



ATAR course examination, 2022

PHYSICAL EDUCATION STUDIES

Practical (performance) examination Touch football

Time allowed

Preparation: 30 minutes
Examination: 70 minutes (30 minute performance)

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

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 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 2022* document.

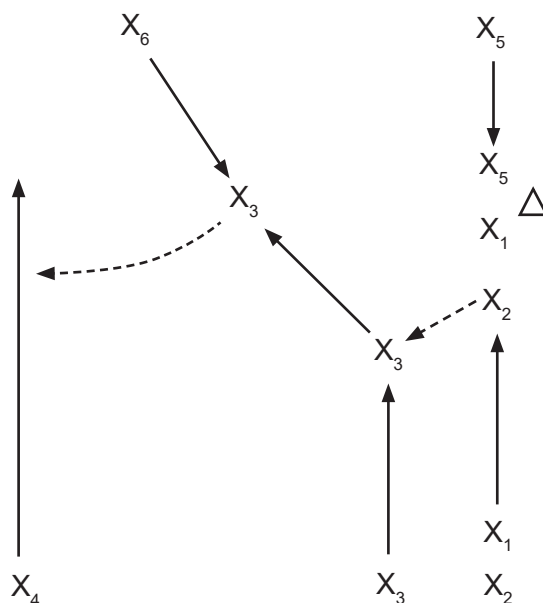
SECTION ONE – Skills Performance

1. Skills set

(30 marks)

Skill 1	Skill 2	Skill 3	Skill 4	Skill 5
Half pass (pop)	Running pass	Effecting a touch – defender	Effecting a touch – attacker (dump/roll ball)	Scoop

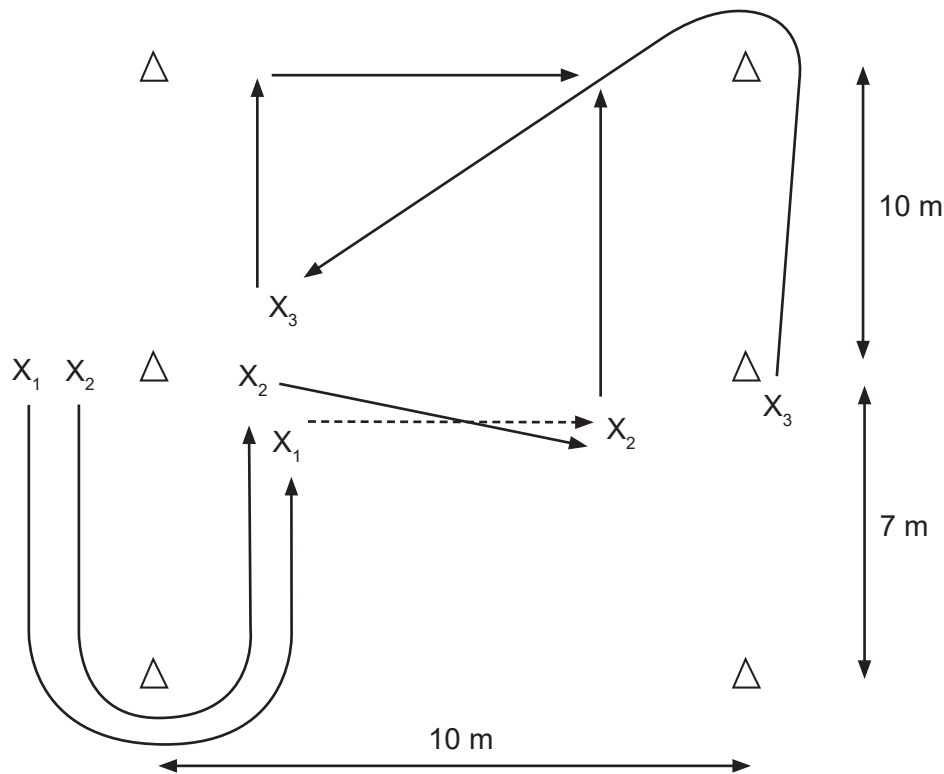
Drill #1: Half pass (pop), Running pass



- 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 player X₁ to become acting half.
4. Player X₂ performs a half pass (pop) to player X₃ who is running in support.
5. Player X₃ steps toward player X₆ and performs a running pass to player X₄.
6. Flip drill for preferred side (right or left).

Drill #2: Effecting a touch – defender

Key:

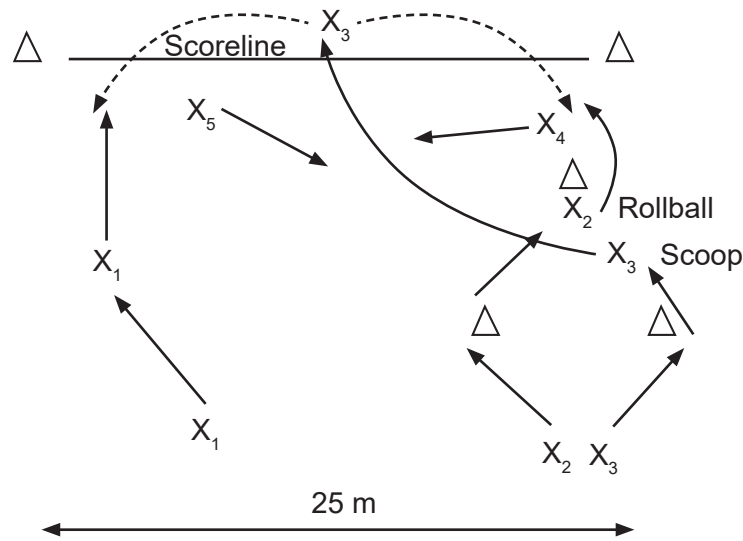
- X = player
- O = feeder
- △ = marker
- = player movement
- - - - -> = ball movement

Drill description:

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

See next page

Drill #3: Effecting a touch – attacker (dump/roll ball), Scoop



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

Drill description:

1. Attackers player X₂ (with the ball) and player X₃ run around markers. Player X₂ dumps on player X₄ (defender) and player X₃ goes into acting half.
2. Player X₃ scoops up ball and runs through the gap between defenders X₅ and X₄. Player X₃ should break the scoreline and looks to execute a running pass to player X₂ or X₁.
3. Player X₁ or X₂ receives the ball on the run and score a touch-down.

SECTION TWO – Conditioned Performance

(20 marks)

Below is a guide and all other normal game expectations and intensities must be applied.

SCENARIO PLANNING	
DEFINE PLAYING AREA OR BOUNDARIES	Length 50 m x width 40 m
SPECIFY NUMBER OF PLAYERS	4 v 4
SPECIFY TACTICAL PROBLEM(S) TO BE SOLVED	Play a ten minute game from a roll ball in the centre to start. Players consider tactics for: <ul style="list-style-type: none"> ● setting a play ● preventing scoring opportunities ● maintaining possession
SPECIFY ROLES OR GOALS OF PLAYER(S)	Players should ensure they involve themselves in the game by playing different positions where appropriate
SPECIFY OPTIONS, RULES AND/OR RESTRICTIONS	Normal Touch Football rules apply

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