

# **Revision Series 2024**

# Edexcel A-Level PE - Paper 2

Notes pages •



### How to use this revision session and notes

- Complete this document when doing the live or on-demand revision shows.
- The imagery contained in the notes is designed for you to be able to study the A01 knowledge prior to the live session.
- During the live session, James will guide you through how to use that knowledge in your exam.
- Focus on the skills that James is presenting as much as the content. In most cases, students have a knowledge of the topic but struggle to respond to the command in the question. This is a focus of our revision.
- Complete the notes pages as extensively as possible and, if necessary, return to the show to complete it more than once in order to make the fullest notes possible.
- Have the National Mock Exam to hand and, ideally, your completed, marked version of it.
- Have the exam infographics to hand. These will be referred to throughout the show.

### My ticklist:



Exam infographics

Exam paper

Exam mark scheme

Exam model answers



### During the live show, we will cover...

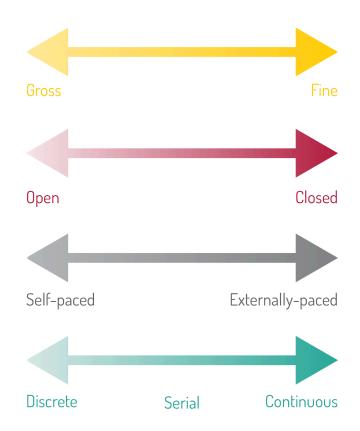
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We will also cover a wide array of exam skills including command terms for A01, A02 and A03 as well as the extended writing requirements of the paper.

You may also find it useful to study our previous years' revision shows when different samples of content and skills have been developed.

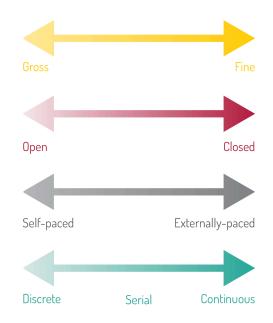


Topic 1: Skill classifications

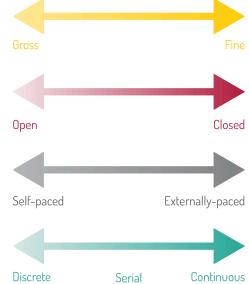


Place the following skills on the four continua:

Skill 1 - Dribbling past an opponent in hockey



Skill 2 - Swimming front crawl



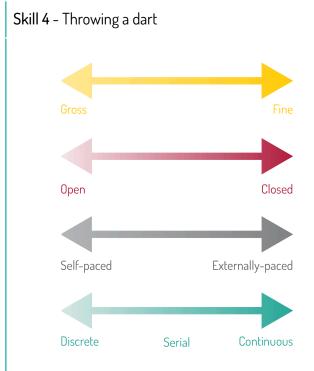


Gross Fine

Open Closed

Self-paced Externally-paced

Discrete



Justify the placement of each skill on each continuum:

Serial

Continuous

Skill	Gross / Fine	Open / Closed	Self-paced / Externally paced	Discrete / Serial / Continuous
1				
2				
3				

Skill	Gross / Fine	Open / Closed	Self-paced / Externally paced	Discrete / Serial / Continuous
4				

With the open/closed continuum, we must be able to link to practice environments. Summarise this below:

_ tends to be pra	actised in a



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Want to know more?

Watch the tutorials "Muscular involvement continuum", "Environmental continuum", "Pacing continuum" and "Continuity continuum" on TheEverLearner.com (subscribers only).



