

<b>Title</b>	<b>Demonstrate knowledge of recreation and sport in New Zealand, and the impact of trends and issues</b>		
<b>Level</b>	<b>4</b>	<b>Credits</b>	<b>12</b>

<b>Purpose</b>	People credited with this unit standard are able to: explain the characteristics and role of recreation and sport in New Zealand; describe trends and explain their impact on recreation and sport; and explain contemporary issues that impact on recreation and sport in New Zealand.
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<b>Classification</b>	Recreation and Sport > Recreation and Sport - Core Skills
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<b>Available grade</b>	Achieved
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### Guidance Information

- 1 All learning and assessment within this unit standard must be carried out in accordance with the following, as relevant to their role:
  - relevant legislation including Health and Safety at Work Act 2015, Sport and Recreation New Zealand Act 2002, Resource Management Act 1991, Building Act 2014, Privacy Act 1993, and Human Rights Act 1993, Hazardous Substances and New Organisms Act 1996, and any subsequent amendments;
  - district plans, regional plans, Local Government bylaws;
  - industry codes, standards, and good practice guidelines including *Facility Management Manual*, 2015, New Zealand Recreation Association (NZRA) available via <https://www.nzrecreation.org.nz/Site/community/guidelines/facilities.aspx>;
  - organisational policies and procedures including Emergency Action Plans (EAPs), Standard Operating Procedures (SOPs), and the use of personal protective equipment (PPE).
  
- 2 Definition  
*Current industry thinking* refers to strategic statements from agencies such as New Zealand Recreation Association, Sport New Zealand, national sporting organisations, and local and central government.

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### Outcomes and performance criteria

#### Outcome 1

Explain the characteristics and role of recreation and sport in New Zealand.

Range role – at individual, community, and national levels.

**Performance criteria**

- 1.1 Explain recreation and sport in New Zealand in terms of its characteristics.
- Range characteristics may include – participation patterns, range of opportunities, economic impact, ritual, nationalism, environment, geographic characteristics, culture.
- 1.2 Explain the social and cultural role of recreation and sport in New Zealand consistent with current industry thinking and the Sport and Recreation New Zealand Act 2002.
- 1.3 Explain the health and wellbeing role of recreation and sport in New Zealand consistent with current industry thinking and the Sport and Recreation New Zealand Act 2002.
- 1.4 Explain the economic role of recreation and sport in New Zealand consistent with current industry thinking and the Sport and Recreation New Zealand Act 2002.

**Outcome 2**

Describe trends and explain their impact on recreation and sport.

**Performance criteria**

- 2.1 Describe two societal trends consistent with current industry thinking.
- Range societal trends may include – cultural, economic, demographic, immigration, migration, educational, work, lifestyle, tourism, life stages.
- 2.2 Describe two technological trends consistent with current industry thinking.
- Range technological trends may include – communication, information, transport, materials, equipment, lifestyle, tourism, medical.
- 2.3 Describe two environmental trends consistent with current industry thinking.
- Range environmental trends may include – natural and built resources, ecology, resource conservation, urban design, climate, environmental impact, lifestyle, tourism.
- 2.4 Explain the impact of trends on recreation and sport consistent with current industry thinking.
- Range two each of – societal, technological, and environmental.
- 2.5 Explore the identified trends in terms of their impact on the provision of recreation and sport activities and the experience of the participant.
- Range provision includes but is not limited to – delivery of products, programmes, and services.

**Outcome 3**

Explain contemporary issues that impact on recreation and sport in New Zealand.

Range issues may include – affordability, social and anti-social behaviours, commercialism, media, gambling, legislation, technology, life stages, gender, ethnicity, disability equity, social mobility, fads, professionalisation, biculturalism, environmentalism;  
impacts may include – participation patterns, policy, provision, strategic planning, politics, service delivery;  
four issues are required.

**Performance criteria**

- 3.1 Identify and explain contemporary issues that relate to recreation and sport consistent with current industry thinking.
- 3.2 Explain the impact of identified issues on recreation and sport consistent with current industry thinking.

<b>Replacement information</b>	This unit standard replaced unit standard 6897 and unit standard 6898.
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<b>Planned review date</b>	31 December 2023
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**Status information and last date for assessment for superseded versions**

Process	Version	Date	Last Date for Assessment
Registration	1	22 August 2008	31 December 2012
Rollover and Revision	2	12 February 2010	31 December 2012
Rollover and Revision	3	20 May 2011	31 December 2020
Review	4	26 April 2018	N/A

<b>Consent and Moderation Requirements (CMR) reference</b>	0099
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This CMR can be accessed at <http://www.nzqa.govt.nz/framework/search/index.do>.

**Comments on this unit standard**

Please contact Skills Active Aotearoa Limited [info@skillsactive.org.nz](mailto:info@skillsactive.org.nz) if you wish to suggest changes to the content of this unit standard.