PHYSICAL EDUCATION STUDIES

Practical (performance) examination
Netball

Time allowed
Warm up:  30 minutes
Skills and drills:  60 minutes

Materials required
To be provided at the venue
Non-personal equipment required for Netball

To be provided by the candidate
Non-marking athletic shoes
Structure of the examination

The Physical Education Studies ATAR course examination consists of a written component and a practical (performance) component.

Criteria for marking the practical (performance) examination

<table>
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<tr>
<th>Criteria</th>
<th>Marks available</th>
<th>Percentage of total exam</th>
</tr>
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<tbody>
<tr>
<td>Skills performance</td>
<td>30</td>
<td>50</td>
</tr>
<tr>
<td>Conditioned performance</td>
<td>20</td>
<td>50</td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td><strong>100</strong></td>
<td></td>
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</tbody>
</table>

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 a white shirt for the examination.

3. You are required to report to a supervisor to register for the practical examination 40 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 you will be 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.

6. You must follow the requirements for this examination published in the Physical Education Studies ATAR course Practical (performance) examination requirements 2019 document.
SECTION ONE – Skills Performance

1. Skills set (30 marks)

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<tr>
<th>Skill 1</th>
<th>Skill 2</th>
<th>Skill 3</th>
<th>Skill 4</th>
<th>Skill 5</th>
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<td>Lob pass</td>
<td>3 feet (0.9m) recovery</td>
<td>Outside foot land and pivot</td>
<td>Split and re-offer</td>
<td>Shadowing</td>
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Drill #1: Lob pass, 3 feet (0.9m) recovery

Key:

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

Drill description:

1. $X_1$ lob over defender (D) to $X_2$.
2. Defender 2, 3 feet recovers on $X_2$ who is passing to player $X_3$ who leads to receive a pass from $X_2$.
3. Player $X_2$ passes to leading player $X_3$. 

See next page
Drill #2: Split and re-offer, Outside foot land and pivot

Key:
- X = player
- T = thrower
- △ = marker
- = player movement
- = ball movement

Drill description:
1. Set up in the centre third of the court with thrower (floor supervisor) in the centre circle.
2. A₁ and A₂ start behind transverse line.
3. Thrower throws ball to self to create timing for the two attackers to lead.
4. On the catch by the thrower, both A₁ and A₂ offer a split lead for the ball. A₁ has the choice of leading to the left or right but must use a combination of both.
5. Thrower passes to A₁.
6. A₁ completes the split lead then executes an outside foot land and pivot.
7. A₂ completes the split lead then re-offers back down court on an angle.
8. A₁ passes a shoulder pass to A₂ on the re-offer lead.
9. Remaining candidates line up 3, 4, 5, 6, 7 and 8 – the next rotation, 3 and 4 will then perform the drill.
Drill #3: Shadowing

Key:
- A = attacker
- D = defender
- T = thrower (floor supervisor)
- △ = marker
- → = player movement
- ———— = ball movement

Drill description:
1. Skills are to be performed inside the 4 m x 4 m grid set up with markers.
2. The thrower (T) is positioned 1.5 m outside the grid. T throws ball to self to create timing for the attacker and defender to begin.
3. Starting position for A and D is in the centre of the grid. D takes up a defensive stance with their back to A.
4. On the catch by the thrower, A is to use a dodge using the grid indicated by the markers to evade D and receive a pass. A must receive the pass inside the marked grid.
5. D is to shadow defend A’s movements.
6. D must maintain their head position, cover A’s movements and intercept or deny the pass.
<table>
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<tr>
<th>SCENARIO PLANNING</th>
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<tr>
<td>DEFINE PLAYING AREA OR BOUNDARIES</td>
<td>Half court</td>
</tr>
</tbody>
</table>
| SPECIFY NUMBER OF PLAYERS | 4 vs 4  
Offence: GS, GA, WA, C  
Defence: GK, GD, WD, C |
| SPECIFY TACTICAL PROBLEM(S) TO BE SOLVED | Creating a scoring shot from a centre pass. |
| SPECIFY ROLES OR GOALS OF PLAYER(S) | No special notes |
| SPECIFY OPTIONS, RULES &/OR RESTRICTIONS | Normal position rules apply.  
Change offence and defence after 5 minutes. |