Jannehe Crowdy

4.2 Information Processing

See page 88

Learning Objectives

Define the term 'information processing.'

Describe the four steps that make up the basic information-processing model.

Apply the information-processing model to a sporting situation.

Please complete ↓

Information Processing	
Start of the lesson	**End of the lesson**
1. Define what 'information processing' means.	
desition making and choosing what is the best move	process of making and acting on desitions
2. List the four steps to the information processing model.	
	Input, desition making, ~~feedback~~ output, feedback
3. Explain what is involved in the 'Input' step of information processing.	
what you give / put in	the data recieved
4. Explain what is involved in the 'Output' step of information processing.	
what you get back	the desection is acted on / perporned
Start of the lesson: DOWNLOAD BAR 0% 25% 50% 75% 100%	**End of the lesson (Actual %):** DOWNLOAD BAR 0% 25% 50% 75% 100%

identify the information the receiver takes into account when trying to catch the ball?

www.youtube.com/watch?v=LxF4NRuPS-E

where the ball is going
where they need to be
footwork
where to pass / shoot
how long to have with the ball
where are teamates / oponant
what type of pass
rebound

4.3 Information processing

See pages 90–1

INFORMATION PROCESSING

This involves making decisions

Involves gathering data from the display stimuli (senses)

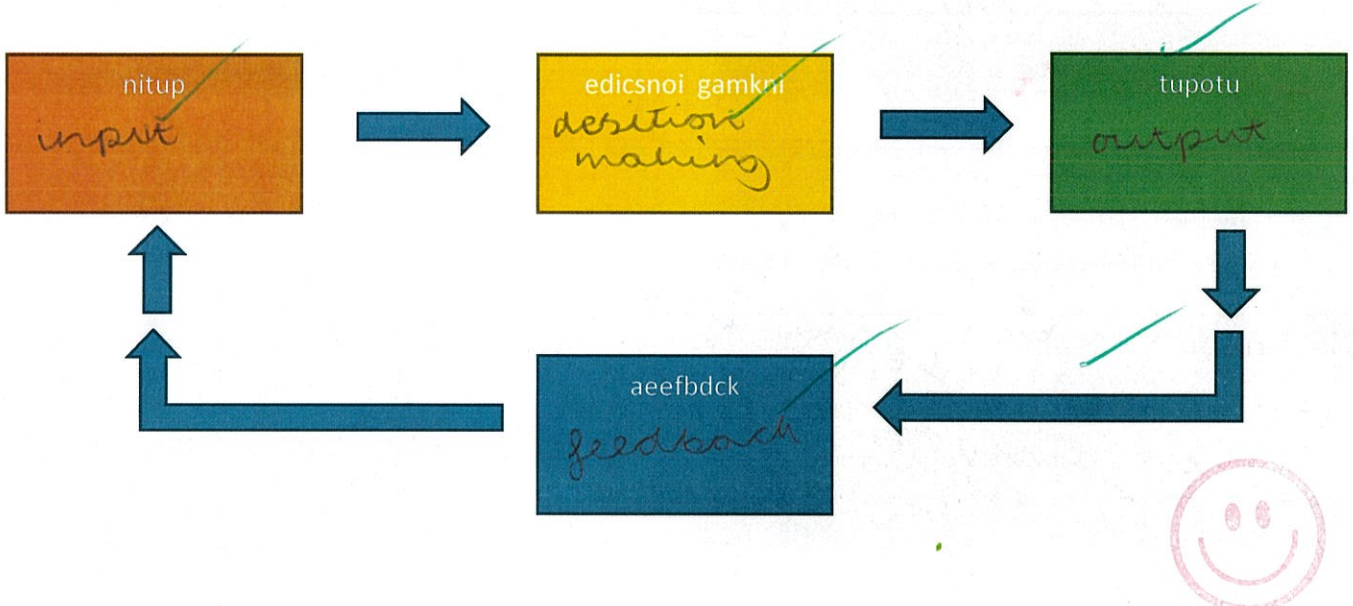
Prioritising the most important stimuli decision

Making a suitable display decision

Choosing a suitable skill

Skill, Decision, Display, Stimuli, Decisions.

BASIC INFORMATION PROCESSING MODEL



4.3 Information processing

See pages 90–1

https://www.youtube.com/watch?v=h7GqCq61Y_E

Input: Environment/Display (See, Hear, Feel)

- Choose relevant cues/signals/stimulus/piece of info
- E.g. Cricket: when fielding, the sight of the ball coming through the air.

Decision Making: select approiate response (movement/skill) from memory.

- Short Term Memory (STM) info from display held for 30sec. Lost if attention is drawn somewhere else.
- Long Term Memory (LTM) holds rehearsed info, memory of pas experiences, compared to info from STM suitable decision made.
- E.g. Cricketer may have attended to sight of ball, recalls memory (LTM) compares to STM decision to catch takes place.

Output: Decision chosen sent to appropriate muscles.

- E.g impulses sent to the arms and hands to start the process of catching.

Feedback: Information received from self (intrinsic) from others (extrinsic) regarding success.

