

Meden School Curriculum Planning							
Subject	A Level	Year Group	12	Sequence No.	9-12	Topic	Modern Technology

Retrieval	Core Knowledge	Student Thinking
What do teachers need to retrieve from students before they start teaching new content ?	What specific ambitious knowledge do teachers need to teach students in this sequence of learning?	What real life examples can be applied to this sequence of learning to development of our students thinking, encouraging them to see the inequalities around them and 'do something about them!'
<p>Students own knowledge and understanding of sport</p> <p>- students prior sporting experience, through playing or spectating or teaching, may have developed some level of knowledge in aspects of topics covered in this unit.</p> <p>KS4 Curriculum</p> <p>- students will have in depth knowledge of the relationship between the technology and sport. - They will have the knowledge to be able to give examples of technology that has aided sporting performance, participation, officiating and spectatorship - Students will have previously evaluated the positive and negative impact of the growing technological advances in sport. They will have analysed how this impacts, spectators, performers, officials and the sport itself</p> <p>KS3 Curriculum</p>	<p>Elite performance:</p> <p>Students will review the extent to which modern technology has affected elite level sport including increased/improved:</p> <ul style="list-style-type: none"> - access - facilities - equipment - monitoring of exercise - safety <p>Students will be able to give a wide range examples of these from a wide range of sports</p> <p>General participation:</p> <p>Students will review the extent to which modern technology has increased participation including increased/improved:</p> <ul style="list-style-type: none"> - access - facilities - equipment - monitoring of exercise - safety <p>Students will be able to give a wide range examples of these from a wide range of sports.</p> <p>Students will then review the extent to which modern technology has limited or reduced participation including:</p> <ul style="list-style-type: none"> - cost - the range of alternatives to physical activity and sport 	<p>Each week, a key theme will run through all PE lessons linked to real life examples. These will be linked to the particular learning outcome the students are on at the time and will be consistent across the department. The aim will be for students to develop their thinking, recognise the inequalities within sport (linked to the topic) and do something about them. In the 'teaching' lessons, students will be provided with a starter to challenge stereotypes in sport and then an activity linked to heading being covered where they can 'do something about them.'</p> <ol style="list-style-type: none"> 1. Physical Activity Government Guidelines and Recommendations - students should have 60 minutes of moderate to high intensity exercise every day. Do they get this? How? 2. Barriers to Participation for Children and Teenagers 3. Solutions to the Barriers 4. Current Issues in Sport/Sport in the News - Linked to the impact of PE on Mental, Physical or Social Health 5. Physical Benefits of Sport and PE on the Body 6. Social Benefits of Sport and PE on the Body 7. ME in PE – Couch to 5km and Meden Park Run Challenge – Students are introduced to two free activities that they can get involved in. Designed to

