Components of Fitness

Fitness is the ability to meet the demands of your environment and still have some energy left for emergencies.

There are **five** components of Health Related Fitness;

1. Endurance/ Cardio-Vascular Fitness.

> 'This is the ability to exercise the whole body for long periods of time without tiring'

- E.g. jogging, swimming & cycling.
 - Cardiovascular means heart and blood vessels. These are responsible for transporting oxygenated blood around the body.



2. Muscular Endurance.

'The ability of muscles to maintain and repeat contractions without tiring'.

- In boxing, arm muscles are contracted continuously.

3. Strength.

'This is the amount of force a muscle can exert against a resistance.' Too little strength will result in failure or injury when insufficient force is exerted upon an object.

E.g. Not exerting enough power during a scrum leads to loss of the scrum.



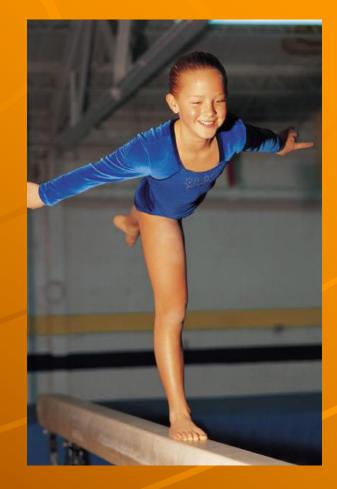


'This is the range of movement possible at a joint.'

Poor flexibility leads to injury to tendons and ligaments, especially in violent movements.

5. Body composition.

'This describes the relative percentages of fat, muscle and bone in our bodies.' Too much fat for example can lead to disease in later life.



Health Related Fitness.

- General fitness is sometimes known as Health Related Fitness.
- We need a certain level of cardiovascular and muscular fitness to get on with our every day lives.
- For high level sport however, a higher level of fitness is required.
- At this point the type of fitness you require is SPECIFIC to the sport you follow.

There are **six** components of Specific or Skill Related fitness.

1. Power:

- 'The ability to carry out an explosive movement by combining SPEED and STRENGTH.'
- E.g. Karate chop.

2. Agility:

- 'The ability to change body position quickly whilst in control'
- E.g. Dodging.

3. Coordination:

- 'The ability to move 2 or more body parts at the same time to complete an action.'
- E.g. Golf swing



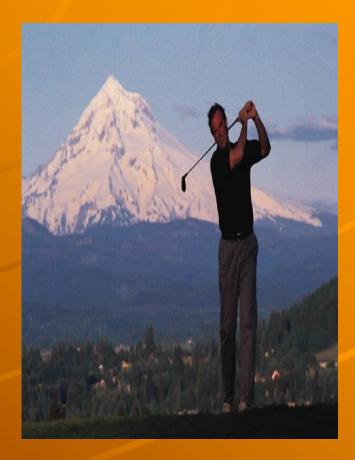
4. Reaction Time: 'The ability to react quickly to a given stimulus.'
E.g. Start of a race.

5. Speed:

'The ability to carry out a movement in the quickest time possible.' E.g. Sprinting.

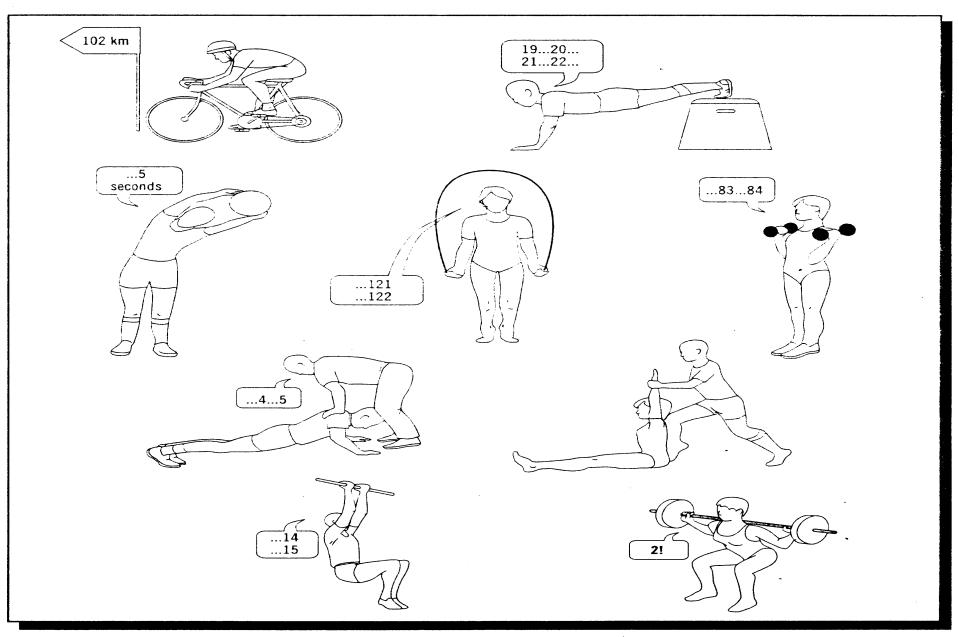
5. Balances

'The ability to retain the centre of mass above the base of support.' E.g. Gymnast on a beam



For each of the activities below:

- a) what kind of fimess is being improved
- b) name two effects it will have on your body
- c) name two sports where it will help you.



Fitness Testing

Cardiovascular Endurance

Multistage Fitness Test/Bleep Test

Cooper 12min Run

Harvard Step Test

Muscular Endurance

Sit up test (NCF)

Press up test (1min)



Speed & Agility

30m Sprint Test

5m Agility Run (5m cone intervals)

Illinois Agility Test

100m Sprint.

Some more tests: Flexibility (Sit and Reach) Balance test (Stork Stand) Reaction time (Ruler Drop Test) Muscular Strength (Grip Dynometer) Power (Sergeant Jump/Broad Jump) Co-ordination (Tennis Ball against the wall)

Factors Affecting Fitness.

1. Age

You are usually fittest in your twenties. From 30s onwards, body fat increases and muscles get weaker.

2. Gender

Up to about 11 males and females are similar in levels of fitness. However after that, hormones, bone structure and body composition all vary greatly.

3. Physique

Your build and shape make some sports easier than others. Mr Preston could never be a basketball player, Mr Wright could never be a power lifter.

4. Diet If you don't eat the right foods, your body won't repair or grow properly. 5. Exercise Exercise will always make you fitter. 6. Physical disability

Although this means part of the body doesn't function properly, the rest of the body is still fully able.



7. Drugs

Alcohol, cigarettes and other substances alter your fitness.

8. Stress

Exams, money worries, quarrels etc all take there toll on your body. Short term stress can affect performance, long term it can kill you.

9. Environment

City living over time will damage your lungs. High altitude makes it more difficult to breath. Hot climates cause dehydration.