## Topic 2: Practice methods and structure

### Methods of presenting practice

#### Whole

- Coaching an entire skill/performance
- Performance not broken down into subroutines

#### Part

 Skill broken into subroutines and practised separately

#### Progressive-part

- Part isolated and practised
- Next part practised and then added to the first part and practised together
- A-B-AB-C-ABC-D-ABCD
- Chaining
- Can be done in reverse backwards chaining

#### Whole/Part/Whole

- Skill practised as a whole
- Errors detected
- Subroutines involving errors are separated and practised in isolation
- Practised then as a whole again
- Confirmation that errors have been corrected
- Repeat

#### Evaluative points:

- Time efficient Learn routines rapidly
- Fluency/relationship between subroutines is developed
- Mental picture of the whole skill can be developed which helps with retention

#### Evaluative points:

- Good for low organisation skills
- Good for complex skills
- Excellent for detailed work and fine coaching

#### Evaluative points:

- Excellent for serial skills
- Excellent for routines
- Builds relationships between different discrete skills with a serial skill

#### Evaluative points:

- Benefits of both whole and part practice
- Kinaesthetic sense developedExcellent for error correction
- Excellent for error correction
   Allows performers to develop a
- Allows performers to develop a detailed understanding of the role of different elements of the skill
- Good for autonomous-stage learners

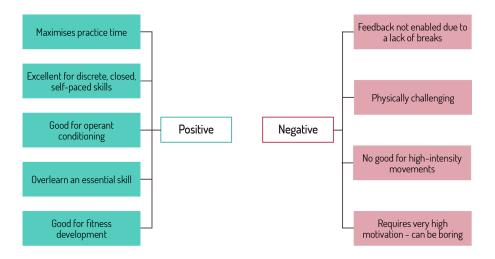
- Too much information in one go
- Doesn't allow the weaker elements to be worked on separately
- Might cause fatigue, leading to injury
- Doesn't develop kinaesthetic sense of whole skill
- Performer may lack understanding
- Time-consuming
- Lack of big picture
- Far transfer

- Can be time-consuming
- No overall kinaesthetic sense until the very end
- Takes a long time to get to the whole experience
- Not appropriate for discrete or continuous skills
- Not appropriate for high-organisation skills
- Time-consuming
- Impractical for groups,as errors may not be shared
- Not practical for beginners as errors are so common

### Massed practice

## T-T-T-T-T-T-T-T-T-T-T

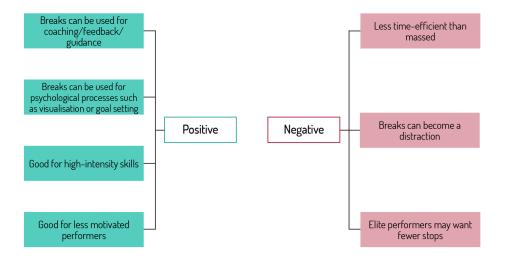
Repeated trials of the skill with no breaks in between



### Distributed practice

# 

The inclusion of breaks between trials

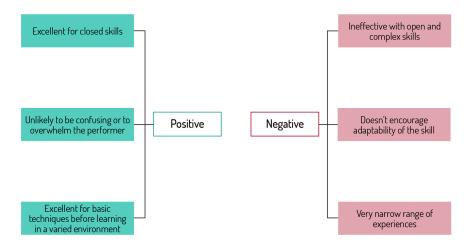




### Fixed practice



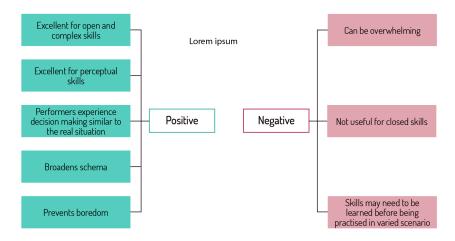
- Stable, predictable practice
- Practice conditions remain unchanging



