

A Level Physical Education H555/03 Socio-cultural issues in physical activity and sport Sample Question Paper

Version 2.2

Date – Morning/Afternoon

Time allowed: 1 hour

You must have:

- the Question Paper



First name

Last name

Centre
number

Candidate
number

INSTRUCTIONS

- Write your name, centre number and candidate number in the boxes above. Please write clearly and in capital letters.
- Use black ink.
- Answer **all** the questions.
- Read each question carefully. Make sure you know what you have to do before starting your answer.
- Write your answer to each question in the space provided. If additional space is required, you should use the lined page(s) at the end of this booklet. The question number(s) must be clearly shown.
- Do **not** write in the bar codes.

INFORMATION

- The total mark for this paper is **60**.
- The marks for each question are shown in brackets [].
- Quality of extended response will be assessed in the question marked with an asterisk (*).
- This document consists of **12** pages.

Section A
Answer all the questions.

1 Explain **two** ways in which freedom of movement for performers has influenced sport in the 21st century.

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[2]

2 Describe **two** positive sporting impacts which hosting a global sporting event could have on a country.

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[2]

3 Identify **one** example of an illegal drug used by a sports performer to enhance performance and state **one** implication of such drug taking on society.

Example:

Implication:

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[2]

4 Describe **two** social implications of violence in sport.

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[2]

5 Goal-line technology was introduced in football to assist referees in making decisions as to whether the ball had crossed the line and a goal had been scored.

The results of a poll taken of 100 spectators' views immediately following a football match were that:

20% stated that they were against the introduction of goal-line technology.

80% were in favour of goal-line technology.

Why might some spectators be against the use of goal-line technology and others be in favour of its introduction?

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[2]

Section B
Answer all the questions.

- 6 (a)** Using examples, describe **two** ways in which social class influenced the characteristics of sports and pastimes in pre-industrial Britain.

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- (b)** Explain how the 'cult of athleticism' in 19th Century public schools impacted on the development of sport.

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(c) Explain possible conclusions which could be drawn about sports participation in the 21st Century from the statistics below.

- According to Sport England, in 2015 15.6 million adults now play sport at least once a week. That's 1.6 million more than in 2005/6. However, most adults (58%) still do not play sport.
- Just over 1.9 million people played football once a week during 2012–13, a drop from the figure of almost 2.2 million for 2011–12.
- The England and Wales census in 2011 showed the percentage of the population aged 65 and over was the highest seen in any census - at 16.4%.

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- (d) How might hosting a major sporting event have negative social effects on the host city or country?

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- 7 (a) The chairman of the US Tennis Association in the late 1970s was asked about the effectiveness of newly designed tennis rackets. He stated that 'you can play with a tomato can on a broomstick if you think you can win with it'.

Discuss the reasons why new technology has divided opinion amongst many that participate in sport.

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[6]

(b) Describe the main factors that have led to the commercialisation of sport in the 21st Century.

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- (c) Sport England's 'Active People Survey' for 2014/15 shows that more disabled people are taking part in sport, with 17.2% playing sport regularly, up from 15.1% in 2005/6.

Using examples, explain **three** ways in which modern technology may have contributed to increased participation in sport by disabled people.

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- (d) Describe changes in media coverage of sport since the 1980s.

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[4]

Summary of updates

Date	Version	Details
September 2021	2.2	Updated copyright acknowledgements.

Copyright Information:

USTA President W.E. "Slew" Hester Jr., 1977. As quoted in: Tennis racquet technology comes with strings attached by Dave Lee Technology reporter, BBC News - Business, 13 January 2013 <http://www.bbc.co.uk/news/business-30746221>

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Oxford Cambridge and RSA

...day June 20XX – Morning/Afternoon

A Level Physical Education

H555/03 Socio-cultural and contemporary issues in physical activity and sport

SAMPLE MARK SCHEME

Duration: 1 hour

MAXIMUM MARK 60

This document consists of 20 pages

MARKING INSTRUCTIONS

PREPARATION FOR MARKING SCORIS

1. Make sure that you have accessed and completed the relevant training packages for on-screen marking: Scoris Assessor Online Training; OCR Essential Guide to Marking.
2. Make sure that you have read and understood the mark scheme and the question paper for this unit. These are posted on the RM Cambridge Assessment Support Portal <http://www.rm.com/support/ca>
3. Log-in to scoris and mark the 10 practice responses (“scripts”) and the 10 standardisation responses

YOU MUST MARK 10 PRACTICE AND 10 STANDARDISATION RESPONSES BEFORE YOU CAN BE APPROVED TO MARK LIVE SCRIPTS.