<ul style="list-style-type: none"> - Regularly performed the key sports discussed in this topic, through the broad PE curriculum. - They will have an understanding of the rules of all of these sports in the modern day and how some technology is used to support the rules. - Boys and Girls all do the same sports on the curriculum to challenge stereotypes and raise awareness of opportunities for them to get involved e.g. Mansfield Rugby Club for Girls 	<p>Students will then evaluate how technological advances are having both positive and negative effects on modern day participation in sport. They will look at the examples from above and explain how specific sports have been affected by these advances and will be able to draw upon a final conclusion whether it is positive or negative.</p>	<p>improve physical, social and mental health within PE</p>
<p>Extra Curricular/Clubs</p> <ul style="list-style-type: none"> - Students will have their own knowledge of the sports they regularly participate within and will be able to relate to these within their work - All students will be given a breadth of extra curricular opportunities to allow them to perform further in the key sports discussed in this topic - Students will have viewed sports that will be discussed and may understand some of the technology used in these sports - Ideally, students will compete in sport outside of school 	<p>Fair outcomes:</p> <ul style="list-style-type: none"> • Students will review extent to which modern technology has increased fair outcomes including: <ul style="list-style-type: none"> - better timing devices - increased accountability of officials - more accurate decision making - improved detection of foul play - improved detection of doping <p>Students will be able to give a wide range examples of these from a wide range of sports.</p>	<ul style="list-style-type: none"> 8. Popularity of Sport in the UK – what are the current trends for the most popular sport in the UK. Why are they the most popular sports? 9. Emerging/Growing Sports in the UK – which sports are new to the UK? How can we make them more popular? 10. National Governing Bodies – What is their role within a sport? What are the key NGB's for each sport? 11. Major Sporting Events – What are they? When and where do they occur? 12. Olympic Creed and Olympic Values 13. Current Issues in Sport/Sport in the News – Linked to new sports, growing sports or a major sporting event occurring 14. ME in PE – Couch to 5km and Meden Park Run Challenge – Students are introduced to two free activities that they can get involved in. Designed to improve physical, social and mental health within PE 15. Sporting Values – Excellence – Linked to Role Models and demonstrating excellence within a sport 16. Sporting Values - Tolerance and Respect 17. Sporting Values – Fair play 18. Sporting Values – Teamwork and Inclusion 19. Sporting Values - Citizenship 20. ME in PE – Couch to 5km and Meden Park Run Challenge – Students are introduced to two free activities that they can get involved in. Designed to improve physical, social and mental health within PE 21. Performance Enhancing Drugs – What are they and why are they taken?
	<ul style="list-style-type: none"> • Students will then review the extent to which modern technology has limited or decreased fair outcomes including: <ul style="list-style-type: none"> - access to modern technology can be limited - performance enhancing drug testing technology cannot keep up with new drug development - pressure on officials due to the exposure and scrutiny of their decisions <p>Students will be able to give a wide range examples of these from a wide range of sports.</p> <p>Students will then evaluate how technological advances are having both positive and negative effects on modern day officiating, outcomes and fairness in sport. They will look at the examples from above and explain how specific sports have been affected by these advances and will be able to</p>	

	<p>draw upon a final conclusion whether it is positive or negative.</p> <p>Entertainment:</p> <ul style="list-style-type: none"> • Students will review the extent to which modern technology has increased entertainment including: <ul style="list-style-type: none"> – action replays – multiple camera angles – slow motion technology – improved analysis – punditry <p>Students will be able to give a wide range examples of these from a wide range of sports.</p> <ul style="list-style-type: none"> • Students will then review the extent to which modern technology has reduced or limited entertainment including: <ul style="list-style-type: none"> – interruption and delay – reduced live attendances <p>Students will be able to give a wide range examples of these from a wide range of sports.</p> <p>Students will then evaluate how technological advances are having both positive and negative effects on modern day sporting entertainment for the fans/spectators. They will look at the examples from above and explain how specific sports have been affected by these advances and will be able to draw upon a final conclusion, whether it is positive or negative.</p>	<p>22. Gamesmanship and Deviance</p> <p>23. Sportsmanship and Success of Teams</p> <p>24. Current Issues in Sport/ Sport in the News – linked to examples of athletes demonstrating sportsmanship, gamesmanship or taking performance enhancing drugs</p> <p>25. ME in PE – Couch to 5km and Meden Park Run Challenge – Students are introduced to two free activities that they can get involved in. Designed to improve physical, social and mental health within PE</p> <p>26. Money in Sport – Wage disparity between certain sports and genders. Amateur vs professional sport</p> <p>27. Technology in Sport – How has it advanced? Advantages and Disadvantages</p> <p>28. Gender in Sport – challenging stereotypes in sports as the player, official or manager</p> <p>29. Paralympics and Disabled Sport – examples of sports and accessibility</p> <p>30. Race and Equality in Sport – examples of campaigns within sports – Kick it out campaign and RESPECT</p> <p>31. LGBTQ - Pride Sport – their role in challenging LGBTQ phobia in sport</p> <p>32. ME in PE – Couch to 5km and Meden Park Run Challenge – Students are introduced to two free activities that they can get involved in. Designed to improve physical, social and mental health within PE</p> <p>33. Diet and Nutrition</p> <p>34. Skeletal and Muscular System</p> <p>35. Cardiovascular System</p> <p>36. Respiratory System</p> <p>37. Assessing Risk in Sport</p> <p>38. Sporting Injuries</p>
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