# **Knowledge Organiser**

There's plenty to learn in this unit. Worry not — the vital information for **Topic Areas 3, 4 and 5** has been condensed into these two handy pages for you. They'll definitely help when you prepare for your exam.

#### **3 Types of Major Sporting Event**

#### Regular events:

- happen annually
- host city changes, but may repeat after a few years
- e.g. UEFA Champions League Final

#### One-off events:

- not annual
- host city changes, won't repeat within a generation
- e.g. Olympic Games

# Regular and recurring:

Improved national

morale/social cohesion

— people united in

support of team

Increased

international

status

Increased

media

coverage leads

threat of terrorism

**Negatives** 

during

event

- happen annually
- same host city
- e.g. Wimbledon

Major sporting events are usually international — they involve participants/spectators from two or more countries. 

#### Hosting — pre-event (bidding)

Countries/cities bid years before an event. They must prove they can make the event successful.

Positives

of bidding

**Encourages** financial/commercial investment

Creates a longterm strategy for future development

Improved infrastructure, e.g. transport benefits local community

Sports facilities can be used by the community

Creates

new jobs

Very expensive, even if unsuccessful

Negatives

of bidding

Local/national social objections — money could be spent on other needs, e.g. healthcare

Only wealthy countries can afford to bid

### Hosting — during event

Improved infrastructure, e.g. cycle paths, new shops

Increased **Positives** national during interest in event

sport Increased income from

tourism

Creates lots of short-term iobs

to increased participation More crime/

Increased traffic, crowded transport, litter and noise

Lack of investment in non-hosting regions

Poor home performance damages national pride/morale

Negative media coverage about any problems, e.g. unfinished infrastructure

Legacy of improved or new infrastructure, transport and sports facilities

Hosting — post-event

Positives after event

Increase in future financial investment

Increase in the profile of the sport and therefore participation rates

Increase in international status

Negatives after event

Hosting may have cost more than the revenue generated

Sports facilities may be unused

Poor organisation, poor performance or scandals may damage reputation



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# 8 Things that NGBs do for their Sport

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# Promote participation

Through schemes (e.g. to introduce children to the sport), media coverage (e.g. adverts to increase awareness) and equal opportunities (e.g. to encourage different cultures to participate).

- Develop coaches and officials Through qualifications at different levels.
- Organise tournaments and competitions At all levels, from beginners to professionals.
- Amend rules and apply disciplinary procedures for rule breaking E.g. apply new international rules in their country / implement suspensions for PED use.
- 5 Ensure safety E.g. by updating rules on safety equipment.

you know some sporting examples, using named NGBs, for each of these things.

## Develop policies and initiatives

E.g. an anti-doping policy / an initiative to increase participation of a specific group (such as to get more women playing football).

Provide support, insurance and technical guidance E.g. advice on applying for funding,

getting insurance or equipment specifications for different ages.

Sport England) to give them money.

Lobby for funding Persuading other organisations (e.g.

# Roles of Technology in Sport

## To enhance performance

- Clothing, e.g. aerodynamic skinsuits for cycling.
- · Equipment, e.g. lighter tennis rackets.
- Methods, e.g. GPS vests provide a 'heat map' of the ground a footballer covers.

# To increase fair play / officiating accuracy

E.g. Hawk-Eye in tennis tracks the path of ball players can challenge whether a ball was in or out.

# To increase safety of participants

Protective/safety equipment, e.g. scrum hat for rugby, flotation device for sailing.

#### To enhance spectatorship

E.g. big screens in stadiums show replays.

### Positive effects of technology

#### Enhanced performance.

- Lower injury risk, e.g. due to improved protective equipment.
- Quicker recovery from injury, e.g. cold therapy reduces swelling.
- Officiating technology means more accurate decisions.
- Technical analysis, e.g. coaches can more easily collect and analyse performance data.
- Spectators feel more involved in the action, e.g. multiple camera angles, replays.

# Negative effects of technology

- Unequal access to technology means some performers have an advantage over others.
- High cost is a barrier for some countries. clubs/teams or performers.
- Interruption in the flow of the game due to use of officiating technology, e.g. a rugby game pauses for a TMO (Television Match Official) decision.
- Officials' decisions are influenced by technology, which may not consider the spirit of the game. E.g. calling offside for a footballer's shoulder.
- Spectators are frustrated by constant breaks. Excitement is reduced, e.g. goals/wickets could be overturned by technology.