### Variable practice



- Skill practised in a changing environment
- Skills need to adapted



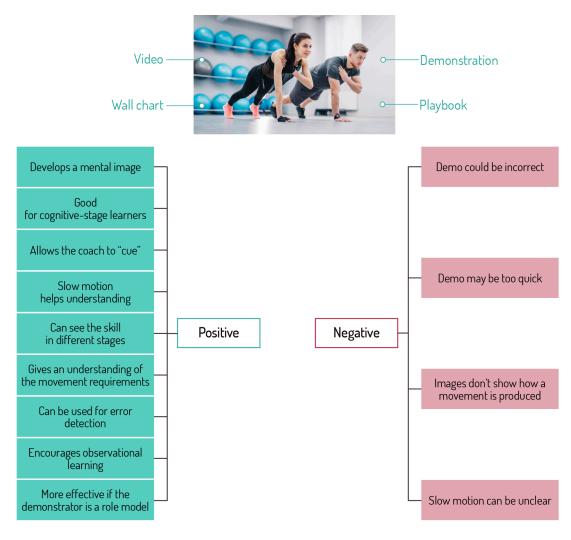
Want to know more?

Watch the FREE tutorial "Practice types" and "Practice methods" on TheEverLearner.com



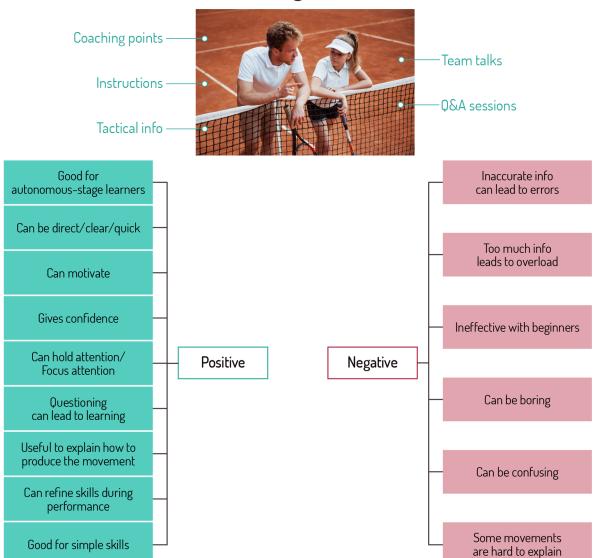
# Topic 3: Guidance methods

## Visual guidance






## Verbal guidance

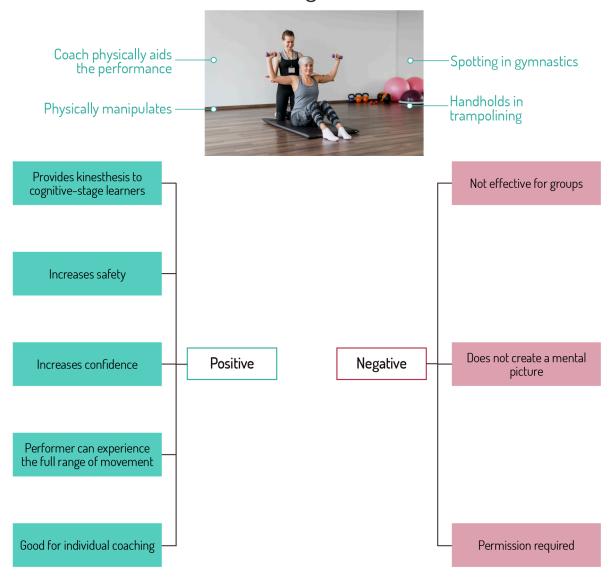


#### Answer this question:

"Cueing" is the process of providing some instructions whilst simultaneously demonstrating a skill. Using your knowledge of different types of guidance, explain why a coach might choose to do this.



