**TECHNOLOGY AND ITS CONTRIBUTION TO PARTICIPATION AND PERFORMANCE**

1. Identify examples of applications where technology is used in the following physical activity sports.

|  |  |
| --- | --- |
| **Technology** | **Application** |
| Clothing |  |
| Equipment |  |
| Playing Equipment |  |
| Officiating & Judging |  |

1. Select one physical activity or sport and list as many technological aspects involved in the games as possible.

SPORT:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Technology involved

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1. Using technological equipment for fitness and exercise, describe how these technological advancements have enhanced the fitness and exercise industry.

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