



Western Australian Certificate of Education Examination, 2014

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PHYSICAL EDUCATION STUDIES

Practical (performance) examination Soccer

Time allowed

Warm-up: 30 minutes
Skills and Drills: 75 minutes

Materials required

To be provided at the venue

Non-personal equipment required for Soccer

To be provided by the candidate

Shin guards, enclosed shoes or boots

Structure of the examination

The WACE Physical Education Studies examination consists of a written component worth 70 per cent of the total examination score and a practical (performance) component worth 30 per cent of the total examination score.

Structure of this practical (performance) examination

Sections and criteria	Marks available	Percentage of total exam
Individual skills		
• Skill 1	6	15
• Skill 2	6	
• Skill 3	6	
• Skill 4	6	
• Skill 5	6	
Conditioned performance	20	15
	Total	30

Instructions to candidates

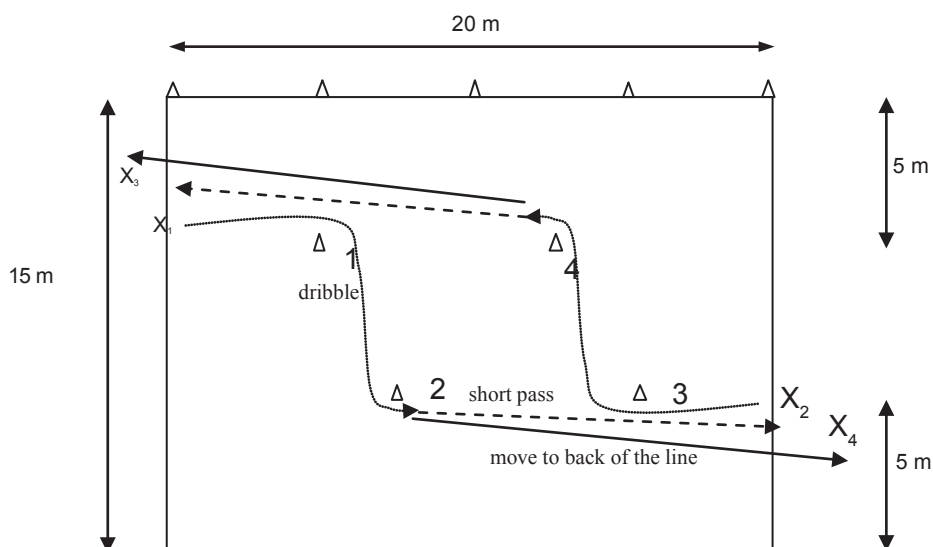
1. You are required to wear clothing and personal playing and safety equipment that is approved for competition by the sport's governing body.
2. Clothing must not identify you, your school, club or achievements, and it is requested that you wear black, navy or white shirts for the examination.
3. You are required to report to a supervisor to register for the practical examination 30 minutes before your scheduled examination time.
4. Once your attendance has been recorded you will be given a coloured, numbered bib to wear for the examination and directed to a supervised warm up area.
5. Just prior to the scheduled examination time you will be escorted from the warm up area to the examination area.

SECTION ONE – Skills Performance

1. Skills set

Skill 1	Skill 2	Skill 3	Skill 4	Skill 5
Dribbling	Short pass	Control low ball	Shooting	Long lofted pass

