

## Sport and Society Self-Assessment Form

Topic	Specification			
Emergence and evolution of modern sport	<ul style="list-style-type: none"> <li>• how social and cultural factors shaped the characteristics of, and participation in, sports and pastimes in pre-industrial Britain:               <ul style="list-style-type: none"> <li>○ social class</li> <li>○ gender</li> <li>○ law and order</li> <li>○ education/literacy</li> <li>○ availability of time</li> <li>○ availability of money</li> <li>○ type and availability of transport</li> </ul> </li> <li>• how social and cultural factors shaped the characteristics of, and participation in, sport in post 1850 industrial Britain:               <ul style="list-style-type: none"> <li>○ social class                   <ul style="list-style-type: none"> <li>– amateurism and professionalism</li> </ul> </li> <li>○ gender/changing status of women</li> <li>○ law and order</li> <li>○ education/literacy</li> <li>○ availability of time/changing work conditions</li> <li>○ availability of money</li> <li>○ transport notably the railways</li> <li>○ influence of public schools:                   <ul style="list-style-type: none"> <li>– on the promotion and organisation of sports and games</li> <li>– on the promotion of ethics through sports and games</li> <li>– the ‘cult’ of athleticism – meaning, nature and impact</li> <li>– on the spread and export of games and the games ethic</li> </ul> </li> </ul> </li> <li>• how social factors shaped the characteristics of, and participation in, sport in 20th century Britain:               <ul style="list-style-type: none"> <li>○ class                   <ul style="list-style-type: none"> <li>– amateurism and professionalism</li> </ul> </li> <li>○ gender/changing role and status of women</li> <li>○ law and order</li> <li>○ education</li> <li>○ availability of time</li> <li>○ availability of money</li> <li>○ transport</li> </ul> </li> <li>• how contemporary factors are shaping the characteristics of, and participation in, sport in the 21st century:               <ul style="list-style-type: none"> <li>○ class                   <ul style="list-style-type: none"> <li>– amateurism and professionalism</li> </ul> </li> <li>○ gender/changing role and status of women</li> <li>○ law and order</li> <li>○ education</li> <li>○ availability of time</li> <li>○ availability of money</li> <li>○ transport</li> <li>○ globalisation of sport                   <ul style="list-style-type: none"> <li>– media coverage</li> <li>– freedom of movement for performers</li> <li>– greater exposure of people to sport.</li> </ul> </li> </ul> </li> </ul>			

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<b>Global sporting events</b>	<ul style="list-style-type: none"> <li>• the modern Olympic Games               <ul style="list-style-type: none"> <li>○ background and aims (1896)</li> <li>○ political exploitation of the Olympic Games                   <ul style="list-style-type: none"> <li>– Berlin 1936, Third Reich Ideology</li> <li>– Mexico City 1968 'Black Power' demonstration</li> <li>– Munich 1972 Palestinian terrorism</li> <li>– Moscow 1980 boycott lead by USA</li> <li>– Los Angeles 1984 boycott by Soviet Union</li> </ul> </li> </ul> </li> <li>• hosting global sporting events               <ul style="list-style-type: none"> <li>○ positive and negative impacts on the host country/city of hosting a global sporting event (such as the Olympic Games or FIFA World Cup)                   <ul style="list-style-type: none"> <li>– sporting</li> <li>– social</li> <li>– economic</li> <li>– political.</li> </ul> </li> </ul> </li> </ul>			
<b>Ethics and deviance in sport</b>	<ul style="list-style-type: none"> <li>• drugs and doping in sport               <ul style="list-style-type: none"> <li>○ legal supplements versus illegal drugs and doping</li> <li>○ reasons why elite performers use illegal drugs/doping</li> <li>○ consequences/implications to:                   <ul style="list-style-type: none"> <li>– society</li> <li>– sport</li> <li>– performers</li> </ul> </li> <li>○ strategies to stop the use of illegal drugs and doping</li> </ul> </li> <li>• violence in sport               <ul style="list-style-type: none"> <li>○ causes in relation to players and spectators</li> <li>○ implications to:                   <ul style="list-style-type: none"> <li>– society</li> <li>– sport</li> <li>– performers</li> </ul> </li> <li>○ strategies to prevent violence in relation to players and spectators</li> </ul> </li> <li>• gambling in sport               <ul style="list-style-type: none"> <li>○ match fixing/bribery</li> <li>○ illegal sports betting.</li> </ul> </li> </ul>			