MARKING

1. Mark strictly to the mark scheme.
2. Marks awarded must relate directly to the marking criteria.
3. The schedule of dates is very important. It is essential that you meet the Scoris 50% and 100% (traditional 40% Batch 1 and 100% Batch 2) deadlines. If you experience problems, you must contact your Team Leader (Supervisor) without delay.
4. If you are in any doubt about applying the mark scheme, consult your Team Leader by telephone or the Scoris messaging system, or by email.
5. Work crossed out:
 - a. where a candidate crosses out an answer and provides an alternative response, the crossed out response is not marked and gains no marks
 - b. if a candidate crosses out an answer to a whole question and makes no second attempt, and if the inclusion of the answer does not cause a rubric infringement, the assessor should attempt to mark the crossed out answer and award marks appropriately.
6. Always check the pages (and additional objects if present) at the end of the response in case any answers have been continued there. If the candidate has continued an answer there then add a tick to confirm that the work has been seen.















7. There is a NR (No Response) option. Award NR (No Response)
- if there is nothing written at all in the answer space
 - OR if there is a comment which does not in any way relate to the question (e.g. 'can't do', 'don't know')
 - OR if there is a mark (e.g. a dash, a question mark) which isn't an attempt at the question

Note: Award 0 marks - for an attempt that earns no credit (including copying out the question)

8. The scoris **comments box** is used by your team leader to explain the marking of the practice responses. Please refer to these comments when checking your practice responses. **Do not use the comments box for any other reason.**
If you have any questions or comments for your team leader, use the phone, the scoris messaging system, or e-mail.
9. Assistant Examiners will send a brief report on the performance of candidates to your Team Leader (Supervisor) by the end of the marking period. The Assistant Examiner's Report Form (AERF) can be found on the RM Cambridge Assessment Support Portal (and for traditional marking it is in the Instructions for Examiners). Your report should contain notes on particular strength displayed as well as common errors or weaknesses. Constructive criticism of the question paper/mark scheme is also appreciated.
10. For answers marked by levels of response:
- a. **To determine the level** – start at the highest level and work down until you reach the level that matches the answer
 - b. **To determine the mark within the level**, consider the following:

Descriptor	Award mark
On the borderline of this level and the one below	At bottom of level
Just enough achievement on balance for this level	Above bottom and either below middle or at middle of level (depending on number of marks available)
Meets the criteria but with some slight inconsistency	Above middle and either below top of level or at middle of level (depending on number of marks available)
Consistently meets the criteria for this level	At top of level

11. Annotations used in the detailed Mark Scheme

	?	Unclear
	BOD	Benefit of doubt
	Cross	Incorrect
	L1	Level 1
	L2	Level 2
	L3	Level 3
	REP	Repeat
	Tick	Correct
	VG	Vague
	SEEN	Noted but no credit given
	S	S (indicates 'sub max reached')
	EG	Example
	K	Knowledge
	DEV	Development

- Sub-maxes are indicated with **S**; the guidance section of the mark scheme shows which questions these are relevant to.
 - **K** and **DEV** used instead of ticks on the extended response question to indicate where knowledge or development points from the indicative content have been made.
- On this extended response question, one K or DEV does not necessarily equate to one mark being awarded; the marking is based on a levels of response mark scheme which awards a level and mark holistically based upon the quality of the response overall against the levels descriptors.

