

Sport Science Curriculum Overview



Year	Block 1	Block 2	Block 3	Block 4	Block 5	Block 6
11	Topic: Principles of Training	Topic: Sports Technology	Topic: Sports Technology	Topic: Sports Technology	Topic: Sports Technology	Topic: Exam Re-take Preparation
	Focus: Evaluation of the training programme.	Focus: How technology is used in sport.	Focus: The positive effects of technology.	Focus: The negative impact of sports technology.	Focus : Evaluate the impact of one piece of technology on sport.	Focus: Sports injuries
	Outcome: written evaluation of the effectiveness of the training programme including outcomes and justified changes. Duration: 4 weeks	Outcome: Explain how technology is used to enhance gameplay, performance and spectatorship. Includes analysis of Hawkeye, hotspot, fitness testing technologies, video assistant referee, clothing and equipment. Duration: 4 weeks	Outcome: Explain how technology has had a positive impact on sports performance and participation. Includes analysis of Hawkeye, hotspot, fitness testing technologies, video assistant referee, clothing and equipment. Duration: 6 weeks	Outcome: Explain how technology has had a negative impact on performance, gameplay and spectatorship. Includes analysis of Hawkeye, hotspot, fitness testing technologies, video assistant referee, clothing and equipment.	Outcome: Produce a case study on one piece of technology and research the application, reasons for use, history, reactions of users, overall effectiveness. Duration: 6 weeks	Outcome: Practice questions and revision exercises on the sports injuries paper. Duration: 3 weeks
				Duration: 4 weeks		