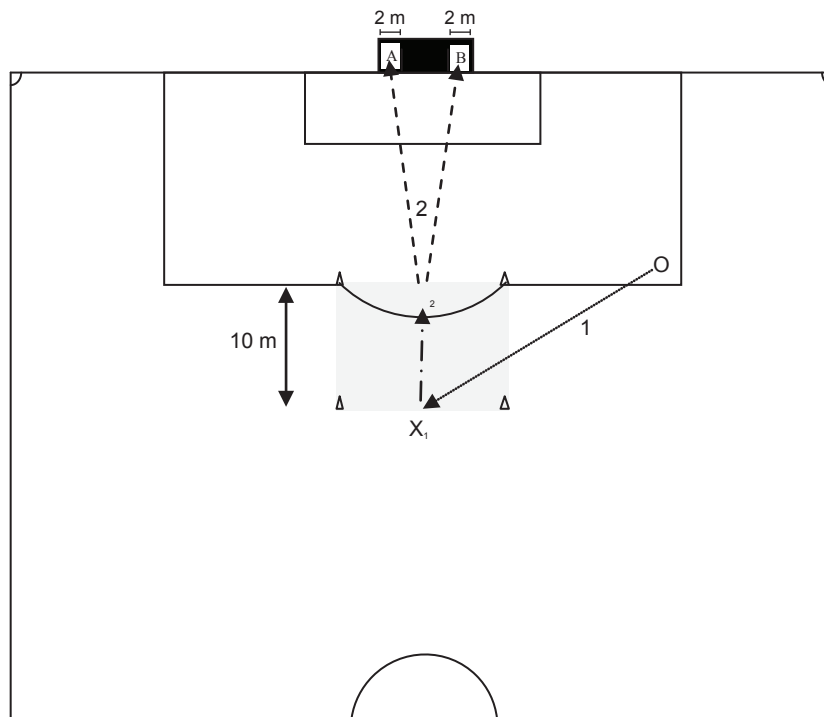
Drill #1: Dribbling, short pass



- Key:**
- X = player
 - O = feeder
 - △ = marker
 - = player movement
 - = feeder movement
 - - - - - } = ball movement

Drill description:

1. Player X₁ dribbles the ball around marker 1 and marker 2.
2. Player X₁ completes a short pass to Player X₂, then moves to the back of the line.
3. Player X₂ controls the pass then dribbles the ball around marker 3 and marker 4.
4. Player X₂ completes a short pass to Player X₃, then moves to the back of the line.
5. Drill continues with all players dribbling and passing the ball to the next player at the front of the opposite line.

Drill #2: Control low ball, shooting

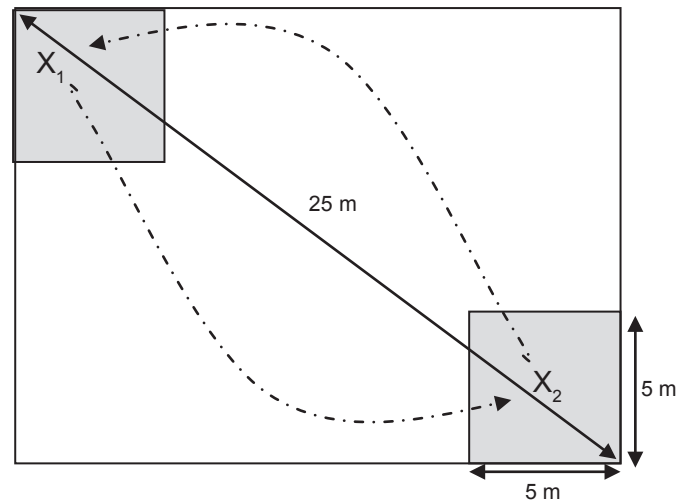
Key:

X	= player
O	= feeder
△	= marker
→	= player movement
→	= feeder movement
- - - - ->	} = ball movement
- - - - ->	

Drill description:

1. Feeder (O) makes a low pass to Player X₁.
2. Player X₁ controls the low pass and moves to the edge of the penalty area.
3. Player X₁ shoots at goal aiming for the target areas A and B.
4. Players rotate through controlling a low pass and shooting for goal.
5. Players can take the shot at goal using right or left foot.

Drill #3: Long lofted pass



- Key:**
- X = player
 - O = feeder
 - △ = marker
 - = player movement
 - = feeder movement
 - ⋯→ } = ball movement

Drill description:

1. Players X₁ and X₂ pass the ball back and forth performing a long lofted pass on an angle to their partner.
2. The ball must land inside their partner's 5 m x 5 m grid area.
3. The aim is to control the ball before passing back to their partner.
4. The long lofted pass must be performed from inside the 5 m x 5 m grid area.
5. The long lofted pass on an angle is performed over a distance of 25 m.

SECTION TWO – Conditioned Performance

(20 marks)

SCENARIO PLANNING	
DEFINE PLAYING AREA OR BOUNDARIES	Length is equivalent to two penalty boxes. Width is to the edges of the penalty area. One goal
SPECIFY NUMBER OF PLAYERS	4 v 4
SPECIFY TACTICAL PROBLEM(S) TO BE SOLVED	Create and defend scoring opportunities.
SPECIFY ROLES OR GOALS OF PLAYER(S)	<p>Four players from offence attempt to score a goal against four players from defence.</p> <ul style="list-style-type: none"> • Attackers will start play outside the penalty area. • Defensive players must start play at the top of the penalty box. • Play commences with a feed from the half way to one of the attackers. • The attacker must take immediate control. • Defensive players cannot move until the attacker has taken their first touch. • Play continues until the ball is out or after a shot on goal. • Players then set up and re start play again. • Defence attempts to restrict attacking plays and/or win the ball and get it over half way back to the feeder. The attacking side should try and regain possession.
SPECIFY OPTIONS, RULES &/OR RESTRICTIONS	Change offence and defence after 5 minutes.

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