Your notes

GCSE PE: revision notes

Information processing

Contents

1. The information processing model
2. Memory
3. Using the model
4. Key terms
5. Quick questions
6. What to do next

The information processing model

- **Input**: the performer takes in information from the environment through the senses (sight, hearing, touch, balance). **Selective attention** picks out the important information, such as the flight of the ball, and ignores the rest, such as the crowd.
- **Decision making**: the performer compares the information with memories and chooses a response.
- **Output**: the chosen movement is carried out, such as swinging the racket.
- **Feedback**: information about the result comes back, such as seeing where the ball lands, and is used next time.

Memory

- Short-term memory holds a small amount of information for a very short time, so the performer can decide quickly.
- **Long-term memory** stores learned movements and experiences, so a performer can recall how to do a skill.
- Practice moves skills into **long-term memory**, which is why experienced players decide faster.

Using the model

- Example: a cricket batter sees the bowler's run-up and ball (**input**), picks a shot from memory (**decision making**), plays the shot (**output**) and sees the result (feedback).
- Faster processing gives a quicker reaction time, so practice and **selective attention** improve performance.

Key terms

Input	Information taken in from the environment through the senses.
Selective attention	Focusing on the important information and ignoring the rest.
Decision making	Choosing a response using information and memory.
Output	Carrying out the chosen movement.
Feedback	Information received about the result of an action.
Long-term memory	Stores learned skills and experiences for a long time.

Quick questions

Cover the answers and test yourself: remembering is what makes it stick.

1. What is the first stage of the information processing model?
2. What is selective attention?
3. At which stage is the movement carried out?
4. What happens at the decision-making stage?
5. Which memory stores well-learned skills?
6. What is feedback?
7. Why do experienced players often decide faster?
8. A netball player sees an open team-mate. Which stage is this?

Answers

1. Input
2. Focusing on important information and ignoring the rest
3. Output
4. The performer compares information with memory and chooses a response
5. Long-term memory
6. Information about the result of an action
7. They have more information stored in long-term memory
8. Input

What to do next

Practise 10 questions on this topic

Try 4 exam questions, with mark schemes

Read the lesson, one step at a time

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