



Oxford Cambridge and RSA

Friday 27 May 2022 – Afternoon

AS Level Physical Education

H155/02 Psychological and socio-cultural themes
in physical education

Time allowed: 1 hour 15 minutes



No extra materials are required.



Please write clearly in black ink. **Do not write in the barcodes.**

Centre number Candidate number

First name(s) _____

Last name _____

INSTRUCTIONS

- Use black ink. You can use an HB pencil, but only for graphs and diagrams.
- Write your answer to each question in the space provided. If you need extra space use the lined pages at the end of this booklet. The question numbers must be clearly shown.
- Answer **all** the questions.

INFORMATION

- The total mark for this paper is **70**.
- The marks for each question are shown in brackets [].
- Quality of extended response will be assessed in questions marked with an asterisk (*).
- This document has **16** pages.

ADVICE

- Read each question carefully before you start your answer.

- (b) The table below outlines different sporting scenarios. For each scenario identify **two** types of feedback that are being given to the performer. In the last row, provide a sporting example of the type of feedback identified.

Sporting scenario	Types of feedback	
The archer sees that the arrow has missed the target		
The golfer watches a slow motion video of themselves swinging the club		
A more experienced long jumper tells a beginner what they need to improve on		
A football coach of a junior team shouts at the defence for not running back quickly enough to defend		
A gymnast realises they are not in the tucked position when doing a tumbling routine and alters their leg position		
Example:	Positive feedback	

[6]

- (c) Complete the sentences below about the cognitive theory of learning using the appropriate terms from the word bank provided. Words can only be used once.

The cognitive theory of learning states that learning is best achieved by considering the skill.

This develops the performer’s understanding of what the skill is and why they are doing it.

It involves , using past experiences and their perception of the environment.

The mental processes occurring are

This theory of learning is known as learning.

part	reinforcement	trial and error	insight	connectionist
whole	autonomous	problem solving	operant	continuous
fixed practice	intervening variables	reinforcement	Thorndike’s laws	significant others

[4]

(d) Provide a sporting example of visual guidance **and** a sporting example of verbal guidance. Suggest **one** advantage of using each of these types of guidance.

Visual guidance

.....

.....

.....

.....

Verbal guidance

.....

.....

.....

.....

[4]

2 (a) Name and describe the **three** components of attitude.

Component 1:

Description:

.....

Component 2:

Description:

.....

Component 3:

Description:

.....

[6]

(c) (i) Define the term 'group'.

.....
.....
..... [1]

(ii) The forming stage of group development happens when a group first comes together.
Identify and describe the next **two** stages of group development.

Second stage:

Description:

.....
.....
.....
.....

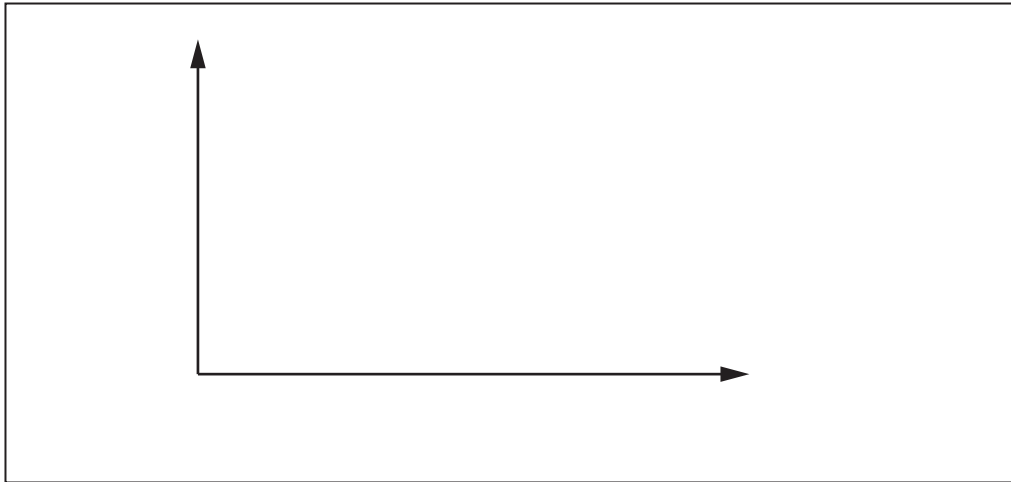
Third stage:

Description:

.....
.....
.....
.....

[4]

(d) (i) Sketch a graph to show the catastrophe theory of arousal.



[4]

(ii) Give **one** reason why catastrophe theory is believed to be a more realistic explanation of sports performance than other theories of arousal.

.....

.....

.....

