



ATAR course examination, 2017

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

Criteria for marking the practical (performance) examination

| Criteria | Marks available | Percentage of practical examination |
|-------------------------|-----------------|-------------------------------------|
| Skills performance | 30 | 50 |
| Conditioned performance | 20 | 50 |
| Total | | 100 |

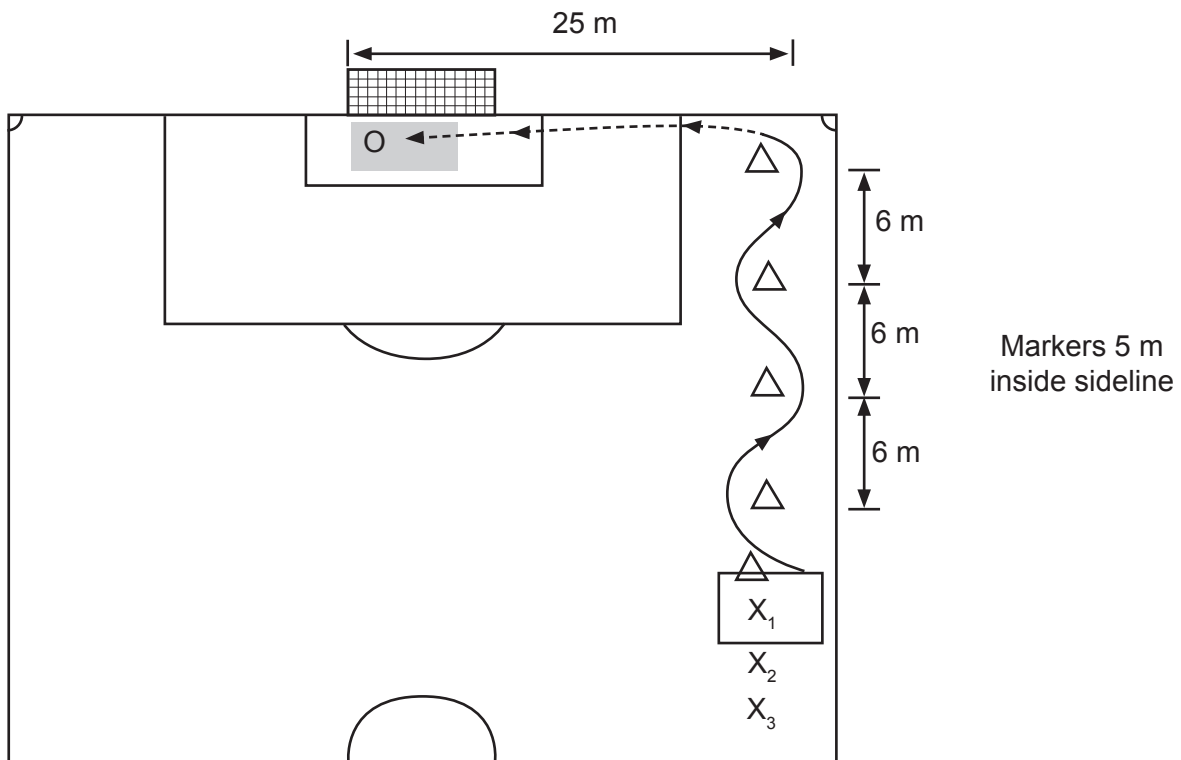
Instructions to candidates

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 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 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 2017* document.

SECTION ONE – Skills Performance**1. Skills set**

| Skill 1 | Skill 2 | Skill 3 | Skill 4 | Skill 5 |
|-----------|------------------|------------------------|----------|----------------------|
| Dribbling | Long lofted pass | Control – high ball | Throw in | Heading – defence |

Drill #1: Dribbling, Long lofted pass

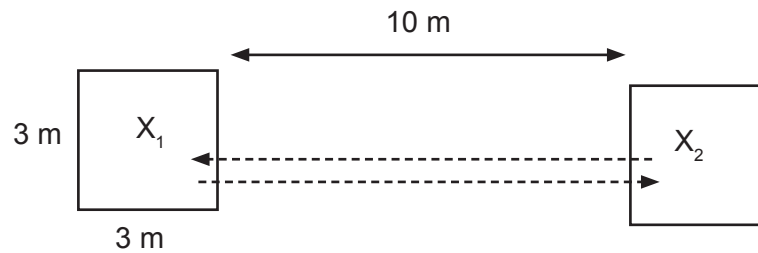


Key:

| | |
|---------|-------------------|
| X | = player |
| O | = feeder |
| △ | = marker |
| → | = player movement |
| - - - → | = ball movement |
| ■ | = target area |

Drill description:

1. Player X_1 dribbles the ball around the left side of marker 1 (positioned 5 m inside the sideline)
2. Player X_1 continues to dribble around the markers 2 (right side) then marker 3 (left side) and marker 4 (right side)
3. With the ball still in motion, Player X_1 performs a long lofted pass on an angle over a distance of 25 m to a feeder O positioned in the goal area and in line with the far post.
4. Left foot players perform this drill on the opposite sideline.