Section A			
Question	Answer	Marks	Guidance
1	<p>Two marks from:</p> <ul style="list-style-type: none"> allows performers to cross continents in lots of different sports, e.g. overseas players in football and rugby teams in UK performers can move to different countries/regions for training/development, e.g. altitude training, 'warm weather' training camp successful sports/clubs/teams tour other 'markets', e.g. Premier League football teams touring USA or Asia in pre-season can increase the potential fan-base of successful sports/clubs/teams/performers as they are known internationally quicker/easier travel makes competitions more flexible/possible, e.g. European club games in football and rugby played midweek in between domestic fixtures 	2 (AO2)	Look for link to performers' freedom of movement and impact on sports characteristics and participation.
2	<p>Two marks from:</p> <ul style="list-style-type: none"> can raise the status/standing of the country (on the world/global stage)/'shop window' effect can lead to an increase in funding for sport possible increases in trade or exporting of goods/services might lead to debt or financial strain can increase participation in sport(s)/elite may inspire others gives the populace a sense of identity or pride in their country helps to develop sports talent/develops excellence in sport leads to development of facilities or world-class facilities available for all can be used to raise awareness of health/fitness 	2 (AO2)	Description required - do not accept single word answers.
3	<p>One example (AO1) from:</p> <ul style="list-style-type: none"> anabolic steroids metabolites erythropoietin (EPO) darbepoetin (dEPO), growth hormone (hGH) diuretics 	2 (1 x AO1 1 x AO3)	Accept other examples of illegal drug use, but must be used for enhancing sports performance or training.

Section A			
Question	Answer	Marks	Guidance
	<ul style="list-style-type: none"> masking agents glucocorticoids beta blockers <p>One implication on society (AO3):</p> <ul style="list-style-type: none"> shows up society as 'win at all costs' or end result more important than (sports) ethics or that sport is a reflection of (a corrupt) society to (possibly) ban all athletes who use drugs to (possibly) accept drug taking or make it legal to enable more effective drug testing processes creates negative role models undermines value to society as part of a healthy lifestyle 		
4	<p>Two marks from:</p> <ul style="list-style-type: none"> sports performers are high profile/role models so violence in elite sport may be copied violence in sport can put parents off letting their children participate violent behaviour by performers can lead to violence amongst spectators sport reflects on society, so if there is violence in sport it is because that is what some people 'want'/because society is violent/has violence the importance placed upon sport may create the pressure which leads to the violence violence in sport may be a result of other frustration/could indicate other social issues or individual problems 	2 (AO2)	
5	<p>One mark for reason <u>against</u> goal-line technology from one of:</p> <ul style="list-style-type: none"> takes away the 'chance' element of the sport enjoyment is decreased because of the lack of dispute / controversy too much time taken up or gets in the way of the flow of the game or too many 	2 (AO1)	<p>An outline is expected i.e. more information than mere identification.</p> <p>Leaners must have one reason</p>

Section A				
Question		Answer	Marks	Guidance
		<p>delays</p> <ul style="list-style-type: none"> • technology inaccurate/wrong decisions • changes the nature of the game as a sport <p>One mark for reason <u>for</u> goal-line technology from one of:</p> <ul style="list-style-type: none"> • it is fairer or judgments based on facts rather than perception • excitement of waiting for the technological judgment • takes pressure off referees or cuts down on human error 		for and one against to access both marks.

Section B				
Question		Answer	Marks	Guidance
6	(a)	<p>Four marks from:</p> <ul style="list-style-type: none"> • different classes took part in different activities (AO1) • e.g. lower class play mob football; upper class/gentry play real tennis (AO2) • different classes may have different roles in games/pastimes (AO1) • e.g. (AO2) • social class influenced access to sports and pastimes, due to money, free time, etc...(AO1) • e.g. (AO2) • nature of some activities reflected the class of people who played them / they were aimed at (AO1) • e.g. mob football violent, unruly (AO2) 	<p>4 (2 x AO1 2 x AO2)</p>	<p>Award maximum of 2 AO1 marks for influence.</p> <p>Award maximum of 2 AO2 marks for relevant examples.</p>
	(b)	<p>Six marks from:</p> <ul style="list-style-type: none"> • (athleticism) encouraged physical endeavour or wanting to be more proficient or trying hard. • helped to develop structure/rules to sports or developed moral integrity. • development or instigation of national governing bodies or sports organisation 	<p>6 (AO2)</p>	