## Manual guidance



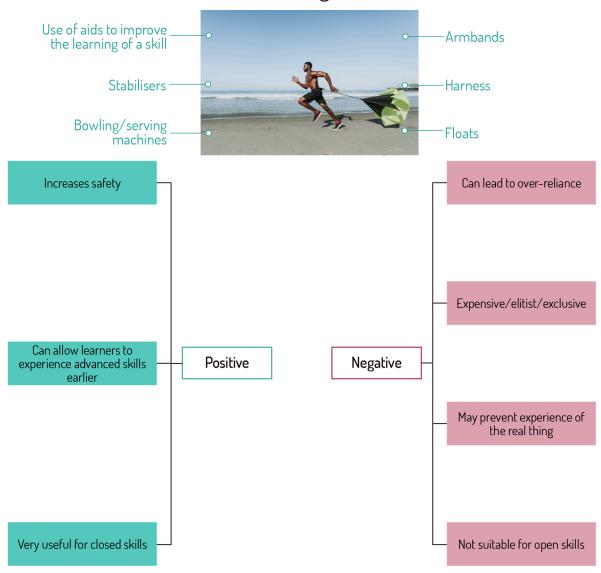
### Answer this question:

Evaluate the use of manual guidance when coaching children to learn to swim.

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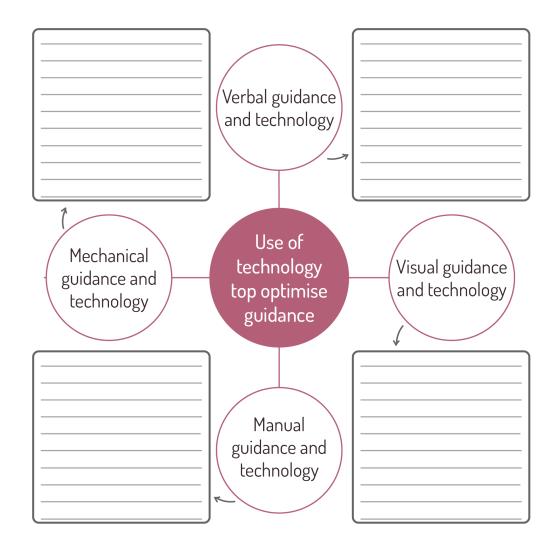
## Mechanical guidance



### Answer this question:

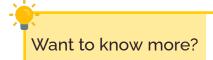
Evaluate the use of manual guidance when coaching children to learn to swim.





## Be prepared to analyse.

If you were to be asked to "Analyse the impact of technology on guidance." How would you structure your answer?



Watch the FREE tutorials "Guidance" and "Guidance and technology" on TheEverLearner.com



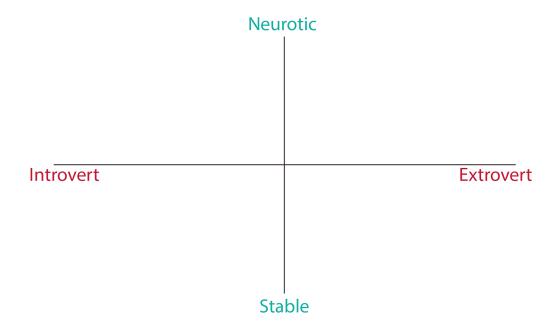
# Topic 4: Personality and interactionist theories

- What makes a person unique
- Characteristics/traits that influence behaviour
- Characteristics that produce consistent patterns of behaviour

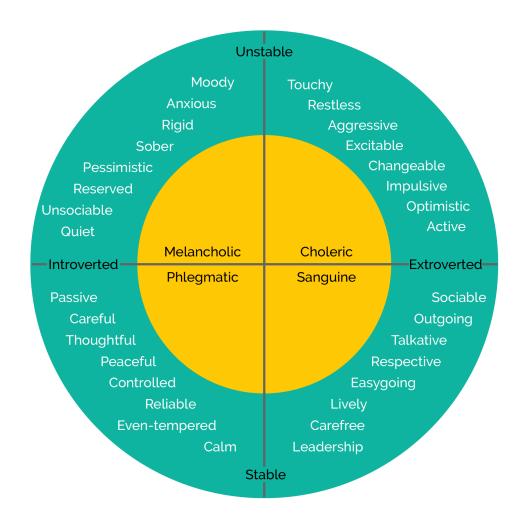
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## Eysenck and Cattell





