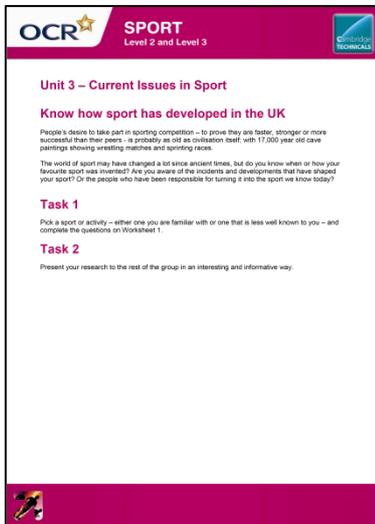


Unit 3 – Current Issues in Sport

Know how sport has developed in the UK

Instructions and answers for teachers

These instructions should accompany the learner task - OCR resource 'Know how sport has developed in the UK', which supports Cambridge Technicals in Sport Level 3 Unit 3 – How technology influences sport.



Associated Files:
Know how sport developed in the UK

Expected Duration:

Task 1 – 40 minutes
Task 2 – will vary depending on the number of learners involved. Suggest five minutes each/per pair

Task 1

People's desire to take part in sporting competition – to prove they are faster, stronger or more successful than their peers - is probably as old as civilisation itself; with 17,000 year old cave paintings showing wrestling matches and sprinting races.

The world of sport may have changed a lot since ancient times, but do you know when or how your favourite sport was invented? Are you aware of the incidents and developments that have shaped your favourite sport? Or the people who have been responsible for turning it into the sport we know today?

Pick a sport or activity – either one you are familiar with or one that is less well known to you – and complete the questions on Worksheet 1.



Notes for Teachers

Tasks 1 and 2 give learners the opportunity to research a topic, using the questions on Worksheet 1 as a guide.

You may wish to allocate a specific sport to each learner in order to prevent everyone picking the same sport. Learners could work alone or in pairs or small groups depending on what you feel is most appropriate. This task may work particularly well as homework or a non-supervised learning task.

Task 2

Present your research to the rest of the group in an interesting and informative way.

Notes for Teachers

Encourage learners to present their findings in a variety of ways rather than simply as 'chalk and talk'. What ways can they think of to share the information they have gathered?

Posters or similar could be created and displayed for a wider audience to share.

LESSON*Elements*

The building blocks you need to construct informative and engaging lessons

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