

Edexcel GCSE PE Sport Psychology Mark Scheme 2.1 A

| Question Number | Answer AO1 - 6 marks | Mark |
|-----------------|------------------------------------|------|
| | Open Closed | |
| 1(a) | Simple/Basic Complex | (6) |
| | High organisation Low organisation | |
| | | |

| Question Number | Answer AO1 - 1 mark | Mark |
|-----------------|---|------|
| 1(b) | Skill classifications help to determine the best practice structures for training | (1) |
| | Accept other appropriate responses | |

| Question Number | Answer AO1 - 1 mark | Mark |
|-----------------|---|------|
| 1(c) | For example: • Very straightforward (1) • Does not need a lot of information processing (1) Accept other appropriate responses | (1) |

| Question Number | Answer AO1 - 1 mark | Mark |
|-----------------|---|------|
| 1(d) | For example: • Hard to execute (1) • Requires a lot of information processing (1) Accept other appropriate responses | (1) |



| Question Number | Answer AO1 - 1 mark | Mark |
|-----------------|---|------|
| 1(e) | Correct answer is they can be easily broken down into sub-parts | (1) |
| | | |

| 1(e) | Correct answer is they can be easily broken down into sub-parts | (1) |
|-----------------|--|------|
| | | |
| Question Number | Answer AO1 - 1 mark | Mark |
| 1(f) | Correct answer is they can not be easily broken down into subparts | (1) |
| Question Number | Answer AO2 - 2 marks | Mark |
| 2(a) | Closer to 'open' - returning a tennis serve (1) Closer to 'close' - tennis serve (1) | (2) |
| Question Number | Answer AO2 - 2 marks | Mark |
| 2(b) | Closer to 'basic' - free throw (1) Closer to 'complex' - overhead kick (1) | (2) |
| Question Number | Answer AO2 - 2 marks | Mark |
| 2(c) | Closer to 'low organisation' - javelin throw (1) Closer to 'high organisation' - golf swing (1) | (2) |
| Question Number | Answer AO2 - 3 marks | Mark |
| 3(a) | For example: • Beginner athletes (1) • Unfit athletes (1) • Youth athletes (1) Accept other appropriate answers | (3) |



| Question Number | Answer AO2 - 3 marks | Mark |
|-----------------|---|------|
| 3(b) | For example: • Advantages - Helps to get a feel for the skill (1) / Builds mastery (1) • Disadvantages - Can be boring (1) / Can be too tiring (1) One mark each for an advantage/disadvantage (1) Accept other appropriate answers | (3) |

