

### **General Certificate of Education**

# Sport and Physical Education 5581/6581

## PED1

Physiological and Psychological Factors which Improve Performance

**Post Standardisation** 

# **Mark Scheme**

2008 examination - June series

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#### 1

The analysis of movement, development of fitness and the use of teaching styles may help teachers to improve the performance of their gymnasts.

Figure 1 shows a gymnast performing a press-up during a fitness session.

(a) (i) Using **Figure 1**, name the main *agonist* **and** the main *antagonist* acting at the elbow as the gymnast moves from **Position A** down to **Position B**.

(2 marks)

2 marks for 2 of:

1. Agonist – triceps (brachii)

- 2. Antagonist biceps (brachii)
- (ii) Name the type of muscle contraction that occurs in the main agonist at:
  - **Position A**, whilst the gymnast is stationary
  - As the gymnast moves from **Position A** down to **Position B**. (2 marks)

2 marks for 2 of:

- 1. Position A isometric
- 2. Position B eccentric/isotonic
- (iii) Using **Figure 1**, identify through what plane **and** about which axis the action at the elbow joint takes place. (2 marks)

2 marks for 2 of:

- 1. Saggital median plane
- 2. Transverse/horizontal/medio-lateral axis
- (b) Press-ups may be used as a maximal test for measuring local muscular endurance.

What factors need to be considered by the teacher when conducting maximal tests? (3 marks)

3 marks for 3 of:

- 1. The test will involve going to exhaustion/push to limits
- 2. Therefore motivation aspect to be considered
- 3. Safety considerations or relevant egs/fitness level of participant/health
- 4. Correct technique/procedure being used
- 5. Comparison to norms/chart/national averages and others
- 6. Accessibility of appropriate equipment/working properly/calibrated
- Mosston identified a range of teaching styles, each represented by a letter on the model shown in Figure 2. The teaching style at A is the command style, whilst F is the discovery style.
  - What factors should the teacher consider when selecting an appropriate teaching style? (4 marks)

4 marks for 4 of:

- 1. Task analysis
- 2. Demands placed on performer
- 3. Classification/complexity/organisation/nature/type of skill
- 4. Danger/safety/egs
- 5. Distribution of practice
- 6. Learner-individual/group characteristics
- 7. Students' age
- 8. Students' level of fitness/ability/skill/knowledge/attitude/experience/ behaviour/motivation/personality
- 9. Situation/environmental factors/egs weather
- 10. Staffing/size of group
- 11. Facilities/resources/equipment
- 12. Time constraints
- (ii) The teacher decides to use the discovery style of teaching. Explain this style of teaching identifying the advantages of using this style when teaching activities such as gymnastics. (5 marks)

Sub max 1 mark

1. Involves the teacher guiding the learner to find the correct pattern by giving clues or asking questions/teacher input with learner/making decisions

Sub max 4 marks

- 2. Teacher acts as a facilitator
- 3. Allows more than one solution to the problem/variety of approaches
- 4. Encourages creativity
- 5. Develops decision making skills/more challenging/thinking for themselves/cognitive
- 6. Development of learning is students' responsibility/encourages independence
- 7. Work at one's own pace
- 8. Develop greater understanding of task/more likely to remember
- 9. Increased motivation and/or confidence/interesting/exciting/self satisfaction/sense of achievement
- 10. Improves communication skills/group interaction/team work

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Nervous and hormonal systems influence the heart during physical activity. A swimmer completes a 1500 m race, with sub-maximal effort, in 20 minutes.

Describe the variations in heart rate **and** how these changes are achieved during the:

(a) (i) rest period immediately prior to the start of the 1500 m race (2 marks)

Sub max 1 mark 1. Heart rate increases/anticipatory rise Sub max 1 mark

- 2. Adrenaline/noradrenaline released
- 3. By sympathetric nervous system
- 4. Parasympathetic/vagus system decreases in activity

(ii) 1500 m race (exercise period)

Sub max 2 marks

1. Heart rate rapidly increases

2. Steady state achieved body demands being met/reach plateau Sub max 3 marks

- 3. Propriceptors/mechanoreceptors detect movement
- 4. Production of CO<sub>2</sub>/increased blood acidity/ph falls/increase in H<sup>+</sup> ions
- 5. Stimulates chemoreceptor (in aorta/carotid/carotid body/entry)
- 6. Stimulates medulla in brain
- 7. Increased sympathetic stimulations/release of adrenaline/noradrenalin/ norepinephrine
- 8. Sino atrial node stimulated
- (iii) five-minute recovery period after the 1500 m race. (3 marks)