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<b>Commercialisation and media</b>	<ul style="list-style-type: none"> <li>• factors leading to the commercialisation of contemporary physical activity and sport:               <ul style="list-style-type: none"> <li>○ growing public interest and spectatorship</li> <li>○ more media interest</li> <li>○ professionalism</li> <li>○ advertising</li> <li>○ sponsorship</li> </ul> </li> <li>• positive and negative impacts of the commercialisation of physical activity and sport on               <ul style="list-style-type: none"> <li>○ society</li> <li>○ individual sports</li> <li>○ performers</li> <li>○ spectators</li> </ul> </li> <li>• coverage of sport by the media today and reasons for changes since the 1980s               <ul style="list-style-type: none"> <li>○ television                   <ul style="list-style-type: none"> <li>– terrestrial – free-to-air</li> <li>– satellite – subscription</li> <li>– pay-per-view</li> </ul> </li> <li>○ radio                   <ul style="list-style-type: none"> <li>– dedicated sports stations</li> <li>– local and national radio</li> </ul> </li> <li>○ written press                   <ul style="list-style-type: none"> <li>– newspapers</li> <li>– magazines</li> </ul> </li> <li>○ internet</li> </ul> </li> <li>• positive and negative effects of the media on sport               <ul style="list-style-type: none"> <li>○ individual sports</li> <li>○ performers</li> <li>○ spectators</li> </ul> </li> <li>• relationship between sport and the media               <ul style="list-style-type: none"> <li>○ sport as a commodity</li> <li>○ links with advertising and sponsorship ('golden triangle').</li> </ul> </li> </ul>	
<b>Routes to sporting excellence in the UK</b>	<ul style="list-style-type: none"> <li>• development routes from talent identification through to elite performance</li> <li>• the role of school, clubs, universities in contributing to elite sporting success</li> <li>• the role of UK Sport and National Institutes in developing sporting excellence/high performance sport</li> <li>• strategies to address drop-out/failure rates from elite development programmes/at elite level.</li> </ul>	
<b>Modern technology in Sport – its impact on Elite level sport, participation, fair outcomes and entertainment</b>	<p>Elite performance:</p> <ul style="list-style-type: none"> <li>○ the extent to which modern technology has affected elite level sport including increased/improved:               <ul style="list-style-type: none"> <li>– access</li> <li>– facilities</li> <li>– equipment</li> <li>– monitoring of exercise</li> <li>– safety</li> </ul> </li> </ul> <p>General participation:</p> <ul style="list-style-type: none"> <li>○ the extent to which modern technology has increased</li> </ul>	

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	<ul style="list-style-type: none"><li>- participation including increased/improved:<ul style="list-style-type: none"><li>- access</li><li>- facilities</li><li>- equipment</li><li>- monitoring of exercise</li><li>- safety</li></ul></li><li>o the extent to which modern technology has limited or reduced participation including:<ul style="list-style-type: none"><li>- cost</li><li>- the range of alternatives to physical activity and sport</li></ul></li></ul> <p>Fair outcomes:</p> <ul style="list-style-type: none"><li>o the extent to which modern technology has increased fair outcomes including:<ul style="list-style-type: none"><li>- better timing devices</li><li>- increased accountability of officials</li><li>- more accurate decision making</li><li>- improved detection of foul play</li><li>- improved detection of doping</li></ul></li><li>o the extent to which modern technology has limited or decreased fair outcomes including:<ul style="list-style-type: none"><li>- access to modern technology can be limited</li><li>- performance enhancing drug testing technology cannot keep up with new drug development</li><li>- pressure on officials due to the exposure and scrutiny of their decisions</li></ul></li></ul> <p>-----</p> <p>Entertainment:</p> <ul style="list-style-type: none"><li>o the extent to which modern technology has increased entertainment including:<ul style="list-style-type: none"><li>- action replays</li><li>- multiple camera angles</li><li>- slow motion technology</li><li>- improved analysis</li><li>- punditry</li></ul></li><li>o the extent to which modern technology has reduced or limited entertainment including:<ul style="list-style-type: none"><li>- interruption and delay</li><li>- reduced live attendances.</li></ul></li></ul>			
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