Feedback received may affect how to complete the skill in future.

e.g. Cricket: Can feel the ball in hands (intrinsic) teammates cheer when catch (extrinsic)

Task: Using a specific skills of your choice, complete the boxes below to identify

4.3 Information processing

See pages 90–1

what processes the performer would do when attempting to execute the skill.

netball shot

Input: Environment/Display (See, Hear, Feel)

- Choose relevant cues/signals/stimulus/piece of info
- E.g. Cricket: when fielding, the sight of the ball coming through the air.

where are you
where are the teammates and opponents
where is there space
are you close enough

Good

netball shot

Decision Making: select approiate response (movement/skill) from memory.

- Short Term Memory (STM) info from display held for 30sec. Lost if attention is drawn somewhere else.
- Long Term Memory (LTM) holds rehearsed info. memory of pas experiences, compared to info from STM suitable decision made.
- E.g. Cricketer may have attended to sight of ball, recalls memory (LTM) compares to STM decision to catch takes place.

do I pass or shoot
who do I pass to
where do I move

netball shot

Output: Decision chosen sent to appropriate muscles.

- E.g impulses sent to the arms and hands to start the process of catching.

make the move
take the shot
pass it back
get into the right position

netball shot

Feedback: Information received from self (intrinsic) from others (extrinsic) regarding success.

Feedback received may affect how to complete the skill in future.

e.g. Cricket: Can feel the ball in hands (intrinsic) teammates cheer when catch (extrinsic)

was it successful - did it go in
what could I do better
what could I do next time

well done!

Explain selective attention here.

4.3 Information processing

See pages 90–1

HOMEWORK

'Information processing' is the name given to the process that a performer goes through when they make decisions and act on those decisions.

Add labels and images to this flow diagram to show the four steps of the basic information processing model as it applies to making a pass in basketball or netball. Use another sporting example to explain each stage of the **'Simple Information Processing model'**

1 Input
When the bowlers ball leaves their hands:
- how fast
- where are the fielders
- how much power
- near the ball hit the ground
- what position do I need to be in

well done!

2 Decision making
~~batting~~
what direction
-the shot

3 Output
- make the move
- the drive

4 Feedback
- did ~~on~~ I hit it
- did anyone catch it
- did it go over the boundary

Batting in cricket

1. What do you understand by th

(1 mark)

4.3 Information processing

See pages 90–1

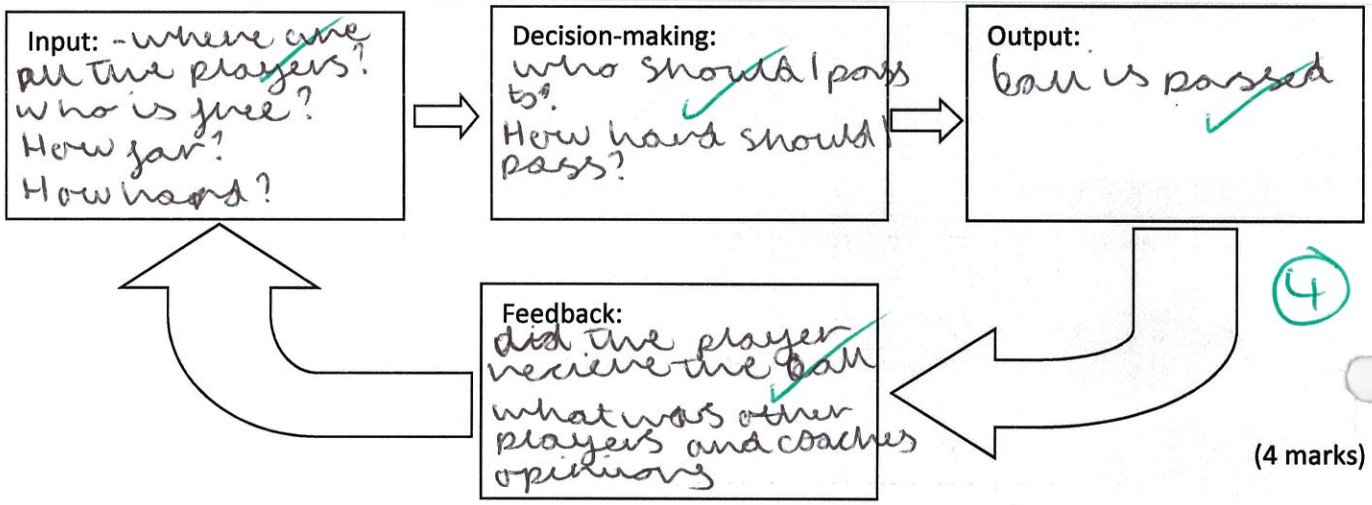
2. Explain the 'feedback' stage of the information-processing model. (3 marks)

The feedback stage is what response the player gets after the movement this could be from their coaches, team members and themselves. As well they will help them to see what was successful so if they passed to ball well.

3

3. Suggest the stages of the basic information-processing model for a sporting skill of your choice.

pass in basketball



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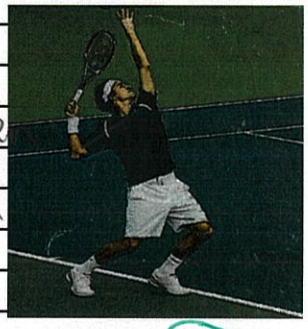
(4 marks)

4. Apply the four stages of the basic information-processing model to Roger Federer serving in tennis. (4 marks)

Input - where is the other player? how hard should I hit the ball
Decisions - where should I play the ball
Output - ball is hit. movement chosen is performed
Feedback - was it successful, what is coaches feedback.



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A great piece of work.

11/11