..... [1]

8
BLANK PAGE

- (b) Football is a hugely popular sport in the world and it has become a big business with very large amounts of money involved. **Fig. 3.1, 3.2** and **3.3** show some statistics about the game of football in the 21st century in the UK.

Fig. 3.1

The number of Premier League football players who were eligible to play for the England team for various seasons. (Eligibility based on holding a British passport, or country of birth of parents or grandparents.)

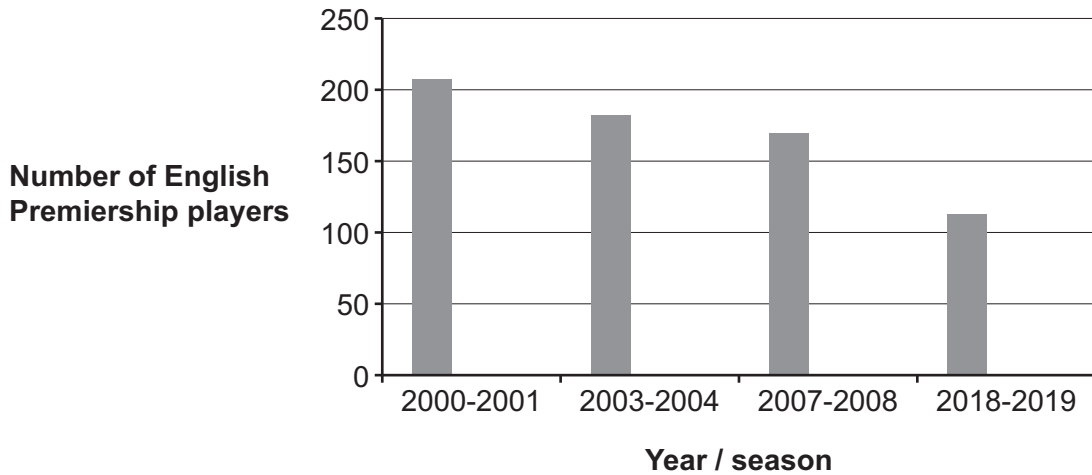


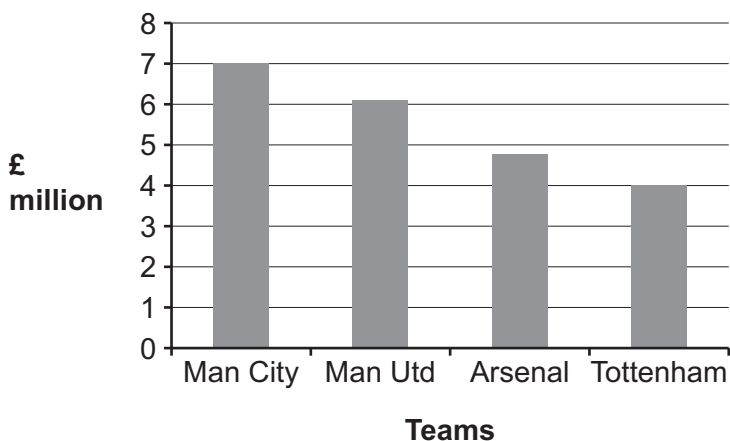
Fig. 3.2

The cost of the Premier League's broadcasting deals (£ billion or £ million).

Period	Years	TV broadcaster	No of games	Cost of deal	Cost per game
2010–2013	3	Sky/ ESPN	414	£1.8 bn	£4.3 m
2013–2016	3	Sky/ BT	462	£3 bn	£6.5 m
2016–2019	3	Sky/ BT	504	£5.1 bn	£10.2 m

Fig. 3.3

The average annual first team player salary (£ million) in the English Premier League in 2019/2020.



ADDITIONAL ANSWER SPACE

If additional space is required, you should use the following lined page(s). The question number(s) must be clearly shown in the margin(s).

A large rectangular area with a solid vertical line on the left side and horizontal dotted lines across the rest of the page, providing space for writing answers.



Copyright Information

OCR is committed to seeking permission to reproduce all third-party content that it uses in its assessment materials. OCR has attempted to identify and contact all copyright holders whose work is used in this paper. To avoid the issue of disclosure of answer-related information to candidates, all copyright acknowledgements are reproduced in the OCR Copyright Acknowledgements Booklet. This is produced for each series of examinations and is freely available to download from our public website (www.ocr.org.uk) after the live examination series. If OCR has unwittingly failed to correctly acknowledge or clear any third-party content in this assessment material, OCR will be happy to correct its mistake at the earliest possible opportunity.

For queries or further information please contact The OCR Copyright Team, The Triangle Building, Shaftesbury Road, Cambridge CB2 8EA.

OCR is part of Cambridge University Press & Assessment, which is itself a department of the University of Cambridge.