Year 13 BTEC Diploma Sport

Subject and Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic/Unit to be studied	Teacher 1- Unit 2- Fitness Training and Programming for Health, Sport and Well-being Teacher 2- Unit 3- Professional Development in the Sports Industry		Programming for H	Fitness Training and Health, Sport and Well-being Professional Development in		
Core Knowledge and skills	Unit 2- Fitness Training and Programming for Health, Sport and Well-being		Unit 2- Fitness Training and Programming for Health, Sport and Well-being			
	 A Examine lifestyle factors and their effect on health and well-being A1 Positive lifestyle factors and their effects on health and well-being A2 Negative lifestyle factors and their effects on health and well-being A3 Lifestyle modification techniques B Understand the screening processes for training programming B1 Screening Processes B2 Health monitoring tests B3 Interpreting the results of health monitoring tests C Understand programme-related nutritional needs 		components of fit			
			D1 Components of D1.1 Skill-related fi	of fitness to be trained tness		
			D2 Training metho components	ds for physical fitness-related		
			D2.1 Aerobic end	urance training methods		
			D2.2 Muscular stre	ngth training methods		
			D2.3 Muscular end	durance training methods		
			D2.4 Core stability	training methods		
			D2.5 Flexibility train	ning methods		
			D2.6 Speed trainin	ng methods		
			D3 Training metho components	ds for skill-related fitness		
	C1 Common terminology		D3.1 Agility training	g methods		
	C2 Components of a balanced diet		D3.2 Balance trair	ning methods		

	C3 Nutritional strategies for individuals taking part in training programmes	D3.3 Coordination training methods	
		D3.4 Reaction time training methods	
		D3.5 Power training methods	
		E Understand training programme design	
		E1 Principles of fitness training programme design	
Assessment	Externally set exam by Pearson sat at the beginning	g of May.	
Assessment for Learning	 Low stakes testing through Quizlets/Kahoots throughout lessons End of Unit tests at the end of each phase 8 mark written assessment for each topic covered 		
Core Knowledge and	Unit 3 Professional Development	Unit 3 Professional Development	
skills	Learning aim A: Understand the career and job opportunities in the sports industry	Learning aim C: Undertake a recruitment activity to demonstrate the processes that can lead to a successful job offer in a selected	
	A1 Scope and provision of the sports industry	career pathway	
	A2 Careers and jobs in the sports industry	C1 Job applications	
	A3 Professional training routes, legislation, skills in the sports industry	C2 Interviews and selected career pathway- specific skills	
	Learning aim B: Explore own skills using a skills audit to inform a career development action plan	Learning aim D: Reflect on the recruitment and selection process and your individual performance	
	B1 Personal skills audit for potential careers	D1 Review and evaluation	
	B2 Planning personal development towards a career in the sports industry	D2 Updated SWOT and action plan	
	B3 Maintaining a personal portfolio/record of achievement and experience		
Assessment	Assignments completed in the last two weeks of the half term/term- marked and internally verified according to the internal Assessment Plan		

Assessment for Learning	 Regular low stakes testing through Quizlets/Kahoots throughout lessons Routine marking and feedback of key work

Subject and Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic/Unit to be studied	Teacher 3- Unit 5- Appli Testing	ication of Fitness	Teacher 3- Unit 5- A	pplication of Fitness Testing		
	Teacher 4- Unit 6- Sports Psychology		Teacher 4- Unit 6- S	Teacher 4- Unit 6- Sports Psychology		
Core Knowledge and skills	Unit 5- Application of Fitness Testing Learning aim A: Understand the principles of fitness testing		Unit 5- Application	of Fitness Testing		
			Learning aim C: Une feedback of fitness	dertake evaluation and test results		
	A1 Validity of fitness tes	ts	C1 Produce a fitnes	C1 Produce a fitness profile for a selected sports		
	A2 Reliability of fitness to	ests	performer			
	A3 Practicality and suite			Providing feedback to a selected sports		
	 A4 Ethical issues associated with fitness screening Learning aim B: Explore fitness tests for different components of fitness B1 Fitness tests to assess components of physical fitness B2 Fitness tests to assess components of skill-related fitness B3 Planning of tests 		performer			
	B4 Administration of tes	ts				
Assessment	Assignments completed in the last two weeks of the half term/term- marked and internally verified according to the internal Assessment Plan					
Assessment for Learning	 Regular low stakes testing through Quizlets/Kahoots throughout lessons Routine marking and feedback of key work 					

Core Knowledge and	Unit 6 Sports Psychology	Unit 6 Sports Psychology			
skills	Learning aim A: Understand how personality, motivation and competitive pressure can affect sport performance	Learning aim B: Examine the impact of group dynamics in team sports and its effect on performance			
	A1 Personality factors and assessment of personality	B1 Group processes B2 Cohesion in effective group performance			
	A2 Motivational factors A3 Arousal – performance relationship	B3 Leadership in creating effective groups			
	theories under competitive pressure A4 Stress, anxiety and sports performance	B4 Impact of processes, cohesion and leadership on a team and performance			
	under competitive pressure A5 Self-confidence and sports performance	B5 Measurement of the impact of processes, cohesion and leadership on a team and performance using sociograms			
	under competitive pressure	Learning aim C: Explore psychological skills training programmes designed to improve performance			
		C1 Psychological skills			
		C2 Designing a psychological skills training programme			
Assessment	Assignments completed in the last two weeks of the half term/term- marked and internally verified according to the internal Assessment Plan				
Assessment for Learning	 Regular low stakes testing through Quizlets/Kahoots throughout lessons Routine marking and feedback of key work 				