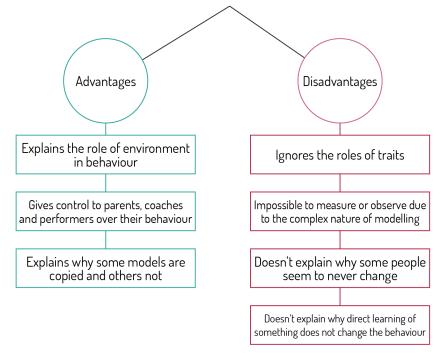





### Social learning theory

- Bandura
- Personality is the sum of an individual's experience
- · Behaviours learned through modelling
- Learning from significant others
- Leadership, aggression, etc. are learned
- B=fE



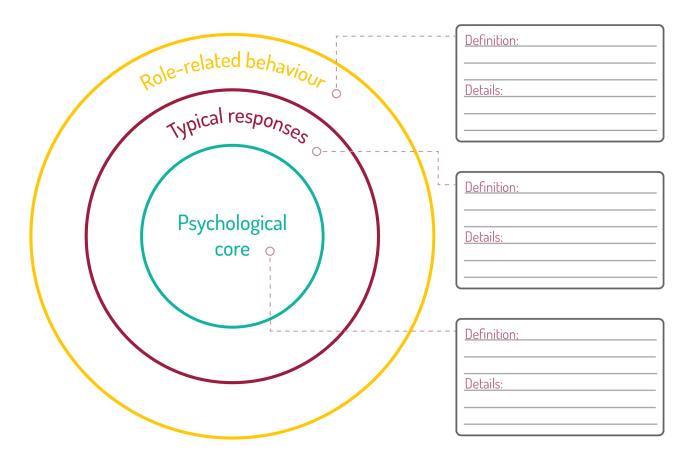


\*WARNING: Social Learning Theory is not named on the Edexcel specification but did form part of a mark scheme in 2022.



## Interactionist Approach

$$B = f(P \times E)$$

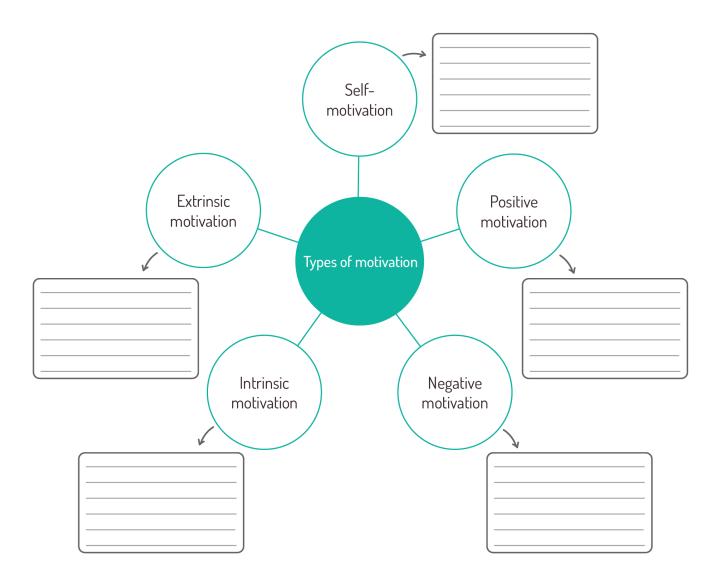


Want to know more?

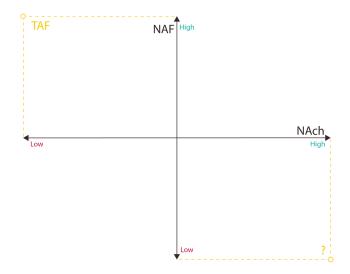
Watch the FREE tutorials "Personality 1" and "Personality 2" on TheEverLearner.com.



