## BTEC TECH L1/2 SPORT 2024 - Comp 3

Date: 9th May Time: AM Marks: 60 Length: 90 min Marks per min: 0.67

REVISION

Watch our live revision sessions on voutube.com/TheEverLearner



Thu 25th Apr 15:00-16:30

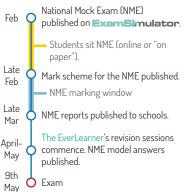
IMPORTANT: Analysis of the SAMs 2022 only.





# Mark allocation

### Timeline 2024



### Revision tips

- Use the tutorials, quizzing and testing on The EverLearner.
- Sit the National Mock Exam with your teacher and review with mark scheme and model answers
- Attend The EverLearner's Live Revision on VouTube.
- ES Do plenty of exam practice on ExamSimulator.
- Take great notes and learn them!



# BTEC TECH L1/2 SPORT 2024 - Comp 3

Date: 9th May Time: AM Marks: 60 Length: 90 min Marks per min: 0.67

Content preparation		
I have completed the National Mock Exar have received my diagnostic.  I have OVER-LEARNT all of the most exal topics.  I have learnt all other specification conterpreparation for lower-tariff questions.	Mined C Add. principle:  C Speed tests  C Types of provi	Plyometrics     Reaction time
Skills preparation		
I am fully aware of the most common command words in the BTEC Tech Sport Component 3 exam.		
I have OVER-PRACTISED 'Explain', 'Identil past-paper questions.	fy' and 'Evaluate' through the Natio	nal Mock Exam, ExamSimulator and
'Explain' skill language	ʻldentify' skill language	'Evaluate' skill language
□ I am fully aware that 4-mark questions accumulate the most marks in the BTEC Tech Sport Component 3 exam. □ I have OVER-PRACTISED 4-mark questions for the BTEC Tech Sport Component 3 exam from both ExamSimulator and the exam board. □ I know the required format of the extended-writing piece(s) for the BTEC Tech Sport Component 3 exam. □ I have practised all National Mock Exam, ExamSimulator and past-paper examples of extended-writing.		
Being able to make AO2 applications to movement come from AO2 on average and you need to be able	e to make good quality examples t	tical feature of success in this paper. 19 marks
We recommend the EIO method. This means that y  Give your Example.  2. State the	Impact of the concept.	3. State the Outcome that it produces.
What <b>not</b> to do		What to do
Agility is important when you're <mark>dribbliv</mark> Dasketball.	basketball be efficiently a	portant when you're d <mark>ribbling in</mark> cause it allows a player to <mark>move nd with control around defenders to</mark> that they can <mark>take an unopposed sho</mark> t
4 <mark>cross country</mark> runner would use Fartlek raining.	Write your e	xample here.
	_	

