ATAR course examination, 2020

## PHYSICAL EDUCATION STUDIES

## Practical (performance) examination Badminton

Time allowed<br>Warm up:<br>30 minutes<br>Skills and drills:<br>60 minutes

## Materials required

To be provided at the venue
Non-personal equipment required for Badminton
To be provided by the candidate
Badminton racquet, 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 <br> of practical <br> 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 2020 document.

## SECTION ONE - Skills Performance

1. Skills set (30 marks)

| Skill 1 | Skill 2 | Skill 3 | Skill 4 | Skill 5 |
| :---: | :---: | :---: | :---: | :---: |
| Forehand <br> overhead clear | Backhand <br> underarm <br> net tumble | High singles <br> serve | Forehand <br> smash | Forehand <br> overhead <br> drop shot |

Drill \#1: Forehand overhead clear, Backhand underarm net tumble


Key:

| $X$ | = player |
| :---: | :---: |
| O | = feeder |
|  | = player movement |
|  | = feeder movement |
| - - $\rightarrow$ | = shuttle movement |
|  | = target area |

## Drill description:

1. Feeder (O) hits a high singles serve to the back of the court.
2. Player $(X)$ returns with a forehand overhead clear down the line.
3. Feeder $(O)$ hits a forehand overhead clear to the player's $(X)$ forehand side.
4. $\quad$ Player $(X)$ and the feeder $(O)$ continue to rally with the player $(X)$ demonstrating three (3) forehand overhead clears. Feeder may need to refeed to maintain rally.
5. Player $(\mathrm{X})$ hits a a backhand underarm net tumble to complete the rally. Feeder feeds tumble with hand feed.

Drill \#2: High single serve, Forehand smash


Key:

| X | = player |
| :---: | :---: |
| 0 | = feeder |
|  | = player movement |
|  | = feeder movement |
| $\rightarrow$ | = shuttle movement |
|  | = target area |

## Drill description:

1. Player $(X)$ hits a high single serve from the left service box.
2. Feeder ( O ) feeds player mid court.
3. Player $(\mathrm{X})$ moves to the forehand side to hit forehand smash (straight).

Drill \#3: Forehand overhead drop shot


Key:

| X | = player |
| :---: | :---: |
| 0 | = feeder |
|  | = player movement |
|  | = feeder movement |
| $\rightarrow$ | = shuttle movement |
|  | = target area |

## Drill description:

1. Player $(X)$ hits a low flick serve to the front of the court.
2. Feeder ( O ) feeds high to back of the court.
3. Player (X) hits forehand drop shot.

## SECTION TWO - Conditioned Performance

| SCENARIO PLANNING |  |
| :--- | :--- |
| DEFINE PLAYING AREA OR <br> BOUNDARIES | Full court |
| SPECIFY NUMBER OF PLAYERS | 1 versus 1 (singles play) |
| SPECIFY TACTICAL PROBLEM(S) TO <br> BE SOLVED | Play out rallies in a singles match format |
| SPECIFY ROLES OR GOALS OF <br> PLAYER(S) | Groups of four (4) as allocated by Team <br> Leader. Players matched to opponents <br> of similar ability. Players demonstrate <br> skills and tactics for each rally situation. <br> Scoring - rotate players after four (4) <br> minutes. |
| SPECIFY OPTIONS, RULES AND/OR <br> RESTRICTIONS | No special rules apply. |

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