# **Topic 5:** Motivation



#### **Achievement Motivation**





Туре	Characteristic	Example of behaviour	Example in a game
NAch	Likes to take risks	Approach behaviour in 50-50 situations	A hockey player choosing to take the final penalty shuffle in a shoot-out (if they miss, they would still take the final penalty shuffle next time)
NAch			
NAch			
NAF			
NAF			
NAF			

Want to know more?

Watch the tutorials "NACH and NAF" and "Goal setting" on TheEverLearner.com (subscribers only).



# Topic 6: Popular recreation

Pre-industrial Britain					
Gender	Law and order	Education and literacy	Availability of time	Availability of money	Availability of transport
Primarily masculine pursuit Lower-class activities based on male characteristics like strength and force Women did take part in smock racing Women did take part in cricket Women did take part in upper-class pursuits like real tennis	Undeveloped system of law and order Law of nature prevailed in the countryside Authorities tried to ban violent sports like mob football but were ineffective Allowed mob games to be violent These were the reason upper classes played separately	Lower class was uneducated Upper-class men were literate Largely illiterate society No national education system Lack of rules based on low literacy rate Games passed on by word of mouth and by experience Only upper classes played codified games like real tennis	Society was agrarian     Lower class followed the agricultural calendar     Lack of time due to long working hours     Festivals/holy days/wakes provided opportunities for sport     Upper classes had extensive free time     Upper class engaged in activities like fox hunting throughout a season	Lower classes had very little money, which led to a subsistence lifestyle Sports were basic and simple No specialist equipment Resources were natural and freely available Lower classes had no dress code Upper classes had disposable income Sports such as real tennis had specialist facilities and equipment Upper class had a strict dress code	Lower classes had little transport available, so games were localised     Many games were isolated and unique     No rail network yet     Upper classes could travel by carriage/horse     Games spread and became national/international, such as real tennis

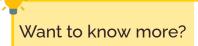
Upper-class sport	Lower-class sport
<ul> <li>Time-consuming</li> <li>Rule-bound</li> <li>Wagering</li> <li>Distinct from lower class</li> <li>Civilised</li> <li>Equipped</li> <li>Regular</li> </ul>	<ul> <li>Occasional</li> <li>Simple/Unwritten rules</li> <li>Wagering</li> <li>Uncivilised/Rowdy/Violent</li> <li>Natural resources and limited equipment</li> <li>Infrequent</li> <li>Rural</li> <li>Occupational</li> <li>Unlimited team size</li> <li>Masculine in nature</li> <li>Force-based</li> </ul>



### **SECTION B: Social Principles**

<b>12.</b> Outline the characteristics of real tennis and what sets it apart from other sports played at the time.

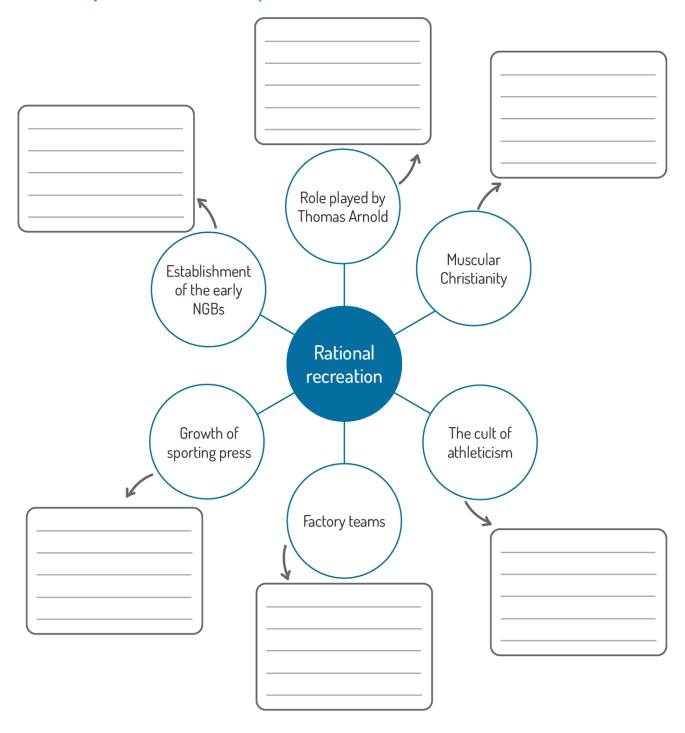
Marks: [2]