Sub max 1 mark

- 1. Heart rate is maintained and then drops
- 2. Heart rate drops rapidly <u>and</u> then slows down Sub max 2 marks
- 3. Increased heart rate raises blood pressure
- 4. Stimulates baroreceptors
- 5. Increases parasympathetic/vagus system
- 6. Decrease sympathetic system stimulation
- 7. Release of acetylcholine

Performers perfect their techniques using guidance given to them by their coach.

(b) (i) Name **and** explain, using examples from swimming, **three** methods of guidance that a coach could use. (6 marks)

6 marks for 6 of:

- 1. Naming of verbal, visual, manual/mechanical guidance
- 2. **Visual** guidance watching/seeing a demonstration/creating a mental picture
- 3. Coach show arm/leg action on side of pool/uses student to demonstrate action
- 4. **Verbal** guidance coach explains the motor skill to be performed
- 5. Coach uses key/specific/general teaching points i.e. break the surface with toes/arm brushing ear
- 6. *Manual/mechanical* guidance the performer being physically placed/forced/supported
- 7. Use of floats/hand/or coach moves swimmers limbs/use rope/hand
- (ii) State **one** form of guidance and outline its potential disadvantages. (3 marks)

3 marks for 3 of: Visual

- 1. De-motivation if performer is unable to replicate skill
- 2. Too much information for novice performer
- 3. Poor replication if demonstration is inaccurate
- 4. Static forms soon lose impact
- 5. Unable to see essential detail limits performer

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(4 marks)

#### Verbal

- 1. Overload of information
- 2. Difficulty in understanding, particularly novice performers
- 3. Some movements difficult to explain
- 4. Difficult with large groups
- 5. Boring
- 6. Over reliance on feedback

#### Manual/mechanical

- 1. Performer becoming too reliant on help
- 2. Lack of/limited/distorted intrinsic feedback/kinaesthetic
- 3. Unable to correct independently
- 4. Difficult in large groups
- 5. Limited use in complex/ballistic movements

#### 3

Athletes such as triple jumpers, will demonstrate a range of skills and abilities whilst performing.

(a) (i)	Explain the terms skill and ability.	(2 marks)
	2 marks for 2 of: 1. Skill is <u>learnt</u> 2. Ability something genetic/inherited/innate/born with	
(ii)	What are the characteristics of skilled performance?	(3 marks)
	<ol> <li>3 marks for 3 of:</li> <li>Consistency/repeatable <u>success</u>/very few mistakes/maximum of</li> <li>Efficiency/minimisation of time</li> <li>Co-ordination/controlled</li> <li>Fluency/flowing/smooth</li> <li>Adaptable</li> <li>Minimal outlay of energy/effortless</li> <li><u>Aesthetically</u> pleasing</li> <li>Goal orientated behaviour/predetermined/intention matches out</li> <li>Precise/accurate/correct</li> </ol>	
(iii)	Explain where you would place the triple jump on the discrete - con- continua, and how this information could be used by a coach to imp athlete's performance.	
	Sub max 1 mark 1. Serial – in btw the two/middle of continuum – several discrete s	skills put

 Serial – in btw the two/middle of continuum – several discrete skills put together in order

Sub max 3 marks

- 2. Coach could identify strengths/weaknesses
- 3. Practice parts in isolation/concentrate on weakness/broken down
- 4. Using part method/progressive part method/practice
- 5. Then practice the whole action again with adjustments

As part of their training programme, athletes undergo regular fitness testing.

(b) What do you understand by the term *power*? Describe how it can be measured.