Section B				
Question		Answer	Marks	Guidance
		<p>much more formalised/rationalised</p> <ul style="list-style-type: none"> • development of competitions or leagues or competitive structure developed. • helped to develop fair play or sportsmanship • Oxbridge or the universities became a 'melting pot' for games or different games were taken to Oxbridge where they became standardised • ex-public schoolboys spread (team) games or rational recreations (throughout the world)/as ... teachers/army officers/parents/priests/vicars • /industrialists/community members and leaders • large amounts of time devoted to team games/games often compulsory each day/games afternoons/inter-school/inter-house (helped to develop sport) • technical developments or specialist facilities developed as a result of athleticism 		
	(c)	<p>Six marks from:</p> <ul style="list-style-type: none"> • (fact) although participation increased, the majority do not participate • therefore, strategies have worked but still not good enough • strategies are therefore not sufficiently targeted or do not encourage active lifestyles • (fact) 0.3 million fewer people played football in 12/13 than the previous year • strategies to participate are not working with football participation • strategies might be affected by poor weather or by lack of facilities or the selling off of playing fields or less money available from government / local authorities to maintain or develop facilities • (fact) more people 65+ than ever before • therefore strategies should be directed more at 65+ • strategies could include more appropriate activities to be available for the 65+ • failure of the government or sporting organisations to build on Olympic legacy (post 2012) 	<p>6 (AO3)</p>	<p>Conclusion must be derived from each fact point for a second mark to be scored.</p>

Section B				
Question		Answer	Marks	Guidance
	(d)	<p>Four marks from:</p> <ul style="list-style-type: none"> • people may be displaced/disrupted by the development required • for the period of the event, prices of things may increase locally • more focus could be given to the event than to longer term local issues • investment/interest in other social projects may be reduced or lost • the benefits may not be relevant or felt by the majority of local people • positive effects may be short-lived and leave other problems behind • hosting an event may cause resentment in other areas/countries 	<p>4 (AO1)</p>	
7	(a)	<p>Six marks from:</p> <p>Sub max four marks - reasons for positive opinion:</p> <ul style="list-style-type: none"> • it can improve sports performance • can make sport safer for performers or spectators or fewer injuries • sport can be more exciting/entertaining/enjoyable with technology advances • can help make fairer decisions/a fairer contest. • can help spectators see/experience more when watching sport • can make sport more accessible <p>Sub max four marks - reasons for negative opinion:</p> <ul style="list-style-type: none"> • But can take away the personal effect/more about technology than the individual • Technology gives those with money an advantage in performance • Can increase the chance of injury/harm • Can take away the element of chance • Can make some sport less of a spectacle/more predictable 	<p>6 (AO3)</p>	

Section B			
Question	Answer	Marks	Guidance
(b)	<p>Four marks from:</p> <ul style="list-style-type: none"> increased media presence and exposure greater ability of performers and spectators to travel greater presence of advertising sponsorship leads to more money being available to teams greater exposure of people to a wider variety of sports links between advertising and sponsorship 'the golden triangle' the rise of dedicated TV channels/radio stations for sport 	<p>4 (AO1)</p>	
(c)	<p>Six marks from:</p> <ul style="list-style-type: none"> improved access to sports through the adaptation of mobility equipment (AO3) e.g. Light-weight wheelchairs for basketball, tennis, and racing (AO2) development and use of technology to improve facilities for disabled people (AO3) e.g. hoists to enable access in and out of swimming pools (AO2) development of technology which enables safe exercise (AO3) e.g. gym equipment which can be used while in wheelchair development of equipment for users with specific needs (AO3) e.g. basketballs/footballs with bells inside for visually impaired performers (AO2) creation of 'new' sports/activities using assistive technology (AO3) e.g. handcycling, wheelchair rugby, polybat technological advances in prostheses (AO3) e.g. specialized prosthetic limbs for specific activities such as running and rock climbing 	<p>6 (3 x AO2 3 x AO3)</p>	<p>Max 3 marks for points for ways in which technology could have increased participation.</p> <p>Max 3 marks for examples.</p>
(d)	<p>Four marks from:</p> <ul style="list-style-type: none"> now includes (many) different types of media with examples or the growth of the influence of the internet. 	<p>4 (AO1)</p>	

