



Western Australian Certificate of Education ATAR course examination, 2016

PHYSICAL EDUCATION STUDIES

Practical (performance) examination Cricket

Time allowed

Warm up: 30 minutes
Skills and Drills: 75 minutes

Materials required

To be provided at the venue

Non-personal equipment required for Cricket

To be provided by the candidate

Cricket bat, batting helmet, gloves, pads, protector and enclosed shoes or boots for a hard wicket

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

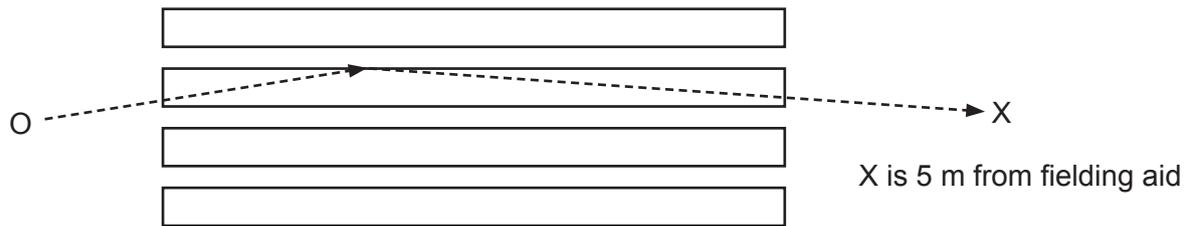
Instructions to candidates

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
Catching: slips, gully, wicketkeeper	Outfielding: Ground fielding and overarm throw	Front foot stroke production	Back foot offensive stroke production	Bowling: Pace (swing and seam) and spin

Drill #1: Catching: slips, gully, wicketkeeper

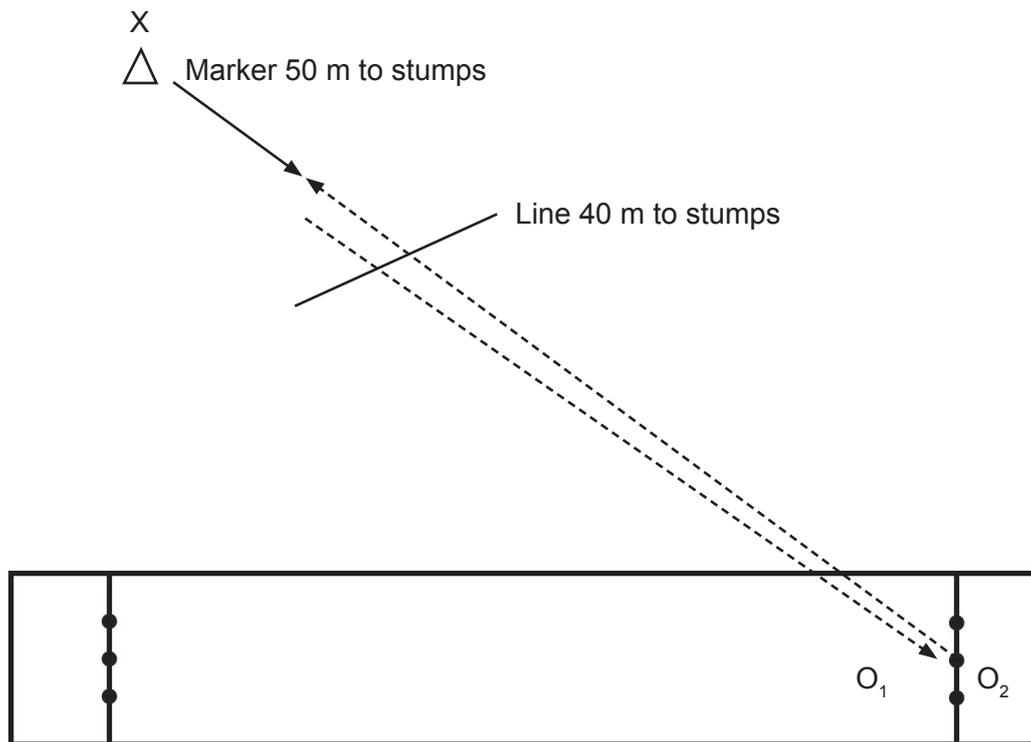


Key:

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

Drill description

1. Ball is thrown over arm onto slips catching/fielding aid as player demonstrates slips/gully or wicket-keeping catching technique.

Drill #2: Outfielding: Ground fielding and overarm throw

Key:

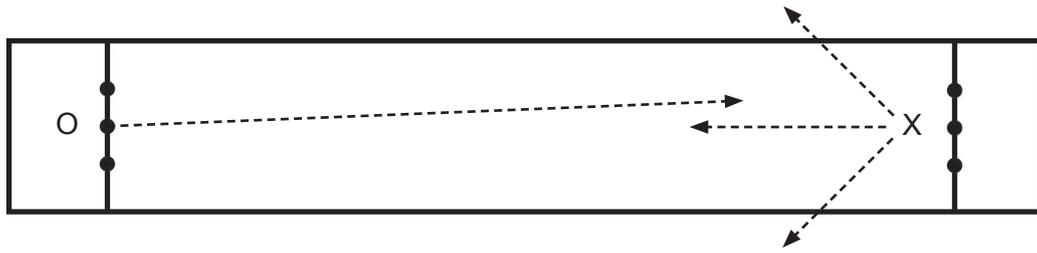
X	= player
O	= feeder
△	= marker
—————→	= player movement
- - - - - →	= ball movement

Drill description

1. Marker is set up 50 m from the stumps at a deep extra cover fielding position.
2. Line marked 40 m from stumps.
3. Ball is struck along the ground from the batting crease by O₁ towards the fielder X who starts from the 50 m marker.
4. The fielder X gathers the ball and throws to O₂ standing over stumps. Throw must be completed behind the 40 m line. Bounce throw may be utilised by fielder.