(3 marks)

Sub max 1 mark

1. Power – the work done per unit of time/product/combination of strength and speed

Sub max 2 marks

- 2. Could be measured by vertical jump/sargant jump
- 3. Mark standing reach/height on wall/target
- 4. Measure height/cms/inches achieved and jump height/stretch by a single jump

or

- 5. Could be measured by standing long jump/broad jump
- 6. Measure from line to heels/distance achieved/cms/inches or
- 7. Could be measured by Margaria Test
- 8. Subject sprints up steps three at a time
- 9. Time taken for number of stairs/between 3<sup>rd</sup> and 9<sup>th</sup> step
- 10. Power calculated as product of mass/weight, distance and time or
- 11. Could be measured by the Wingate Test
- 12. Subject continues to pedal all out for 30 seconds
- 13. Peak Power Output is product of force, distance and time/watts/Relative Peak Power Output/PP divided by body mass/watts

Training may cause changes to the heart that will aid performance through increased fitness.

- (c) What structural and physiological changes may occur to the heart of an athlete following:
  - an endurance training programme
  - a strength/power training programme?

(3 marks)

3 marks for 3 of:

- 1. Larger stroke volume/blood ejected per beat
- 2. Greater diastolic filling
- 3. Starling's Law
- 4. Increased <u>maximum</u> cardiac output
- 5. Increased ejection fraction/proportion of blood ejected
- 6. Increased force of contraction/contractility/heart beats stronger/more powerful
- 7. Cardiac hypertrophy/Athletes Heart
- 8. <u>Endurance</u> larger ventricular cavities
- 9. Reduced resting heart rate/bradycardia
- 10. <u>Strength</u> thickening of myocardial wall/ventrical wall thicker
- 11. (Increased) Capillarisation
- (d) Describe the mechanisms that assist the return of blood to the heart.

(3 marks)

3 marks for 3 of:

- 1. Venous return mechanism
- 2. Valves in veins allow blood to flow in one direction only
- 3. Skeletal muscle pump squeezing blood in veins of legs
- 4. Respiratory pump through breathing squeezing blood in chest/cause pressure changes
- 5. Sympathetic nerves causing veins to contract
- 6. Suction pump action of heart

#### 4

Games players need an adequate supply of oxygen to maintain performance throughout the game.

**Figure 3** shows values for the partial pressure of oxygen and carbon dioxide at different points in the pulmonary circulatory system.

(a) (i) Describe **three** structural features of lungs that assist the diffusion of respiratory gases. (3 marks)

3 marks for 3 of:

- 1. Large surface area of alveoli/capillary density
- 2. Thin (epithelial) membrane/one cell thick
- 3. Short diffusion pathway/nearness of capillaries
- 4. Large differences in concentration (gradients)
- 5. Rapid removal of gases from area/effective blood supply
- 6. Layer of moisture
- 7. Slow movement/compression of blood cell
- (ii) Using **Figure 3**, explain how the diffusion of oxygen and carbon dioxide takes place. (*3 marks*)

3 marks for 3 of:

- 1. Diffusion takes place when a difference in partial pressures/concentration gradient
- 2. Oxygen moves from atmosphere into alveolus
- 3. Oxygen diffuses from alveolus into pulmonary capillary
- 4. Because of the difference of 159/103 mmHg and 103/35 mmHg
- 5. Carbon dioxide diffuses into alveolus (from pulmonary capillary)
- 6. Because of the difference of 44/38 mmHg
- (iii) What changes would you expect to see in Figure 3 if the performer had just undergone a period of strenuous exercise?(3 marks)

3 marks for 3 of:

- 1. Reduced  $pO_2$  in (pulmonary) artery
- 2. Increased pCO<sub>2</sub> in arteriole/capillary
- 3. Increased pCO<sub>2</sub> in alveolus
- 4. Reduced transit time in (pulmonary) capillary/blood moves faster through capillary

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A knowledge of learning theories may help coaches to improve the performance of games players.

(b) (i) Using examples, explain how a coach could use *positive reinforcement* to improve the performance of her players. (2 marks)

2 marks for 2 of:

- 1. Praise
- 2. Use of reward/Man of Match/egs
- 3. Strengthens the S-R bond/increases the probability of repeating the action
- 4. Success at the skill/self satisfaction
- (ii) Explain the terms *negative reinforcement* **and** *punishment*, giving examples of each from a game activity. (4 marks)

4 marks for 4 of:

- 1. Negative reinforcement when an adverse stimulus is withdrawn when the desired response occurs
- 2. Eg removal of criticism from coach when a player is successful/equiv
- 3. Punishment giving a stimulus to prevent a response reoccurring
- 4. Eg being shouted at/press ups/sin bin
- (c) What factors should a coach consider to ensure that *observational learning* is effective? (3 marks)

