



ATAR course examination, 2019

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

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 2019* document.

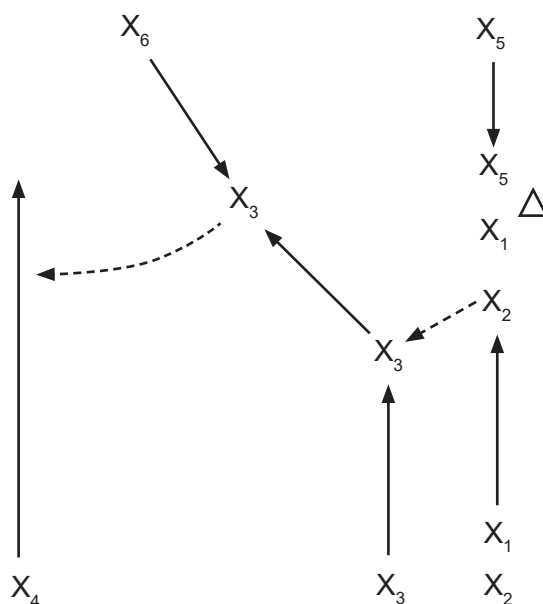
SECTION ONE – Skills Performance

1. Skills set

(30 marks)

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

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

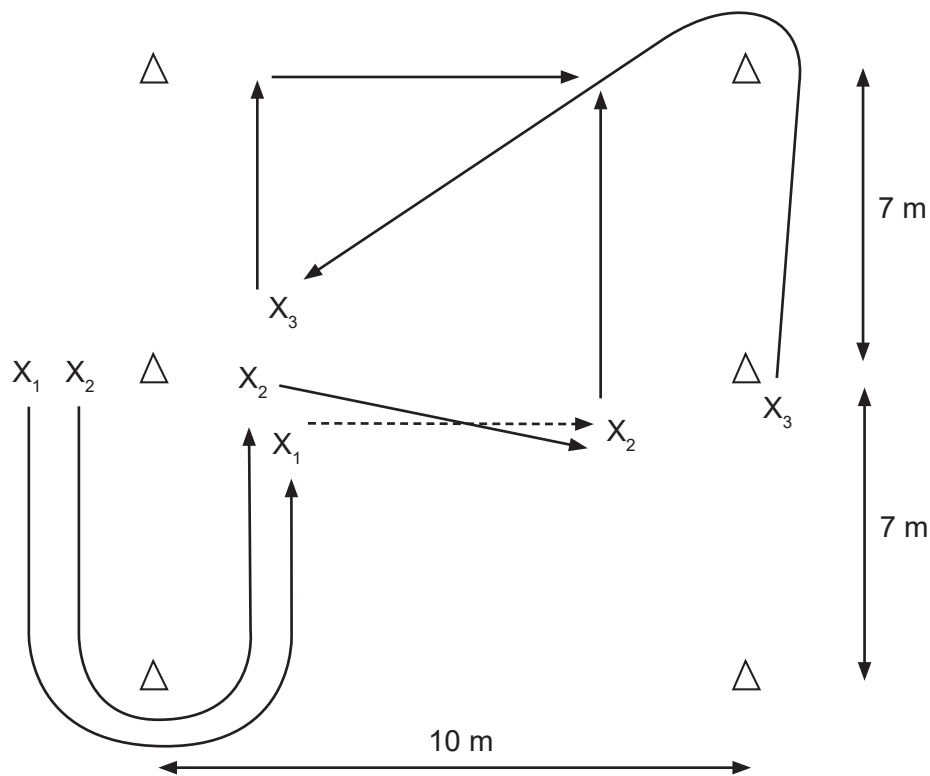


Key:

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:

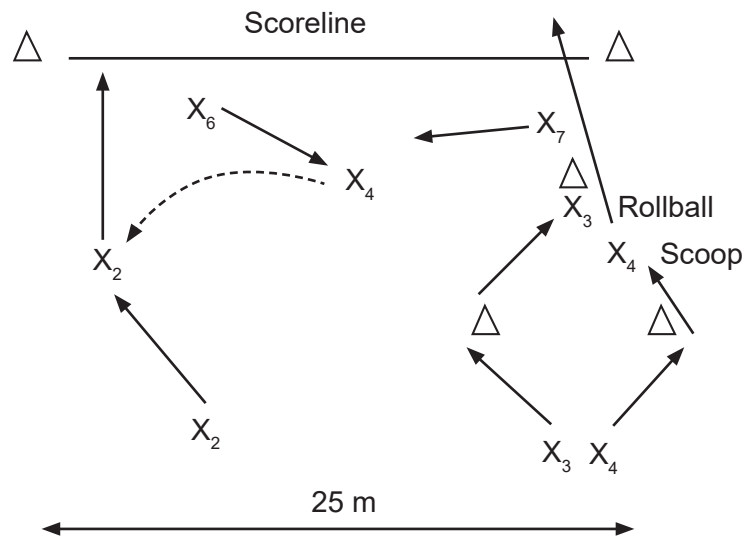
X	= player
O	= feeder
△	= marker
—————→	= player movement
- - - - -→	= ball movement

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.

See next page

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



Key:

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

Drill description:

1. Attackers X₃ (with the ball) and X₄ run around markers. X₃ dumps on X₇ (defender) and X₄ goes into acting half.
2. X₄ scoops up ball and runs through the gap between defenders X₆ and X₇. X₄ should break the scoreline and looks to execute a running pass to X₂ or X₃.
3. X₂ or X₃ receives the ball on the run and score a touch-down.

SECTION TWO – Conditioned Performance

(20 marks)

SCENARIO PLANNING	
DEFINE PLAYING AREA OR BOUNDARIES	40 m x 50 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
SPECIFY ROLES OR GOALS OF PLAYER(S)	No special role
SPECIFY OPTIONS, RULES &/OR RESTRICTIONS	Normal Touch Football rules apply

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