



Longfield Learning Journey



Year Group: 11	Unit of work: Technology in Sport	Term: 1:2-2.1
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Skills:	Context:	R	A	G
LO3: Describes a range of possible negative 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 discussed how skills may deteriorate due to technology enhancements?			
Why have rule/regulation have to be changed?			
How and why is technology prolonging game duration?			
Have you explained how technology is detracting from the ethics of sport?			
What are the cost implications to technology?			
Is technology decreasing live spectatorship and explain how?			
Have you explain how technology is breaking traditions in sport?			

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