Calender	Big Question / Topic	Small Questions	Assessment Opportunities	Homework
Autumn 1	Information Processing	Can you explain the Information processing model? Can you identify the components of information processing, including: input, Stimulus identification, perception and selective attention, response selection, response programming and explain their function? Can you draw and explain the models of Welford and Whiting?		
	The characteristics and functions of the three memory systems	Can you explain the relevance of Detection, Comparison and Recognition (DCR) phases in the application of Information Processing in sport?		
	Understand the link between STSS, STM and LTM	Can you draw and explain the three memory systems including: short-term sensory store (STSS), short-term memory (STM) and long-term memory (LTM)?		
	Processing information in terms of retrieval and rehearsal and how this affects output	Can you apply and give sporting examples of particular sporting skills through the Information Processing Model?		

	Different types of Reaction time	Can you explain how to measure reaction and response times using appropriate technology? Can you draw and explain Hick's Law including simple/choice reaction time? Can you plot, interpret and analyse data generated from reaction and response times?		
	Factors affecting reaction time and ways a coach and performer can improve reaction time so as to optimise performance	Can you draw and explain the Psychological refractory period? Can you identify and explain implications to a coach and performer in optimising performance when referring to choice reaction time?		
	Measuring reaction, movement and response time using appropriate technology. Using data to understand reaction times and Hick's Law	Can you explain how to Measure reaction and response times using appropriate technology. Can you draw and explain Hick's Law, simple/choice reaction time? Can you plot, interpret and analyse data generated from reaction and response times?		

	Plotting, interpreting and analysing relevant data			
	Schema theory as an organised package of information stored in LTM that updates and modifies motor programmes using four sources of information	Do you have understanding that schema theory is an organised package of information stored in LTM that updates and modifies motor programmes? Can you explain Recall schema as in information about producing the movement and give a sporting example? Can you explain Recognition schema as in judging the movement and give a sporting example? Can you explain the theory of Schemas based on knowledge of the initial conditions, response specifications, sensory consequences and movement outcomes? Can you analyse implications of schema theory to a coach and performer in optimising performance?		
	Attribution Theory	Can you give examples of reasons for success and failure in sport? Can you draw and explain Weiner's attribution theory and the four attributions: ability, effort, luck, task difficulty? Can you explain the three main dimensions of attribution: locus of causality, locus of stability and locus of controllability?		

		Can you assess strategies to allow for attribution retraining?		
	Self-efficacy	Can you explain the models of self-confidence and the self-concept (Humanist)? Can you draw and explain Vealey's model of sport specific confidence, including relevant sporting examples? Can you explain Bandura's Self-Efficacy Theory including the four factors that build self-efficacy? Can you assess factors that affect self-confidence/self-efficacy: personality, situation, history? Can you explain the term Learned helplessness and describe its impact on performance?		
	Leadership	Can you explain the importance of effective leadership and its impact on performance? Can you explain the different types of leadership styles including: autocratic, Laissez-faire and democratic? Can you draw and explain the models of Fiedler and Chelladuri? Can you give advantages and disadvantages of each leadership style? Can you assess the different theories of leadership? Can you explain how leaders are created?		

		Can you explain the Trait theory (Great Man Theory) vs Social learning and the Interactionist theory?		