Drill #2: Control – high ball

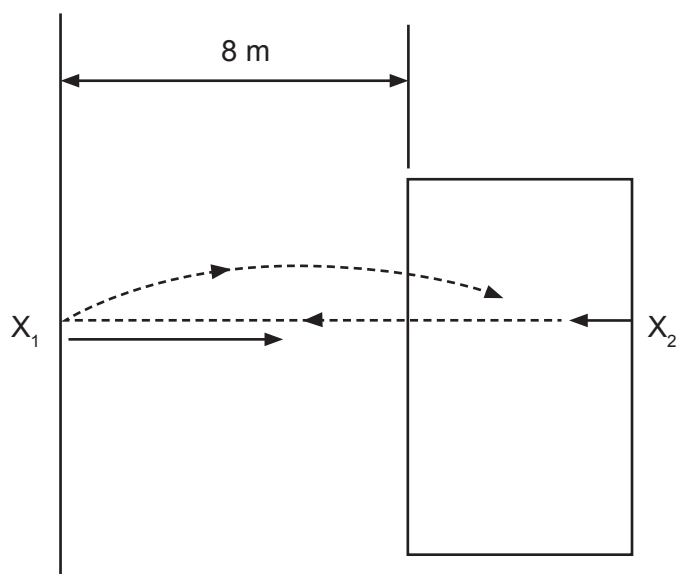
Key:

| | |
|---------|-------------------|
| X | = player |
| O | = feeder |
| △ | = marker |
| → | = player movement |
| - - - → | = ball movement |
| ■ | = target area |

Drill description:

1. Player X_1 throws the ball 10 times to their player X_2
2. The thrown ball must reach their partner's target area (waist to head height) on the full with a downward loop.
3. The receiving player must demonstrate the correct use of the feet, thigh, chest or head (or any legal body part) to receive and get the ball under control within their 3 m x 3 m grid and passes the ball back to player X_1 .

Drill #3: Throw in, Heading – defence



Key:

| | |
|---------|-------------------|
| X | = player |
| O | = feeder |
| △ | = marker |
| → | = player movement |
| - - - → | = ball movement |
| ■ | = target area |

Drill description:

1. Player X_1 performs a throw in.
2. Player X_2 moves forward into marked area to receive and control the ball then passes back to X_1 who is now in play.
3. Player X_1 picks up the ball and underarm feeds to X_2 who performs a defensive header for distance over X_1 into target area.
4. Players reset.

SECTION TWO – Conditioned Performance

(20 marks)

| SCENARIO PLANNING | |
|--|--|
| DEFINE PLAYING AREA OR BOUNDARIES | Length is equivalent to the length across a pitch. Width is to the edges of the goal line and centreline. Two goals each end |
| 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) | Four players attempt to score in offence and defence, against four players who are attempting to do the same. <ul style="list-style-type: none"> • Players start in their own halves. • Play commences with a feed from the half way to one of the teams. • The team given the ball must take immediate control. • The team not given the ball cannot move until the team given the ball 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. |
| SPECIFY OPTIONS, RULES &/OR RESTRICTIONS | Normal fouls per FIFA rules apply. No Goalkeepers. No Offside |

This document – apart from any third party copyright material contained in it – may be freely copied, or communicated on an intranet, for non-commercial purposes in educational institutions, provided that it is not changed and that the School Curriculum and Standards Authority is acknowledged as the copyright owner, and that the Authority's moral rights are not infringed.

Copying or communication for any other purpose can be done only within the terms of the *Copyright Act 1968* or with prior written permission of the School Curriculum and Standards Authority. Copying or communication of any third party copyright material can be done only within the terms of the *Copyright Act 1968* or with permission of the copyright owners.

Any content in this document that has been derived from the Australian Curriculum may be used under the terms of the Creative Commons [Attribution 4.0 International \(CC BY\)](https://creativecommons.org/licenses/by/4.0/) licence.

*Published by the School Curriculum and Standards Authority of Western Australia
303 Sevenoaks Street
CANNINGTON WA 6107*