

### 'Bridging the Gap'

# BTEC LEVEL 3 NATIONAL EXTENDED DIPLOMA IN SPORT AND EXERCISE SCIENCE







## BTEC Level 3 National Extended Diploma in Sport & Exercise Science (2020)

- Equivalent to three A Levels
- 13 units of which 7 are mandatory and 4 are external
- Units are graded using a grading scale of Distinction (D), Merit (M), Pass (P), Near Pass (N) and Unclassified (U)

#### **Mandatory units:**

- 1. Sport and Exercise Physiology (External)
- 2. Functional Anatomy (External)
- 3. Applied Sport and Exercise Psychology (External)
- 4. Field and Laboratory-based Fitness Testing (internal)
- 5.Applied Research Methods in Sport and Exercise Science (internal)
- 6. Coaching for performance and Fitness (Internal)
- 13. Nutrition for Sport and Exercise Performance (External)

#### **Optional Modules (all internally assessed)**

- 7. Biomechanics in Sport and Exercise Science
- 8. Specialised Fitness Training
- 9. Research Project in Sport and Exercise Science
- 10. Physical Activity for Individual and Group-based Exercise
- 11. Sports Massage
- 12. Sociocultural Issues in Sport and Exercise
- 14. Technology in Sport and Exercise Science
- 15.Sports Injury and Assessment

<sup>\*</sup>Highlighted units will be delivered in Year 1

| Unit  | Туре  |
|---|---|
| Unit 1: Sport and Exercise Physiology                 | <ul> <li>Written examination set and marked by Pearson</li> <li>1.5 hours</li> <li>70 marks</li> </ul>  |
| Unit 2: Functional Anatomy                            | <ul> <li>Written examination set and marked by Pearson</li> <li>1.5 hours</li> <li>60 marks</li> </ul>  |
| Unit 3: Applied Sport and Exercise Psychology         | <ul> <li>A task set and marked by Pearson and completed in a single session of three hours under supervised conditions</li> <li>Written submission</li> <li>60 marks</li> </ul> |
| Unit 13: Nutrition for Sport and Exercise Performance | <ul> <li>A task set and marked by Pearson and completed in a single session of 3 hours under supervised conditions</li> <li>Written submission</li> <li>50 marks</li> </ul>     |

#### Tasks to do

- 1. Use PDFs to go through content focusing on Anatomy and Physiology. For either course you will need to know this information for an externally assessed exam.
- 2. Sign up to Purpose Games

#### **PURPOSE GAMES**

www.purposegames.com

Register an account.

Request permission to join the TS PE Transition Group (<a href="https://www.purposegames.com/group/ts-pe-transition-to-year-12">https://www.purposegames.com/group/ts-pe-transition-to-year-12</a>)

3. Have a go at these following games on Purpose Games

https://www.purposegames.com/game/ocr-muscles-in-the-body

https://www.purposegames.com/game/ocr-movement-patterns

https://www.purposegames.com/game/name-the-bones-in-the-skeleton

4. Create a Quizlet account

https://quizlet.com/

5. Have a go at learning the key words using the following Quizlet cards

https://quizlet.com/gb/315733739/ocr-a-level-pe-muscles-and-movement-flash-cards/

https://quizlet.com/gb/315732958/a-level-ocr-pe-planes-of-movement-and-movement-patterns-flash-cards/

https://quizlet.com/gb/329506062/ocr-a-level-pe-skeletal-muscle-contraction-diagram/

Watch this you tube clip on Planes of motion https://www.youtube.com/watch?v=0SNnCr0-9AQ

7. Have a go at the following Kahoot Quizzes:

Planes and Axes; <a href="https://kahoot.it/challenge/04799604?challenge-id=0e01fa92-ab7b-4fee-ab05-">https://kahoot.it/challenge/04799604?challenge-id=0e01fa92-ab7b-4fee-ab05-</a>

2f736e984f60 1588<u>422823318</u>

Muscles; https://kahoot.it/challenge/06330172?challenge-id=0e01fa92-ab7b-4fee-ab05-

2f736e984f60\_1588422912658

 $Muscle\ Contractions;\ \underline{https://kahoot.it/challenge/04997087?challenge-id=0e01fa92-ab7b-4fee-ab05-ab10e01fa92-ab20e01fa92-a$ 

2f736e984f60 1588422965177

8. Challenge Activity – Have a go <a href="https://share.nearpod.com/vsph/eQ7JboO7Mu">https://share.nearpod.com/vsph/eQ7JboO7Mu</a>

9. Following this some mini projects will be sent out to apply your knowledge and help prepare for your course in September.