3 marks for 3 of:

- 1. Make sure the learner understands the importance/relevance to the final performance/meaningful/specific/pays attention
- 2. Audience can see and hear demonstration
- 3. Use of role model/significant other/parent/teacher/coach
- 4. Demonstration by someone of a similar age/ability/sex/attitude/peers
- 5. Breakdown skill into components/highlight main points of technique/show from various angles/speeds/repeat demonstration
- 6. Minimum delay between instruction and demonstration/mental rehearsal
- 7. Allow time for practice/mental rehearsal
- 8. Model is accurate/clear/perfect/quality of demonstration/short duration/succinct
- 9. Reward/reinforce behaviour/successful/winner

#### 5

For effective performance, games players require the ability to receive, interpret and use information.

(a) (i) Selective attention is an important part of information processing. Using
 Figure 4, identify where selective attention occurs and explain how it aids performance. (3 marks)

3 marks for 3 of:

- 1. Short term sensory store/between STSS and STM
- 2. Responsible for selecting relevant information (credit appropriate eg)
- 3. From irrelevant information (credit appropriate eg)
- 4. Allows to focus/concentrate on relevant information/allows to keep information in STM for longer
- 5. To prevent information overload
- (ii) How can a coach improve a performer's selective attention? (3 marks)

3 marks for 3 of:

- 1. Increase intensity of the stimulus/allow egs brighter ball
- 2. Motivate/arouse the performer
- 3. Referring to past experiences (use transfer)
- 4. Cue identification/direct attention to one aspect of performance/highlight cues
- 5. Learn to ignore irrelevant stimulus/practice with distractions
- 6. Make stimulus meaningful or unique (wave goodbye to a basketball)
- (b) Using **Figure 4**, explain how information processing will differ between a novice and an experienced player in possession of a ball, when confronted by a defender. (4 marks)

4 marks for 4 of:

STSS

- 1. Novice may select irrelevant information, or Experienced select relevant information
- 2. Novice aware of crowd or other named egs, or Experienced ignores crowd/focuses on team mates

STM

- 3. Novice decision making is poor/inappropriate/slower, or Experienced quicker/appropriate
- 4. Novice unable to decide whether to pass, shoot or dribble, or Experienced – will choose pass to the right player etc

LTM

- 5. Novice limited experience/motor programmes, or Experienced more previous experience/wider variety of motor programmes
- 6. Novice passes to closest player or runs into defender, or Experienced variety of different responses for different solutions
- (c) (i) Using Figure 5, copy and complete Table 1 into your answer book to show the type of joint action, the main agonist and the type of muscle contraction that has occurred at the knee. (3 marks)

#### 3 marks for 3 of:

Type of joint action	Flexion
Main agonist	Hamstrings
Type of muscle contraction	Concentric/isotonic

(ii) Name, sketch and label the lever system operating at the knee during the performance of this action. (3 marks)

3 marks for 3 of:

- 1. 3<sup>rd</sup> class/order
- 2. Correct labels effort or force//fulcrum or pivot/load or weight/resistance
- 3. Correct order effort in the middle
- (iii) Draw and label the *effort arm* and the *resistance arm* on your sketch.

(2 marks)

2 marks for 2 of:

- 1. Effort arm from effort to fulcrum
- 2. Resistance arm from resistance to fulcrum

#### **Quality of Written Communication**

The GCSE and GCE A/AS Code of Practice requires the assessment of candidates' Quality of written communication wherever they are required to write in continuous Prose. In this unit, this assessment will take place for the candidates' script as a whole by means of the following marking criteria.

The candidate expresses moderately complex ideas clearly and reasonably fluently, through well linked sentences and paragraphs. Arguments are generally relevant and well structured. There may be occasional errors of grammar, punctuation and spelling. **3 marks** 

The candidate expresses straightforward ideas clearly, if not always fluently. Sentences and paragraphs may not always be well connected. Arguments may sometimes stray from the point or be weakly presented. There may be some errors of grammar, punctuation and spelling, but not such as to suggest a weakness in these areas. 2 - 1 marks

Ideas are expressed poorly and sentences and paragraphs are not connected. There are errors of grammar, punctuation and spelling showing a weakness in these areas. *0 marks* 

Total 3marks