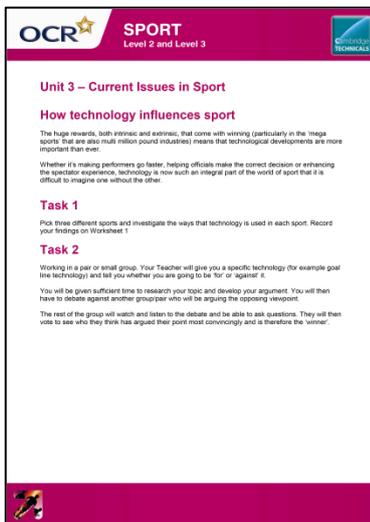


Unit 3 – Current Issues in Sport

How technology influences sport

Instructions and answers for teachers

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



OCR SPORT
Level 2 and Level 3

Unit 3 – Current Issues in Sport

How technology influences sport

The huge rewards, both intrinsic and extrinsic, that come with winning (particularly in the 'mega sports' that are also multi million pound industries) means that technological developments are more important than ever.

Whether it's making performers go faster, helping officials make the correct decision or enhancing the spectator experience, technology is now such an integral part of the world of sport that it is difficult to imagine one without the other.

Task 1

Pick three different sports and investigate the ways that technology is used in each sport. Record your findings on Worksheet 1

Task 2

Working in a pair or small group. Your Teacher will give you a specific technology (for example goal line technology) and tell you whether you are going to be 'for' or 'against' it.

You will be given sufficient time to research your topic and develop your argument. You will then have to debate against another group/peer who will be arguing the opposing viewpoint.

The rest of the group will watch and listen to the debate and be able to ask questions. They will then vote to see who they think has argued their point most convincingly and is therefore the 'winner'.

Associated Files:

How technology influences sport

Expected Duration:

Task 1 – 40 minutes

Task 2 – will vary depending on the number in the group. Suggest 10 minutes per debate

Task 1

The huge rewards, both intrinsic and extrinsic, that come with winning (particularly in the 'mega sports' that are also multi million pound industries) means that technological developments are more important than ever.

Whether it's making performers go faster, helping officials make the correct decision or enhancing the spectator experience, technology is now such an integral part of the world of sport that it is difficult to imagine one without the other.

Pick three different sports and investigate the ways that technology is used in each sport. Record your findings on Worksheet 1



Sport Rugby

Technological development	Effect of this development	Comments/notes
Change from leather balls to synthetic balls	Synthetic balls don't absorb water so their weight remains consistent and they are easier to handle	This change took place during the 1980's
Introduction of under armour	Reduces the risk of injury from contact with other players	Other kit developments include the use of compression shorts, skins and tights
Television Match Official (TMO), Hawk eye, hot spot, Decision Review System	Allows specific moments in a match to be reviewed from different viewpoints multiple times to aid the referee	
GPS monitoring systems - Players wear a small GPS device sewn into their playing jerseys, which collects information about the players' heart rate and their position on the field	Coaches can utilise this information to help players improve their fitness and performance	Bradford Bulls were the first club to use this in 2010

Notes for Teachers

This task will encourage learners to independently research a specific topic. Learners could pick their own three sports, you could allocate specific sports or they could pick sports at random.

Encourage learners to think about technology that doesn't just affect sports performance but also impacts on officials and spectators too.



Task 2

Working in pairs or small groups. Your teacher will give you a specific technology (for example goal line technology) and tell you whether you are going to be 'for' or 'against' it.

Notes for Teachers

This task will encourage learners to think about the possible downsides of the effect of technology on sport rather than blindly assume that all technological advances are good for sport

Examples you might like to use include:

- High tech swimsuits
- Stringing tennis rackets
- Goal line technology
- Oscar Pistorius – running on blades
- Exoskeletons

You will be given sufficient time to research your topic and develop your argument. You will then have to debate against another group/pair who will be arguing the opposing viewpoint.

The rest of the group will watch and listen to the debate and be able to ask questions. They will then vote to see who they think has argued their point most convincingly and is therefore the 'winner'.

LESSON *Elements*

The building blocks you need to construct informative and engaging lessons

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