PHYSICAL EDUCATION STUDIES

Practical (performance) examination
Touch football

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

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

To be provided by the candidate
Enclosed shoes or boots free of screw-in studs or cleats
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>
<thead>
<tr>
<th>Criteria</th>
<th>Marks available</th>
<th>Percentage of practical examination</th>
</tr>
</thead>
<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>
</tr>
</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 2018* document.
SECTION ONE – Skills Performance

1. Skills set  

<table>
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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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</thead>
<tbody>
<tr>
<td>Half pass (pop)</td>
<td>Running pass</td>
<td>Effecting a touch – defender</td>
<td>Scoop</td>
<td>Effecting a touch – attacker (dump/roll ball)</td>
</tr>
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</table>
Drill #1: Half pass (pop), Running pass

Key:

- X = player
- O = feeder
- △ = marker
- ← = player movement
- <-> = ball movement

Drill description:

1. Candidates nominate side preference before commencement.
2. Player X₁ runs toward player X₅.
3. Player X₂ follows X₁ to become acting half.
4. Player X₂ performs a half pass (pop) to X₃ who is running in support.
5. Player X₃ steps toward X₆ and performs a running pass to X₄.
6. Flip drill for preferred side (right or left).
Drill #2: Effecting a touch – defender

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

Drill description:
1. X₁ and X₂ run around the end marker while X₃ (defender runs around the score line marker).
2. X₂ runs with the ball and positions body to one side of defender (X₃).
3. Defender runs toward attacker (X₂) decelerating, and remaining balanced to effect the touch.
4. X₃ effects the touch on X₂, X₂ then performs a rollball for X₁ then splits outwards.
5. X₃ retreats backwards 5 m.
6. X₁ scoops the ball and runs towards the score-line to draw defender and passes to X₂ who attempts to score a touchdown.
7. X₃ attempts to effect a touch on X₁, intercept or effect a touch on X₂ to stop the touchdown from being scored.
Drill #3: Scoop, Effecting a touch – attacker (dump/roll ball)

Drill description:

1. Attackers $X_3$ (with the ball) and $X_4$ run around markers. $X_3$ dumps on $X_7$ (defender) and $X_4$ goes into acting half.

2. $X_4$ scoops up ball and runs on angle at gap between defenders $X_6$ and $X_7$. $X_4$ must draw $X_6$ then executes a running pass to $X_2$.

3. $X_2$ receives the ball on the run and score a touch-down.
**SECTION TWO – Conditioned Performance**

(20 marks)

<table>
<thead>
<tr>
<th>SCENARIO PLANNING</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>DEFINE PLAYING AREA OR BOUNDARIES</td>
<td>40 m x 50 m</td>
</tr>
<tr>
<td>SPECIFY NUMBER OF PLAYERS</td>
<td>4 v 4</td>
</tr>
<tr>
<td>SPECIFY TACTICAL PROBLEM(S) TO BE SOLVED</td>
<td>Play a ten minute game from a roll ball in the centre to start</td>
</tr>
<tr>
<td>SPECIFY ROLES OR GOALS OF PLAYER(S)</td>
<td>No special role</td>
</tr>
<tr>
<td>SPECIFY OPTIONS, RULES &amp;/OR RESTRICTIONS</td>
<td>Normal Touch Football rules apply</td>
</tr>
</tbody>
</table>