. <p style="text-align: right;">[9 10 11 12]</p>								
LO2: Understand the positive effects of sports technology												
MB1: 1 - 6 marks		MB2: 7 - 12 marks		MB3: 13 - 18 marks								
Identifies some possible positive effects of sports technology. Provides a brief description of the positive effects identified and supports some of the descriptions with examples. Draws upon limited skills/knowledge/understanding from other units in the specification. <p style="text-align: right;">[1 2 3 4 5 6]</p>		Describes a range of possible positive effects of sports technology. Provides some explanation as to why they are positive, supported with mostly relevant examples. Draws upon some relevant skills/knowledge/understanding from other units in the specification. <p style="text-align: right;">[7 8 9 10 11 12]</p>		Explains a wide range of possible positive effects of sports technology, clearly supported with relevant examples. Clearly draws upon relevant skills/knowledge/understanding from other units in the specification. <p style="text-align: right;">[13 14 15 16 17 18]</p>								

Criteria					Teacher Comments	Mark	Page No.
LO3: Understand the negative effects of sports technology							
MB1: 1 - 4 marks		MB2: 5 - 8 marks		MB3: 9 - 12 marks			
<p>Identifies some possible negative effects of sports technology.</p> <p>Provides a brief description of the negative effects identified and supports some of the descriptions with examples.</p> <p style="text-align: right;">[1 2 3 4]</p>		<p>Describes a range of possible negative effects of sports technology.</p> <p>Provides some explanation as to why they are negative, supported with mostly relevant examples.</p> <p style="text-align: right;">[5 6 7 8]</p>		<p>Explains a wide range of possible negative effects of sports technology, clearly supported with relevant examples.</p> <p style="text-align: right;">[9 10 11 12]</p>			
LO4: Be able to evaluate the impact of technology in sport							
MB1: 1 - 6 marks		MB2: 7 - 12 marks		MB3: 13 - 18 marks			
<p>Evaluation of the impact of technology in sports in the chosen area is basic.</p> <p>It outlines the use of technology being evaluated; consideration of factors affecting its use is superficial.</p> <p>There is minimal discussion of impacts which the technology has had.</p> <p>There is little attempt to make an overall judgement about whether the technology has succeeded in achieving its aims, enhanced particular aspects of the sport(s) it has been applied to or adapted for other useful means.</p> <p style="text-align: right;">[1 2 3 4 5 6]</p>		<p>Evaluation of the impact of technology in sports in the chosen area is detailed.</p> <p>It describes the use of technology being evaluated and some factors affecting its use are considered.</p> <p>There is some relevant discussion of the impacts which the technology has had.</p> <p>An overall judgement is made about whether the technology has succeeded in achieving its aims, enhanced particular aspects of the sport(s) it has been applied to or adapted for other useful means.</p> <p style="text-align: right;">[7 8 9 10 11 12]</p>		<p>Evaluation of the impact of technology in sport in the chosen area is comprehensive.</p> <p>It describes the use of technology being evaluated and considers factors affecting its use in detail.</p> <p>There is thorough discussion of the impacts which the technology has had.</p> <p>An overall judgement is made and justified about whether the technology has succeeded in achieving its aims, enhanced particular aspects of the sport(s) it has been applied to or adapted for other useful means.</p> <p style="text-align: right;">[13 14 15 16 17 18]</p>			
Total/60							
If this is a re-sit, please tick		Session and Year of previous submission		Jan / June	2	0	Please tick to indicate this work has been standardised internally

Please note: This form may be updated on an annual basis. The current version of this form will be available on the OCR website (www.ocr.org.uk).

Guidance on Completion of this Form

- 1 **One** sheet should be used for each candidate.
- 2 Please ensure that the appropriate boxes at the top of the form are completed.
- 3 Please enter *specific* page numbers where evidence can be found in the portfolio, and where possible, indicate to which part of the text in the mark band the evidence relates.
- 4 Circle the mark awarded for each strand of the marking criteria in the appropriate box and also enter the circled mark in the final column.
- 5 Add the marks for the strands together to give a total out of 60. Enter this total in the relevant box.