



Mark Scheme

AQA A-Level PE – Sport, Society & Technology

This mark scheme contains:

- Copy of each question for reference
- Marking guidance where appropriate
- Marking points containing alternative acceptable responses plus relevant assessment objective

How should schools use this mark scheme?

The mark scheme has been constructed specifically for the exam paper used in preparation for and during the live revision shows provided by James Simms in May 2022.

All questions/mark schemes are taken from ExamSimulator. Please note, there are hundreds of additional questions on ExamSimulator covering the AEI topics. Within the platform, the teacher is assisted with the marking and full diagnostic feedback is also provided. ExamSimulator is a premium resource available via TheEverLearner.com.

I hope this helps both students and teachers in their exam preparations.

James Simms

1.

The Green Bay Packers American football coach, Vince Lombardi, claimed "winning is not a sometime thing, it is an all time thing"

Using a sporting example of your choice, discuss the use of a win ethic.

Marking guidance

Award sub max one AO2 mark for an appropriate sporting example. The examples given in the marking points act merely as guidance and are **not** exhaustive.

Award sub max two marks for the positive influence of a win ethic and sub max two AO3 marks for the negative influence. Both positive and negatives have to be addressed to achieve full marks.

Marking points

(1) [AO 2] Using performance-enhancing drugs/Competing with an injury/Examples of gamesmanship

(2) [AO 3] Winning equates to a high financial reward/As a winner, it is more likely to attract a sponsorship deal/Leads to more funding for an individual or a team

(3) [AO 3] Likely to receive another contract to play/Enhances sporting career pathway/Develops an appreciation of success

(4) [AO 3] Leads to extrinsic rewards such as a medal/Win a trophy or a medal/Media recognition of the success

(5) [AO 3] Increased fan base/More spectators want to watch the team or sport/Increase in merchandise

(6) [AO 3] Destroys the spirit of amateurism/Traditional view of sport is ignored/Has a dysfunctional role on younger people

(7) [AO 3] Long-term physical harm for athletes who compete through injury/Physiological effects of performance-enhancing drugs can be life threatening/Physical harm and further injury

(8) [AO 3] Loss of sponsorship deals/Reduce media interest for cheating/Damaged reputation

2. Compare how sportsmanship and gamesmanship may be utilised within a game of cricket.

Marking guidance

All points must be related to cricket. Any examples given from other sports should draw no credit.

Direct comparisons must be given to be awarded a mark.

Marking points

(1) [AO 3] Sportsmanship is playing by the rules with high morals, whereas gamesmanship is bending the rules/Sportsmanship is adhering to all rules, whereas gamesmanship is avoiding the rules if possible/Sportsmanship makes sure all unwritten rules are stuck to, whereas gamesmanship ignores written rules

(2) [AO 3] In cricket, sportsmanship is ensuring you are not backing up too far, whereas gamesmanship is backing up as far as possible/Clapping the batsman in when they come to bat, whereas gamesmanship is sledging the batsman/Sportsmanship is not appealing when you know something isn't out, whereas gamesmanship is appealing for anything

(3) [AO 3] Sportsmanship is where playing right is most important, whereas in gamesmanship winning is everything/Playing fairly is more important and instead gamesmanship shows winning is most important/Sportsmanship conducting yourself in the right way is important and this isn't the case for gamesmanship

(4) [AO 3] Cricket batsman walking when he has edged it or not walking/Calling the batsman back if umpire has given them out or not calling them back/Keeping up over rate throughout the game or time wasting with slow over rate if you are losing

3.

In 2003, a rugby player was seriously injured during a collapsed scrum. It was argued that the on-match referee had been negligent. Define negligence.



Marking guidance

Not provided

Marking points

- (1) [AO 1] Conduct that falls below a reasonable standard/Reasonable person standard not reached/Sub-standard conduct
- (2) [AO 1] Leading to a breach of the duty of care/Duty of care is breached/No duty of care
- (3) [AO 1] Resulting in the foreseeable harm to another/Foreseeable harm/Harm to an other

4. Discuss the use of sports legislation for officials .



Marking guidance

Award **sub max three marks** for the advantageous use of sports legislation for officials and **sub max three marks** for any potential disadvantages. Both advantages and disadvantages have to be addressed to achieve full marks. Accept any other suitable discussion points.

Marking points

- (1) [AO 3] Officials will ensure they eliminate all dangers so the environment is safe for the participants/Participants are kept safe, as officials do not want to be negligent/Safe playing environment so players are free from potential harm
- (2) [AO 3] Officials are protected by sports legislation if a claim is made against them/Protection of the official from claims/Protection
- (3) [AO 3] Officials ensure they keep up-to-date with health and safety policy/Officials complete all safeguarding training/It highlights the importance of their duty of care
- (4) [AO 3] However, the risk of prosecution may deter an individual from becoming an official/Number of qualified officials reduces due to concerns over prosecution/Not enough support for officials if there is a claim for compensation
- (5) [AO 3] Lack of training available for officials in minority sports/Fear of media negativity/Minority sports have less funding

Over 50% of Premier League football matches are no longer played on Saturday at 3pm.

