



Western Australian Certificate of Education ATAR course examination, 2016

PHYSICAL EDUCATION STUDIES

Practical (performance) examination Basketball

Time allowed

Warm up: 30 minutes
Skills and Drills: 60 minutes

Materials required

To be provided at the venue

Non-personal equipment required for Basketball

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

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

Instructions to candidates

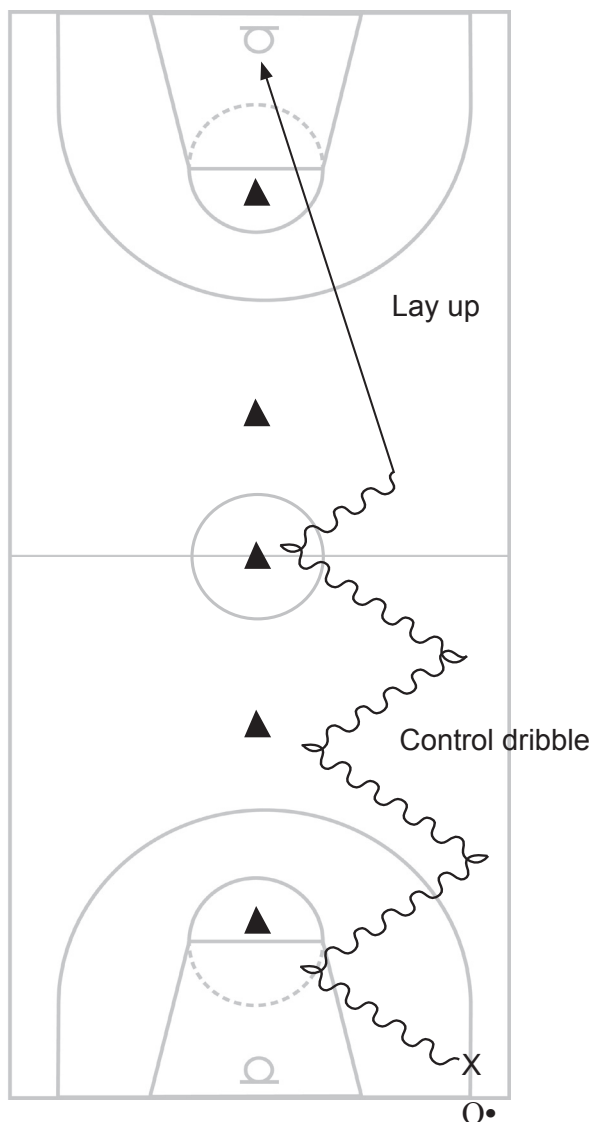
1. You are required to wear clothing and personal playing and safety equipment that is approved for competition by the sport's governing body.
2. Clothing must not identify you, your school, club or achievements, and it is requested that you wear black, navy or white shirts for the examination.
3. You 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 2016* document.

SECTION ONE – Skills Performance

1. Skills set

Skill 1	Skill 2	Skill 3	Skill 4	Skill 5
Control dribble	Lay-up	Closeouts-wing	Shooting-free throw	Shooting-catch and shoot jump shot

Drill #1: Control dribble, Lay-up

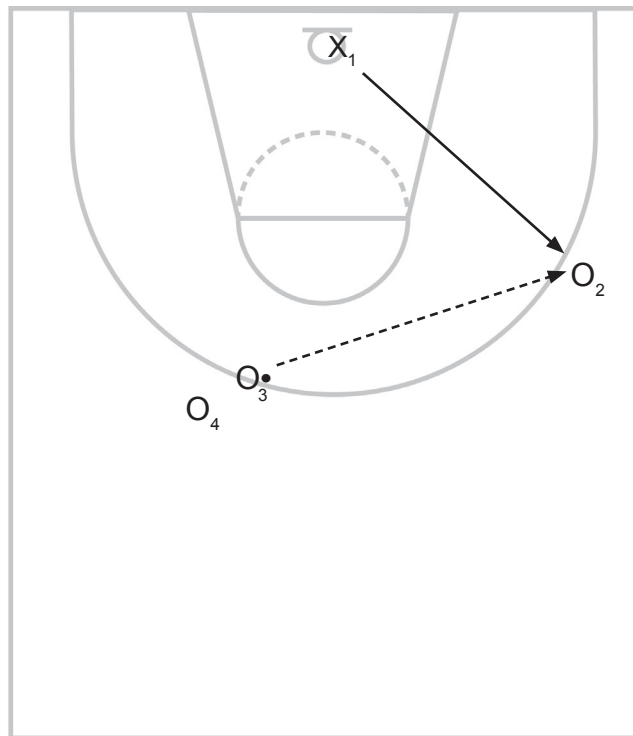


Key	X = defensive player	→ = player movement
	O = offensive player	▲ = marker
	O• = offensive player has ball	~~~~ = dribble
	----- = ball movement pass	

Drill description

1. Player O starts with the ball at the right hand side of the court on the baseline.
2. Feeder X starts in a defensive position on Player O.
3. Using a control dribble, Player O dribbles the ball in a zig-zag pattern down the right hand side of the court with regular changes of direction. The Player must start dribbling the ball in a stationary position to start the drill.
4. Feeder X defends the players dribbling movements until they cross the half way line and then stops defending the player.
5. Player O executes a lay up.
6. Player O performs the control dribble and lay up two times on each side of the court.

