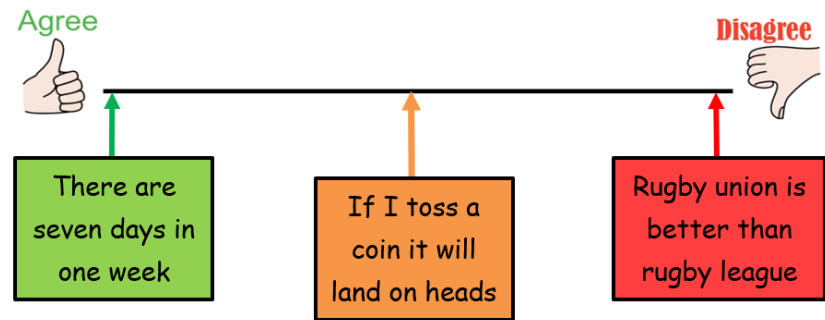


Paper 2: Classification of skills

Classifying skills on a continuum

- You need to classify skills on a continuum!
- A continuum is a line that goes between two extremes!
- We can put information on the continuum!







We need to know four continua (continua = more than 1 continuum)













Open ————— Closed

Basic ————— Complex

Self-Paced ————— Externally Paced

Gross ————— Fine

	Open Skills	Closed Skills
Description	Open skills ARE affected by their surrounding environment. Extreme open skills need to be constantly adapted by the performer as situations change around them. Conditions are unstable and UNLIKELY to be the same each time a skill is performed	Closed skills are NOT affected by their surrounding environment. Extreme closed skills don't need to be constantly adapted by the performer as situations around them are stable. Conditions are LIKELY to be the same each time a skill is performed
Example of the skills	<div></div> <p>Football Pass Hockey Dribble</p>	<div></div> <p>Gymnastic Vault Penalty Kick</p>

	Basic Skills	Complex Skills
Description	Are simple to perform Requires little thought Don't need much information to be processed Requires little decision making	Are difficult to perform Requires thought and concentration Require a lot of information to be processed Requires a lot of decision making
Example of the skills	<div></div> <p>Running Swimming</p>	<div></div> <p>Rock Climbing Overhead Kick</p>
	Self-Paced Skills	Externally Paced Skills
Description	The skill is started when the performer decides to The performer controls the speed, rate and pace of the skill	The skill is started by an external factor External factors such as an opponent control the speed, rate or pace of the skill
Example of the skills	<div></div> <p>Tennis Serve Weight Lifting</p>	<div></div> <p>Penalty Save Tennis Return</p>
	Gross Skills	Fine Skills
Description	Skills are big, strong, powerful movements They involve large muscle groups to perform	Skills are small and precise movements, showing high levels of accuracy and coordination They involve small muscle groups
Example of the skills	<div></div> <p>Rugby Tackle Shot-Put</p>	<div></div> <p>Archery Golf Putting</p>