



MAGHULL HIGH SCHOOL – CURRICULUM MAP

HALF TERM 3 JAN-FEB	Theory Lessons (3 lessons over 2 week timetable) 9 lessons	Practical Lessons 6 lessons
Component 1 coursework	<p>Objective: Component 1: Understand the body and the supporting technology for sport and activity. Students to complete any outstanding work on B1-B4</p> <p>Learning Aim C: Understand the use of technology for sport and activity C1- Different types of Technology in sport and activity Learners will understand the advances in equipment, the physical benefits of sportswear and the technology used to improve fitness for sport and activity. They will further investigate the impact of technology on sport participation. C2- The benefits of Technology on improving body systems for sport and activity. Learners will develop an understanding of the benefits that technology can have on specific body systems. (performer, coach/manager, officials)</p>	<p>Objective: Explore a wide variety of sports that students may not have experienced at KS3 in school. To develop leadership skills through leading small groups of peers in warm ups, small games and cool down activities.</p>
Knowledge & Skills development	<p>Develop knowledge and understanding of the technological advances that impact on sport and activity. Examine the benefits of technology in improving the body systems. Research and analytical skills</p>	
Assessment / Feedback Opportunities	<p>Coursework assignments set and feedback given verbally and written Do now activities link to practical/exam content</p>	
Cultural Capital	<p>Awareness of leadership opportunities in the local sports industry Celebration of school extra-curricular involvement and success Role models</p>	
SMSC / Promoting British Values (Democracy, Liberty, Rule of Law, Tolerance & Respect)	<p>Listening to others Responding suitable in discussions Taking part in group activities Working closely with a partner</p>	
Reading opportunities	<p>BTEC Tech Award Book</p>	
Key Vocabulary	<p>Technological advancements, limitations, GPS technology, aerodynamic, compression clothing, gait, Computer based technology- hawk eye, goal line technology, match analysis, participant player analysis, action camera, smartwatches, Apps. Climate control, high impact, marginal gains, prosthetics.</p>	
Digital Literacy	<p>Research on relevant websites. Reference to videos</p>	
Careers	<p>Fitness instructor. Personal coach, Personal Trainer</p>	

