



Oxford Cambridge and RSA

OCR Level 2 Cambridge Technical Diploma in Sport (600/6139/X)

Overview

This qualification is designed for students aged 16-19 years old wanting to specialise in the sport and recreation industry.

In order to take this qualification, students do not need any specific knowledge or skills related to the qualification and/or occupation. However, they should be aged 16 years or over.

This qualification has been designed so that it can be delivered in one year.

What does this qualification cover?

Students will cover a minimum of seven topics, made up of core and optional units. All students will take two core units which will enable the student to demonstrate their understanding of sport within the wider contexts of skills, techniques, tactics, anatomy and physiology and will mean the qualification is not just about being able to play sport.

The optional units cover a wide range of topics that complement the core units and from which students must take a minimum of five units. There are units that are relevant to specific areas within the sport and recreation industry. For example, units such as fitness testing and training, development of personal fitness, psychology for sports performance, planning and leading sports activities, technical skills and tactical awareness for sport, and injury in sport.

This qualification will also enable students to develop other desirable skills. Depending on their choice of optional units this could include critical thinking, communication, leadership, and motivating others.

The school or college delivering this qualification is encouraged to build relationships with local employers and involve them in the delivery of the learning programme and, if appropriate, offer opportunities for work-based training.

We've designed this qualification so that schools and colleges can work with employers to create assignments for students to demonstrate they can put their skills and knowledge to use. For example, this may be to create something, solve a problem or find ways to improve something that would be typical of what happens in jobs in the sport industry. Employers can also get involved in teaching, from explaining the theories behind sport principles and concepts and how they apply to the work they do, to talking about what to think about before advising on injury prevention.

What could this qualification lead to?

This qualification will provide entry to employment in some sport and recreation related careers. For example: sports and leisure assistant, gym assistant, assistant sports coach/leader.

This qualification will provide students with the opportunity to progress on to an Active Leisure and Learning Apprenticeship at an Intermediate and/or Advanced level.

If the student is taking a three year study programme, this qualification can be taken in the first year and complement a range of Tech Level qualifications at Level 3 that the student might go on to take in the second and third years, such as Tech Levels in the sport and leisure sectors.

Some careers in sport and recreation require specific qualifications known as a 'licence to practise'. (For example, to coach independently students must hold a minimum of a UKCC Level 2 NGB Coaching qualification - the qualification must be in the sport being coached - and be a minimum of 18 years old.) This qualification is not a licence to practise. However, this qualification will provide a solid foundation for students to build upon in order to gain industry related licence to practise qualifications at Level 2 and above.

This qualification is part of a larger suite of Level 2 Cambridge Technicals in Sport. The suite consists of an Extended Certificate and this Diploma.

Both qualifications are designed to be taken alongside other qualifications.

Students should take the Extended Certificate to gain an introduction to the sport and recreation industry. The Extended Certificate takes 180 guided learning hours to deliver. This means it is a similar size to one and a half GCSEs or one AS level and if delivered in one year takes about one third of the academic year to complete. This gives the student the flexibility to take a range of other qualifications, whether vocational or academic, in preparation for further study or employment in the sector.

The Diploma also gives students an introduction to the sport and recreation industry. Because it is a larger sized qualification it means students take more optional units and increase the depth and breadth of their skills and knowledge which in turn can help them choose where they would like to specialise within the industry and inform further study or career choices. The Diploma takes 360 guided learning hours to deliver. This means it is a similar size to three GCSEs or one A level and if delivered in one year it takes about two thirds of the academic year to complete.