



Longfield Learning Journey



Year Group: 11	Unit of work: Technology in Sport	Term: 1:2-2.1
-----------------------	--	----------------------

Skills:	Context:	R	A	G
LO2: Describes a range of possible positive effects of sports technology.	For LO1, LO2 and LO3, learners must consider the use of technology and positive and negative effects of technology in the context of the 3 areas identified (i.e. performance, game play and spectatorship)			

Content:	Not attempted	1st Draft	Complete
Have you explained that the equipment is easier to use?			
How you explained that the reducing Injury and reduced recovery time?			
Have you explained the Improvement Training aids?			
Have you explained how technology has enhanced game play and competition?			
Have you explained how technology has Improved the accuracy within the game?			
Have you discussed increase fan ban, see all the action, health care and transport?			

What you know	What you need to know	How are you going to get there?