

## Sports psychology: definitions of key terms



These are the key terms from Chapter 4. Try cutting them out and then matching the key terms with their definitions or asking friends and family to test you. They could give you the key term and ask you to provide the definition or give you the definition and ask you to provide the key term.

| Ability                | an inherited, stable trait that determines an individual's potential to learn or acquire a skill  |
|------------------------|---|
| Aggression             | often defined as a deliberate intent to harm or injure another person, but in sport it can be more controlled. It which can be physical or mental. There are two types of aggression: direct aggression and indirect aggression |
| Arousal                | a physical and mental (physiological and psychological) state of alertness/readiness, varying from deep sleep to intense excitement or alertness  |
| Basic skill            | a simple skill that does not require much concentration   |
| Closed skill           | a skill that is not affected by the environment of performers within it.  The skill tends to be done the same way each time   |
| Complex skill          | a skill that requires a great deal of concentration and coordination to perform   |
| Deep breathing         | taking slow, deep breaths whilst relaxed  |
| Direct aggression      | an aggressive act that involves physical contact with others  |
| Externally paced skill | a skill that is started because of an external factor. The speed, rate or pace of the skill is controlled by external factors, such as an opponent or the environment   |
| Extrinsic feedback     | information a performer receives about their performance from outside themselves, such as from a coach  |

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| Extrinsic motivation     | the drive to perform well or to win in order to gain external rewards   |
|--------------------------|---|
| Extrovert                | a sociable, active, talkative and outgoing personality type, usually associated with team sports  |
| Feedback                 | the information a performer receives about their performance. Feedback can be given during and/or after a performance   |
| Fine movement skill      | a skill involving small, precise movements, showing high levels of accuracy and coordination. It involves the use of a small group of muscles   |
| Gross movement skill     | a skill that uses large muscle groups to perform big, strong, powerful movements  |
| Guidance                 | a method of conveying information to a performer. Guidance can be visual, verbal, manual or mechanical  |
| Indirect aggression      | an aggressive act that does not involve direct physical contact. It is taken out on an object in order to gain an advantage   |
| Information processing   | the name given to the process that a performer goes through when they make and act on decisions. There are four steps in the basic information processing model: input, decision-making, output, feedback |
| Intrinsic feedback       | information a performer receives from within  |
| Intrinsic motivation     | the drive to succeed that comes from within   |
| Introvert                | a quiet, shy, passive and reserved personality type, usually associated with individual sports performance  |
| Kinaesthetic<br>feedback | received by receptors in the muscles. Physical sensations generated by movements are felt by the performer and provide a form of intrinsic feedback   |

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| Mental rehearsal,<br>visualisation and<br>imagery | cognitive relaxation techniques involving control of mental thoughts and imagining positive outcomes  |
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| Motivation  | the drive to succeed, or the desire to achieve or be inspired to do something. Motivation can be intrinsic or extrinsic   |
| Open skill  | a skill that is performed in a certain way to deal with a changing or unstable environment  |
| Outcome goals                                     | goals that focus on the end result, on winning  |
| Performance goals                                 | personal standards to be achieved. Performers compare themselves against what they have already done or suggest what they are going to do. There is no comparison with other performers                       |
| Positive self talk                                | a cognitive relaxation technique involving developing positive thoughts about your performance  |
| Self paced skill                                  | a skill is started when the performer decides to start it. The speed, rate or pace of the skill is controlled by the performer  |
| Skill   | a learned action or behaviour, with the intention of bringing about pre-determined results, with maximum certainty and minimum outlay of time and energy  |
| SMART target                                      | a goal setting technique that can be used to increase motivation and reduce anxiety. SMART targets should be <b>S</b> pecific, <b>M</b> easurable, <b>A</b> ccepted, <b>R</b> ealistic and <b>T</b> ime-bound |
| Trait   | distinguishing qualities or characteristics belonging to a person   |