



## Model Answers

# AQA A-Level PE – Sport, Society & Technology

(Revision session on Thursday 19th May 2022, 4.00–5.30pm)

### This document contains:

- Model answers for the Practice Questions answered during the 2022 Revision series
- Questions in AEI order
- Where possible, examples of extended writing
- No one-mark or multiple-choice questions

### How should schools use these papers?

This paper has been constructed specifically for use in preparation for and during the live revision shows provided by James Simms in May 2022. I encourage students to attempt the questions in advance of the revision shows.

Please, use these model answers in combination with the mark scheme and the revision session, available in the AQA A-Level PE Revision page (<https://pages.theeverlearner.com/2022-aqa-a-level-pe-revision>).

All questions are taken from ExamSimulator. Please note, there are hundreds of additional questions on ExamSimulator covering the AEI topics. 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.

<p>The win ethic is the <sup>6</sup> <b>opposite of the traditional amateur ethos of participation</b>. It is about marginal gains to extract the maximum output possible. The win ethic can easily spill into win at all costs where deviance like <sup>1</sup> <b>doping</b> is possible. Winning means <sup>2</sup> <b>more financial rewards</b>, more <sup>3</sup> <b>lucrative contracts and sponsorship</b> and <sup>4</sup> is based on <b>extrinsic rewards</b> rather than the love of participation.</p>	<p>No comments provided.</p>
	<p>Marks:[4/4]</p>

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

<p>1 Sportsmanship is playing by the rules and morals but gamesmanship is exploiting the rules wherever possible.</p> <p>2 Sportsmanship is clapping a batsman to the crease and gamesmanship is sledging. 4 Sportsmanship is walking when you know you are out and gamesmanship is keeping quiet if the umpire misses the edge. 3 Sportsmanship is not appealing too loudly and gamesmanship is being very vociferous when appealing.</p>	<p>No comments provided.</p>
	<p>Marks:[4/4]</p>

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.



**1** Conduct below a reasonable standard which can lead to a breach **2**  
in the duty of care. This can cause harm to people. **3**

No comments provided.

Marks:[2/2]

4. Discuss the use of sports legislation for officials .



<sup>1</sup> Officials **check the player areas to ensure it is safe** and they **stay**  
**up - t-date with training on new laws and regulations.** However,  
<sup>2</sup> **officials also need protection** and sports legislation protects  
them from a claim. This risk can <sup>4</sup> **deter some people from**  
**becoming officials.**

No comments  
provided.

Marks:[3/3]

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.

<p>1 Many sports have changed format. An excellent example is T20 cricket which is exciting for TV audiences. 2 Rule changes have made sports less technical such as the removal of offside in hockey. 3 Start times are fixed by media companies for the maximum viewing audiences. 4 International club sport is also prioritised over national club sport for example European football competitions now being more important than an FA cup. Finally, 7 audiences have become global meaning sports stars 6 become global icons.</p>	<p>No comments provided.</p>
	<p>Marks:[4/4]</p>

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

The internet is a combination of **apps, social media and websites**. Examples are **Facebook, Instagram** as well as **video platforms such as YouTube**. The internet can be a **source of live performance streaming** on apple such as DAZN and this can massively increase the range of access that spectators have to sport around the world. The internet also allows stakeholders such as the **FA or the Premier League promote their news** and events and **sports clubs can promote themselves all over the world without having to rely on mainstream media**. **Individual players can build social networks and boost their career**. An excellent example is Marcus Rashford s Twitter and Instagram campaigns to support disadvantaged children. .But there are issues. For example, players and performers can **receive online hate** and **traditional organisations like the FA can be slow to realise the centrality of the internet in developing their brand**. Once they achieve this that can run all their campaigns this way including **antidiscrimination campaigns like Kick it Out** which can grow rapidly. Finally, the internet has allowed players and clubs to provide **their own side of the story** rather than hoping they will be portrayed in a positive light. These messages are **globalised** and do indeed become the dominant narrative.

No comments provided.

Marks:[8/8]

Feedback:

No feedback provided.