

## **Skill Components of fitness**

**Coordination** – Using two or more body parts at the same time. E.g Being able to return the tennis ball over the net

**Reaction Time** – How quickly you can respond to a stimuli. E.g Setting off in the 100m sprint race after hearing the gun

**Agility** – Changing direction at speed. E.g Sidestepping an opponent in rugby to break the defensive line

**Balance** – Maintain stability over a base of support / centre of mass. E.g Stay upright on the gymnastics balance beam

**Power** – explosive movements that incorporates speed x strength. E.g An athlete throwing the javelin



## **Components of Fitness**

- Parts of your fitness that impact performance.
- These can be developed if trained to increase performance

<u>Keywords</u>	Stimuli	Centre of mass
	Endurance	Repetitive
	Stability	Fat to fat free mass
	Explosive	

## **PE Assessment Strands**

<u>Performance-</u> Has a basic understanding and begins to co-ordinate various body parts

<u>Knowledge-</u> Understands and can recall basic rules/skills of the activities

Health & Fitness- Can describe how physical activity is good for you.

<u>Evaluate-</u>Can make comments on their own or other students' performances

**SMSC-** Consistently organised. Brining PE kit to every lesson.

## **Physical components of fitness**

Muscular Endurance – The same muscles contracting for a long period of time or game. E.g Using leg muscles in cycling constantly

**Muscular Strength** - The maximum force that can be generated by a muscle or muscle group. E.g An athlete deadlifting the weight off the floor

**Aerobic Endurance** – The ability of the whole body to work for a long period of time. E.g An athlete performing in the marathon

**Body Composition** - The ratio of fat mass to fatfree mass in the body. E.g. Sumo wrestler needing extreme amounts of fat

**Speed** – How fast something is completed. E.g 100m sprint race

**Flexibility** - The range of motion possible at a joint. E.g A goalkeeper diving to save a shot in the top of the goal