Section B				
Question		Answer	Marks	Guidance
		<ul style="list-style-type: none"> • more opportunities to experience sport via the media or 24 hour coverage. • increase in proportion of sport that is pay for view/subscription. • increased recent importance/role of social media in promoting sport. • increased media scrutiny or increase in regulations over reporting/journalism • less sexist in gender representation in sport • real-time sport that can be controlled in visual media with examples e.g. rewind option on live events • more minority sports or a wider range of sport represented in the media • more coverage of disability sport/more coverage of the Paralympics • rise of status/importance of sports stars/personalities in sport promoted through the media • media has growing control over sport with examples e.g. start times of sports events • media coverage now more global than before (1980s) • sports coverage very important to media, e.g. television channels/newspapers market themselves based on their sports offer 		

Section C		
Question	Answer	Guidance
8*	<p>Level 3 (8–10 marks)</p> <ul style="list-style-type: none"> • detailed knowledge and excellent understanding (AO1) • well-argued, independent opinion and judgements which are well supported by relevant practical examples (AO2) • detailed analysis and critical evaluation (AO3) • very accurate use of technical and specialist vocabulary • there is a well-developed line of reasoning which is 	<p>At Level 3 responses are likely to include:</p> <ul style="list-style-type: none"> • detailed knowledge of both UK Sport and the National Institutes • detailed analysis of each main role with well-developed points • relevant practical examples or case studies of elite athletes developing excellence throughout the response • excellent awareness of the extent to which these organisations are effective • detailed explanation of the approach of these organisations and contemporary social factors which influence sport • AO1, AO2 and AO3 all covered well in this level.

Section C		
Question	Answer	Guidance
	clear and logically structured. The information presented is relevant and substantiated.	
	<p>Level 2 (5–7 marks)</p> <ul style="list-style-type: none"> • good knowledge and clear understanding (AO1) • independent opinions and judgements will be present but may not always be supported by relevant practical examples (AO2) • good analysis and critical evaluation (AO3) • generally accurate use of technical and specialist vocabulary • there is a line of reasoning presented with some structure. The information presented is in the most-part relevant and supported by some evidence. 	<p>At Level 2 responses <u>are likely</u> to include:</p> <ul style="list-style-type: none"> • good knowledge of both UK Sport and the National Institutes • good analysis of each main role with mostly well -developed points • some relevant practical examples of elite athletes developing excellence • good awareness of the extent to which these organisations are effective • some explanation of the approach of these organisations and contemporary social factors which influence sport • maximum of 3 marks to be awarded for AO1 and 3 marks for AO2; some AO3 required for top of this level.
	<p>Level 1 (1–4 marks)</p> <ul style="list-style-type: none"> • satisfactory knowledge and understanding (AO1) • occasional opinion and judgement but often unsupported by relevant practical examples (AO2) • limited evidence of analysis and critical evaluation (AO3) • technical and specialist vocabulary used with limited success • the information is basic and communicated in an unstructured way. The information is supported by limited evidence and the relationship to the evidence may not be clear. 	<p>At Level 1 responses <u>are likely</u> to include:</p> <ul style="list-style-type: none"> • satisfactory knowledge of either UK Sport or the National Institutes • satisfactory analysis of each main role with some developed points • a few relevant practical examples of elite athletes developing excellence • little or no awareness of the extent to which these organisations are effective • little or no explanation of the approach of these organisations and contemporary social factors which influence sport some inaccurate information. • maximum of 3 marks to be awarded for AO1 with no

Section C		
Question	Answer	Guidance
		application.
	(0 marks) No response or no response worthy of credit.	