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Drill #3: Front foot stroke production

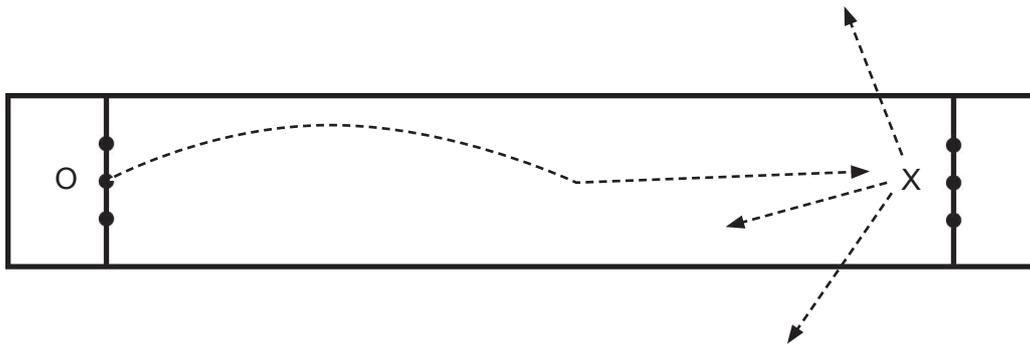


Key:

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

Drill description

1. Feeder to deliver a straight, full length ball on the line of off stump, landing 3 m to 4 m from stumps.
2. The batter is to execute a front foot stroke from the delivery.

Drill #4: Back foot offensive stroke production

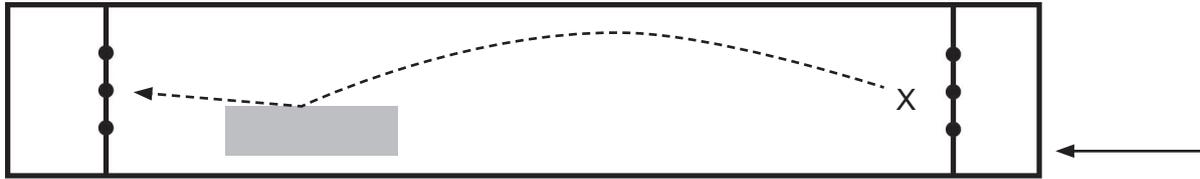
Key:

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

Drill description

1. Feeder to deliver a straight short-pitched ball on the line of off stump or just outside off stump, landing 8 m to 10 m from stumps.
2. The batter is to execute a back foot offensive stroke from the delivery.

Drill #5: Bowling: Pace (swing and seam) and spin



- Key:**
- X = player
 - O = feeder
 - △ = marker
 - = player movement
 - - - → = ball movement
 - = target area

Drill description

1. The bowler selects to bowl either pace (swing or seam) or spin.
2. The bowler measures run up.
3. Each bowler delivers the ball while aiming to swing, seam or spin the ball, land the ball in the target zone and directed at the off stump.
4. The target zone is 2 m long and 80 cm wide in line with the right-hander's middle stump (extending 40 cm either side of the middle stump), starting 3 m from the stump.

SECTION TWO – Conditioned Performance

(20 marks)

SCENARIO PLANNING	
DEFINE PLAYING AREA OR BOUNDARIES	Cricket pitch
SPECIFY NUMBER OF PLAYERS	8
SPECIFY TACTICAL PROBLEM(S) TO BE SOLVED	<p>Candidates are to nominate as a batsman or bowler.</p> <p>Game scenario: The end of a T20 or limited overs match where the batsmen are trying to score 20 runs from 12 balls.</p> <p>Two batsmen face a total of two overs (12 balls) rotating where required so that each batsman is given the opportunity to face 6 balls. The batsmen should show positive intent (scoring shots, rotating strike, running between wickets) to demonstrate urgency for scoring runs.</p> <p>The batsmen's objective is to score 20 runs from 12 balls.</p> <p>Two bowlers are required to bowl one over (6 balls) each with a total of 12 balls to the two batsmen. They need to communicate with the Markers to indicate what they are trying to do (where and the type of delivery) The bowlers also need to set an appropriate field using other candidates and helpers. The bowlers can adjust their field placements each ball.</p> <p>The bowler's objective is to take wickets and/or restrict runs from being scored.</p>
SPECIFY ROLES OR GOALS OF PLAYER(S)	<p>Placement of ball to allow runs and attempted outs by fielders and bowler.</p> <p>The next two batsmen are off the field padding up.</p>
SPECIFY OPTIONS, RULES &/OR RESTRICTIONS	Normal rules apply.

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