

OXFORD CAMBRIDGE AND RSA EXAMINATIONS General Certificate of Secondary Education

PHYSICAL EDUCATION (GAMES)

1971/1

Wednesday 24 MAY 2006 Afternoon 1 hour 45 minutes

Additional materials: None Candidates answer on the question paper.

Candidate Name	Се	entre	Nu	ımb	er		lidat nber	

TIME 1 hour 45 minutes

INSTRUCTIONS TO CANDIDATES

- Write your name in the space above.
- Write your Centre number and Candidate number in the boxes above.
- Answer all the questions.
- Write your answers, in blue or black ink, in the spaces on the question paper.
- Read each question carefully and make sure you know what you have to do before starting your answer.

INFORMATION FOR CANDIDATES

- The number of marks is given in brackets [] at the end of each question or part question.
- The total number of marks for this paper is 80.
- You will be assessed on the quality of written communication in Section B, questions B1 and B2.
- Four marks will be available for the quality of written communication.
- Candidates' answers must refer to games activities. Use of non-games activities may result in no marks being awarded for that question.

FOR EXAMI	NER'S USE
Section A	
Section B1	
QWC	
Section B2	
QWC	
Section B3	
TOTAL	

Section A

Answer all questions in this section.

If a player does not eat enough food, how could that affect performance in Games?
More older people are now taking part in Games. Identify one social reason for this.
How can the image of a Game affect an individual's participation in that Game?
Identify one advantage that voluntary clubs or associations can give to somebody wants to start participating in Games playing.
Give two different ways that unemployment can affect participation in Games playing. 1
2

	·						
An incres	se in heart ra	ata hanafita	Comoo	alovoro in a	training a	oosion Ido	ntifu th
	f this increase			nayers iir a	l lialling 5	ession. ide	illiy til
1							
2							
2							
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advantage									
	ifferent ways	s in whic	h age car	n affect a	player's	s stamina	a.		
		s in whic	h age car	n affect a	player's	s stamina	a.		
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1	ifferent ways	s in which	h age car	n affect a	player's	s stamina	a. 		

0	(i)	Give two different ways a player may receive a cut injury when participating in Games.
		1
		[1]
		2
		[1]
	(ii)	What is the correct treatment for a cut?
		[2]
		[Total : 21]

1971/1 Jun06 [Turn over

Section B

Answer all questions in this section.

В1	(a)	Why are red blood cells important to the Games player?
	(b)	Hearing and seeing help a player to make decisions during Games. Give one example of when each is used.
		Hearing:
		[1]
		Seeing:
		[1]
	(c)	Identify four different ways a player's respiratory system may be improved as a result of regular training.
		1
		[1]
		2
		[1]
		3
		[1]
		4
		[1]

a) (I)	after school) practices.
	1
	[1] 2
	[1]
(ii)	Briefly explain why the National Curriculum has a good influence on participation in Games.
	[3]
e) (i)	Identify three different basic abilities vital for participation in one named Game.
	Game:
	Basic Ability 1 [1]
	Basic Ability 2
	Basic Ability 3
(ii)	Describe a situation when each of the abilities you have listed would be important to performance in the Game you have named in (e)(i) above.
	[3]

(f)	(i)	Briefly explain how muscles produce movement.
		[3]
	(ii)	Regular training makes muscle more efficient. For example, a player's speed may be increased. This would give the player a better chance of beating an opponent to the ball or sprinting to reach a drop shot return in badminton.
		Identify two other components of fitness and explain how training each may benefit the player.
		Component 1:
		Benefit:
		Component 2:
		Benefit:
		[2]
		[Total : 25]

-	The table below shows the times that players of different ages took to run 100 metropart of a fitness test.									
	Name	Age (years)	Time (seconds)							
	Jonathan	10	19.5							
	Jordan	20	13.0							
	Raj	30	12.7							
	Alex	40	15.7							
	Ali	F0	100							
(i) (ii)	Who was the slowest ru		16.9							
.,	Who was the slowest ru How old was the person	Inner?								
(ii)	Who was the slowest ru How old was the person	nner?								
(ii)	Who was the slowest rule. How old was the person lidentify three possible rule.	n who ran fastest? reasons why this person was	the fastest.							
(ii)	Who was the slowest rule. How old was the person lidentify three possible rule.	n who ran fastest? reasons why this person was	the fastest.							

Briefly describe one exercise that, when performed correctly, will improve flexibili of the hamstring muscle group.
[2
Active stretching and passive stretching may be used as part of a flexibili programme.
Briefly describe active stretching and passive stretching.
Active stretching:
[:
Passive stretching:

esigned for a	specific Ga	ıme.				
				 	 	
				 	 	

[Total : 22]

B3 Look at the picture of a PE lesson (on page 13).

Identify four different hazards shown in the picture and explain one risk that could result from each of these hazards.	
Hazard 1:	[1
Risk:	
	[1
Hazard 2:	[1
Risk:	
	[1
Hazard 3:	[1
Risk:	
	[1
Hazard 4:	
Risk:	
	[Total : 8



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