

Friday 27 May 2022 – Afternoon

AS Level Physical Education

H155/02 Psychological and socio-cultural themes in physical education

Time allowed: 1 hour 15 minutes

*		
Δ ω ω	No extra materials are required.	
* 8 9 4 3 8 7 7 5 3 6 *		, H
*	Please write clearly in black ink. Do not write in the k	parcodes.
	Centre number Candida	ate number



First name(s)

Last name

- Use black ink. You can use an HB pencil, but only for graphs and diagrams.
- Write your answer to each question in the space provided. If you need extra space use the lined pages at the end of this booklet. The question numbers must be clearly shown.
- · Answer all the questions.

INFORMATION

- The total mark for this paper is 70.
- The marks for each question are shown in brackets [].
- Quality of extended response will be assessed in questions marked with an asterisk (*).
- This document has 16 pages.

ADVICE

· Read each question carefully before you start your answer.



Section A

Answer all the questions.

(a)		er a penalty kick in football or a pontinuum to classify your chosen s	
	Sport skill selected:		
	Open ←		Closed
	Justification:		
	Discrete	Serial	Continuous
	•		•
	Self paced ←		Externally paced
	Justification:		

[6]

(b) The table below outlines different sporting scenarios.

For each scenario identify **two** types of feedback that are being given to the performer. In the last row, provide a sporting example of the type of feedback identified.

Sporting scenario	Types of	feedback
The archer sees that the arrow has missed the target		
The golfer watches a slow motion video of themselves swinging the club		
A more experienced long jumper tells a beginner what they need to improve on		
A football coach of a junior team shouts at the defence for not running back quickly enough to defend		
A gymnast realises they are not in the tucked position when doing a tumbling routine and alters their leg position		
Example:	Positive	feedback
		[6]

Complete the sentences below about the cognitive theory of learning using the appropriate terms from the word bank provided. Words can only be used once.
The cognitive theory of learning states that learning is best achieved by considering the
skill.
This develops the performer's understanding of what the skill is and why they are doing it.
It involves, using past experiences and their perception of the

The mental processes occurring are

environment.

This theory of learning is known aslearning.

part	reinforcement	trial and error	insight	connectionist
whole	autonomous	problem solving	operant	continuous
fixed practice	intervening variables	reinforcement	Thorndike's laws	significant others

[4]

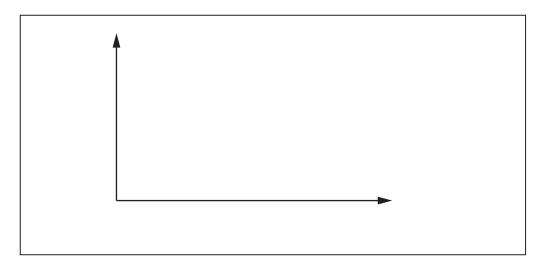
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	(d)	Provide a sporting example of visual guidance and a sporting example of verbal guidance Suggest one advantage of using each of these types of guidance.	ce.
		Visual guidance	
		Verbal guidance	
			[4]
			ניין
•			
2	(a)	Name and describe the three components of attitude.	
		Component 1:	
		Description:	
		Component 2:	
		Description:	
		Component 3:	
		Description:	
			[6]

(b) (i)	Define the term 'aggression in sport'.
		[1]
(i	i)	Use a sporting example to explain the frustration-aggression hypothesis.
		13.

(c)	(i)	Define the term 'group'.
		[1]
	(ii)	The forming stage of group development happens when a group first comes together.
		Identify and describe the next two stages of group development.
		Second stage:
		Description:
		Third stage:
		Description:
		[4]

(d) (i) Sketch a graph to show the catastrophe theory of arousal.



[4]

(ii)	Give one reason why catastrophe theory is believed to be a more realistic explanation of sports performance than other theories of arousal.
	[1

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3	(a)	Pre-industrial sports and pastimes were affected by many factors, including social class. Often the classes would participate in different activities, for example the lower class would play mob football and the upper class would play real tennis.
		Compare the characteristics of lower and upper class sports in pre-industrial Britain.
		[5]

(b) Football is a hugely popular sport in the world and it has become a big business with very large amounts of money involved. Fig. 3.1, 3.2 and 3.3 show some statistics about the game of football in the 21st century in the UK.

Fig. 3.1The number of Premier League football players who were eligible to play for the England team for various seasons. (Eligibility based on holding a British passport, or country of birth of parents or grandparents.)

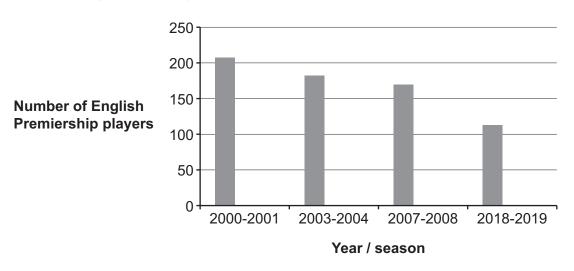
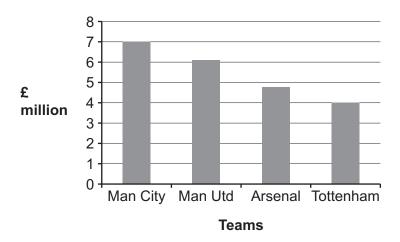


Fig. 3.2
The cost of the Premier League's broadcasting deals (£ billion or £ million).

Period	Years	TV broadcaster	No of games	Cost of deal	Cost per game
2010–2013	3	Sky/ ESPN	414	£1.8 bn	£4.3 m
2013–2016	3	Sky/ BT	462	£3 bn	£6.5 m
2016–2019	3	Sky/ BT	504	£5.1 bn	£10.2 m

Fig. 3.3
The average annual first team player salary (£ million) in the English Premier League in 2019/2020.



With reference to Fig. 3.1 , 3.2 and 3.3 , discuss the impact of globalisation on the characteristics of, and participation in, football in the 21st century.
[5]

(C)	(1)	character within the boys. For example, going in to bat in cricket against the opposition best bowler in order to develop courage and bravery.	n's
		Using examples, explain three other ways that team games might have developed character in the public schoolboys at this time.	
			[3]
	(ii)	After leaving school, some of the boys joined the army and spread the games ethic abroad. Give two other examples of how the boys spread the games ethic.	
			[2]
(d)	(i)	Explain how the 1972 Munich Olympic games were used for political exploitation.	
			[2]

I)	Olympic Games.	
	[3]	

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Section B

Using sporting examples, explain what is meant by the SMART principle of goal setting.				
Explain why a performer or a coach might set goals.				
Discuss how goals might differ for a performer at the cognitive stage of learning compared with the autonomous stage of learning.				

END OF QUESTION PAPER

ADDITIONAL ANSWER SPACE

must be clearly shown in the margin(s).					



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