See next page

Drill #2: Closeouts-wing

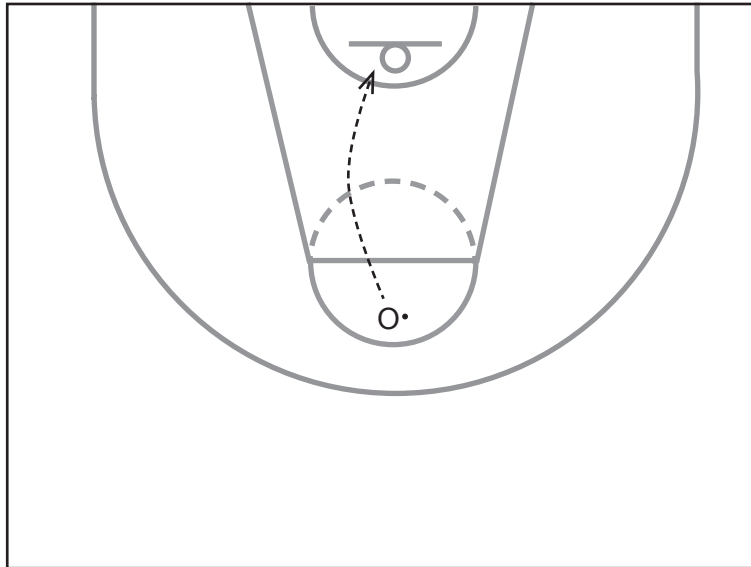
Key	X	= defensive player
	O	= offensive player
	O•	= offensive player has ball
	-----	= ball movement pass
	→	= player movement
	▲	= marker
	~~~~~	= dribble

**Drill description**

1. Player O₃ starts with the ball at the top of the key outside the 3 point line.
2. O₂ starts on the wing.
3. X₁ starts under the basket, facing the ball (O₃) and is the candidate executing a closeout.
4. When O₃ passes the ball to O₂, X₁ must execute a closeout on O₂, who will catch the ball and square up to the basket.
5. Player performs three closeouts on each side of the basket.

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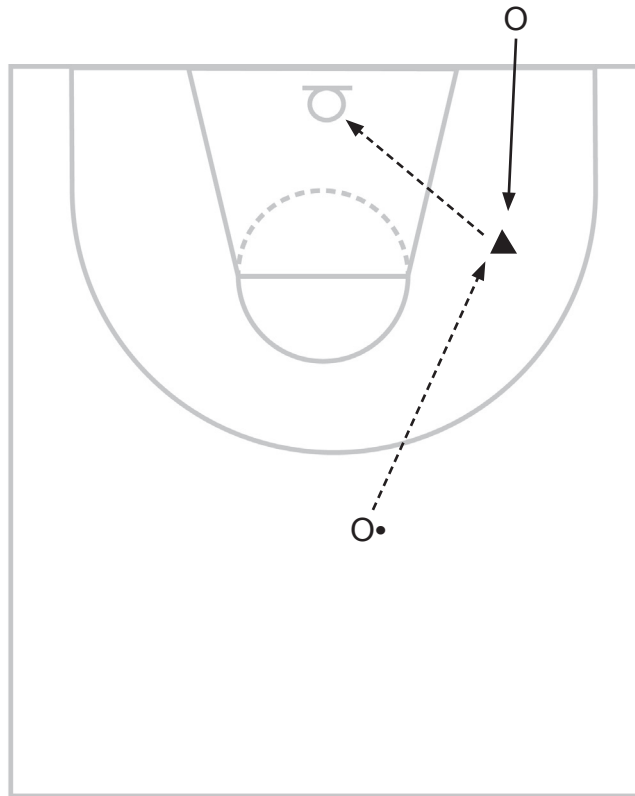
**Drill #3:** Shooting-free throw



- Key**
- X = defensive player
  - O = offensive player
  - O• = offensive player has ball
  - = ball movement pass
  - = player movement
  - ▲ = marker
  - ~~~~ = dribble

**Drill description**

1. Player lines up at the free throw line.
2. Player performs a series of free throws to the basket.

**Drill #4:** Shooting-catch and shoot jump shot

<b>Key</b>	X	= defensive player
	O	= offensive player
	O•	= offensive player has ball
	----	= ball movement pass
	→	= player movement
	▲	= marker
	~~~~	= dribble

Drill description

1. The feeder starts with the ball at the top of the key outside the 3 point line.
2. Player O starts on the base line and close to the 3 point line.
3. Player O runs to the marker positioned between the key way and the 3 point line and receives a pass from the feeder.
4. Player O catches the ball and executes a jump shot.
5. Players perform three jump shots from each side.

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SECTION TWO – Conditioned Performance

(20 marks)

SCENARIO PLANNING	
DEFINE PLAYING AREA OR BOUNDARIES	Half court
SPECIFY NUMBER OF PLAYERS	4 vs 4
SPECIFY TACTICAL PROBLEM(S) TO BE SOLVED	<p>Create scoring opportunities starting with an out of bounds pass-in from the half way line.</p> <p>Defence aims to restrict offence and attempt to gain possession in order to move the ball over the half line to end the play.</p>
SPECIFY ROLES OR GOALS OF PLAYER(S)	<p>Maximise points for the team.</p> <p>or</p> <p>Restrict offensive players.</p>
SPECIFY OPTIONS, RULES AND/OR RESTRICTIONS	Change offence and defence after a minimum of 5 minutes. Team members may be changed during this conditioned performance.

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