5.

Explain how global media coverage has changed the nature of sport.
Use examples to support your answer.

Marking guidance

In order to be awarded marks, specific examples **must** be given for each point.

Marking points

(1) [AO 2] New formats have been created, for example T20 cricket/More entertaining formats created, for example rugby sevens/Sports have formed new formats, for example big three basketball

(2) [AO 2] Rule changes have been brought in, for example no offside in hockey/Changes to the rules, for example championship tiebreaks in tennis/NGB's have enforced rule changes, for example five seconds in the key in basketball

(3) [AO 2] Schedules are changed for the media, for example boxing fights late in the evening/Start times are fixed by media companies, for example 100m final at the Olympics/Change to start times, for example T20 cricket played late at night

(4) [AO 2] International fixtures have increased, for example UEFA Nations League/International competitions have increased, for example Challenge Cup in rugby/Competitions around the world have increased, for example ICC Champions Trophy

(5) [AO 2] Player incomes increase, for example higher prize money at Wimbledon/Higher prize money in competitions, for example FedEx Cup in golf/Increased wages, for example Premier League football

(6) [AO 2] Players gain higher status, for example Neymar is globally recognised/Players earn a higher status, for example LeBron James is recognised worldwide/Sportspeople receive a very high status, for example Serena Williams

(7) [AO 2] Audiences have grown in size, for example nearly two billion watched the Olympics opening ceremony/TV audiences have grown rapidly, for example the Superbowl is watched worldwide/Audience has increased rapidly, for example the World Cup in football

(8) [AO 2] Officiating technology has increased excitement, for example Hawkeye in tennis/Technology has helped with fair outcomes, for example DLS review in cricket/Media has led to more technological officiating, for example TMO in rugby

(9) [AO 2] Commercialisation has increased in sport, for example stadia being named after companies/Sport has become more commercialised, for example leagues having sponsored names/Commercialisation has increased, for example branding on kits and equipment

6. The average number of tweets per day for the Euros 2020 was over 500 million. Evaluate the impact of social media on football.

Marking guidance

Not provided

Marking points

- (1) [AO 1] Social media involves online apps and websites/Social media allows users to share content/Users take part in social networking
- (2) [AO 1] There are a number of social media platforms including Facebook/Instagram/Twitter
- (3) [AO 1] Video platforms such as youtube also share content/Youtube/Video sharing
- (4) [AO 1] Caused by increased globalisation/Nations are being linked together via social media/Global connections through increased use of communication
- (5) [AO 1] Social media forms part of the media of the golden triangle/Interrelationship between media, sport and business/Golden triangle
- (6) [AO 2] Football players use social media to connect with their fans/Players use social media to display their profile/Football players promote their personal branding
- (7) [AO 2] The FA promotes their news via social media/Football clubs provide their news on social media/Club-to-fan communication is available other than newspapers
- (8) [AO 2] Campaigns can be run through social media/Kick it out/Hate won't win
- (9) [AO 2] Spectators can watch games through social media/Platforms can be used by fans for entertainment/Highlights of games and competitions are available through social media
- (10) [AO 3] Social media has enabled the players to build a very large fan base in a short period of time/Players are empowered to engage with a much wider audience/Players can reach both local, national and global fans
- (11) [AO 3] Players are able to share the real story/No sensationalism/Fans are able to see real life stories and not what is written in newspapers
- (12) [AO 3] Players can use social media to promote other work/Supportive of other charities/Fans are able to see charity work
- (13) [AO 3] English Premier League can be promoted around the world/Premier League is able to attract players worldwide/Premier League can promote campaigns and charities they support
- (14) [AO 3] Campaigns such as Kick it out can escalate quickly from likes, retweets, follows and stories/Online hate and abuse can be overridden by support campaigns/Reach people more quickly
- (15) [AO 3] However, online hate is seen by the players quicker/Online hate can impact on the livelihood of players/Players' mental health could be affected by online hate

6.

The average number of tweets per day for the Euros 2020 was over 500 million.
Evaluate the impact of social media on football.

(16) [AO 3] Sport may have to fine players for inappropriate posting/Players may cause additional problems for the sport if they post inappropriately/FA and the player may be in conflict over the player's use of social media

(17) [AO 3] Players may not have the training to understand the responsibilities that go with global communication/Players do not understand the liability with use of social media/Legal responsibilities and liability

(18) [AO 3] Clubs and the governing body have to rethink policy and procedures to cover social media/Clubs and governing body need to employ social media specialists/Clubs and governing bodies need to invest in specialist organisations to carry out social media training