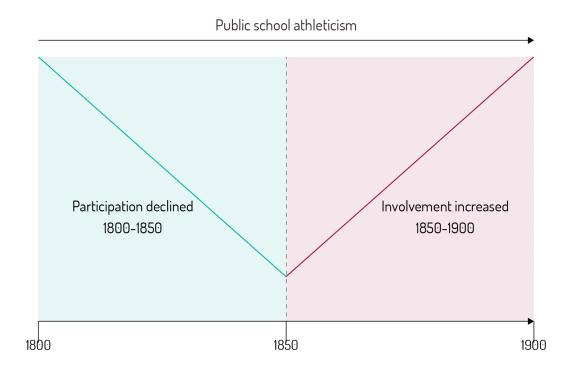
Watch the tutorial "Popular recreation" on The Ever Learner.com (subscribers only).



Topic 7: Development of rational recreation









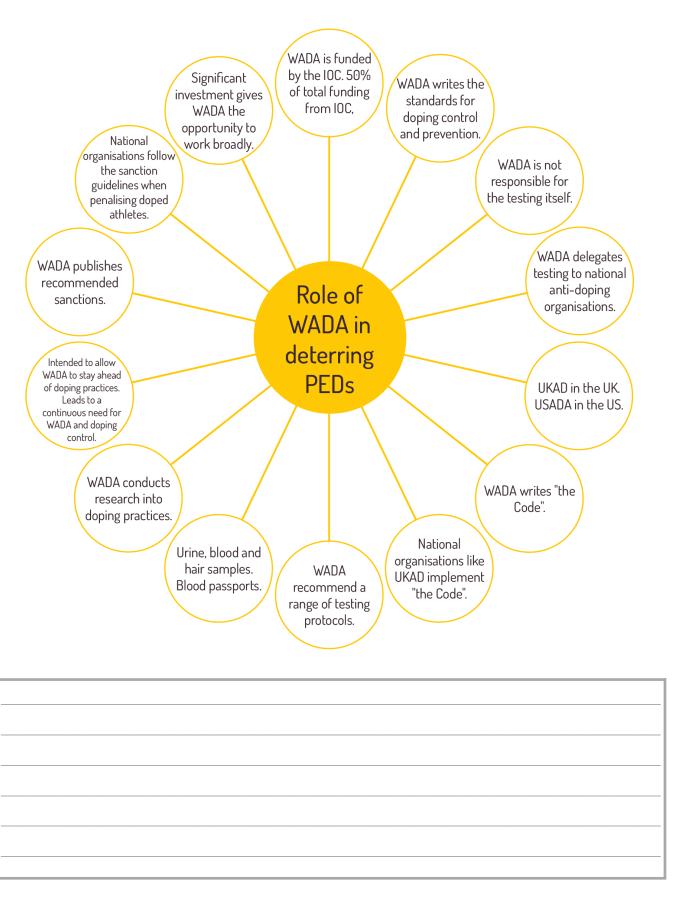

<b>13.</b> Describe the emergence of national governing bocentury.	odies in the 19th
	Marks: [3]



Want to know more?

Watch the tutorials "Impact of industrialisation" and "Rational recreation" on TheEverLearner.com (subscribers only).

# Topic 8: WADA





<b>17.</b> Examine the role of WADA in deterring the enhancing drugs in sport.	e use of performance-
and a second sec	
	Marks: [8]



Want to know more?

Watch the tutorial "Performance enhancing drugs" on The Ever Learner.com (subscribers only).