Question	Indicative content	Marks	Guidance
8*	<p>(Explain how effectively UK Sport and the National Institutes develop excellence in sport in the UK.)</p> <p>(UK sport)</p> <p>1. World class programme</p> <ul style="list-style-type: none"> • UK Sport's annual investment of around £100 million annually, • with many more involved at the Performance Foundation level and supported by the Home Country Sports Councils. • The Programme works by ensuring that athletes get the world class support – delivered through their sport's national governing body – that they need at every stage of their development. • Podium - supporting athletes with realistic medal winning capabilities at the next Olympic/Paralympic Games (i.e. a maximum of four years away from the podium) • Podium Potential – these are athletes whose performances suggest that they have realistic medal winning capabilities at the subsequent Olympic and Paralympic Games (i.e. a maximum of eight years away from the podium) <p>2. Performance pathway</p> <ul style="list-style-type: none"> • a benchmarking process called the Performance Health Check (PHC) • the PHC involves athlete profiling, junior to senior transition, retention/attrition rates of athletes in the pathway, confirmation processes and the effectiveness of the development curriculum the athlete receives 	<p>10</p> <p>(AO1 x3, AO2 x3, AO3 x4)</p>	<p>Maximum of 3 marks to be awarded for AO1. Maximum of 3 marks to be awarded for AO2. Maximum of 4 marks to be awarded for AO3.</p>

Question	Indicative content	Marks	Guidance
	<p>3. UK Sport Talent ID Programme</p> <ul style="list-style-type: none"> • to develop the talents of identified athletes • for the Olympics or Paralympics • supports with science / medicine / technology <p>4. Development of elite coaches</p> <p>5. Physiological elements of performance are developed such as fitness and skills training programmes or lifestyle advice</p> <ul style="list-style-type: none"> • development / adaptation of body systems due to training • links to training methods developing fitness / energy systems <p>6. Psychological preparation of elite athletes is developed such as developing coaching skills in sports psychology</p> <ul style="list-style-type: none"> • development of mental training skills / improvement of focus / concentration. • links to raising confidence/ aptitude levels via attribution / motivational techniques/appropriate goal setting <p>(National Institutes)</p> <p>7. UK Sport's organisations to promote and develop science, medicine and technology</p> <p>8. The National Institutes work with coaches and Performance Directors to help improve the performance of their athletes</p> <ul style="list-style-type: none"> • to optimise training programmes, maximise performance in competition and • improve health and availability to train 		

Question	Indicative content	Marks	Guidance
	<p>9. Physiological elements of performance are developed</p> <ul style="list-style-type: none"> • medical support for injuries and illness with elite athletes • examination and rehabilitation programmes for elite athletes • strength and conditioning coaches <p>10. Psychological preparation of elite athletes are developed by performance psychology</p> <ul style="list-style-type: none"> • focuses on enhancing sport performance by helping athletes and coaches develop the mental skills <p>(What does the approach of these organisations tell us about contemporary social factors which influence sport?)</p> <p>11. Organisations can only operate within financial parameters</p> <ul style="list-style-type: none"> • how effective the organisation often depends on the resources that are spent • the facilities / equipment resources can help positive outcomes <p>12. Performers often have to be sports professionals to succeed</p> <ul style="list-style-type: none"> • professionalisation of certain sports e.g. athletics/swimming <p>13. Organisations often reflect class-based aspirations or performers in certain sports dominated by certain classes</p> <ul style="list-style-type: none"> • middle classes dominate certain sports • lower classes attracted to some professional sports • only parents of middle classes or well off performers can afford the transport and time to attend activities related to these organisations <p>14. Gender representation reflects society's view of sport</p>		

Question	Indicative content	Marks	Guidance
	<ul style="list-style-type: none">• more male representation 15. Coaches/ personnel reflect global sport <ul style="list-style-type: none">• coaches / support staff from a variety of different cultures		

Assessment Objectives (AO) grid

Question	AO1		AO2	AO3		(Quantitative skills)	Total
		(Knowledge only)		Analysis	Evaluation		
Section A							
1			2				2
2			2				2
3	1				1		2
4			2				2
5	2						2
Section B							
6a	2		2				4
6b			6				6
6c <i>m</i>					6	(6)	6
6d	4						4
7a					6		6
7b	4	4					4
7c			3	3			6
7d	4	4					4
Section C							
8*	3		3	4			10
Total	20	8/8	20	7	13	(6)	60
				20			

* = Assessment of extended response

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