



Western Australian Certificate of Education Examination, 2014

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PHYSICAL EDUCATION STUDIES

Practical (performance) examination Squash

Time allowed

Warm-up: 30 minutes
Skills and Drills: 75 minutes

Materials required

To be provided at the venue

Non-personal equipment required for Squash

To be provided by the candidate

Protective eye goggles, squash racquet, non-marking athletic shoes

Structure of the examination

The WACE Physical Education Studies examination consists of a written component worth 70 per cent of the total examination score and a practical (performance) component worth 30 per cent of the total examination score.

Structure of this practical (performance) examination

Sections and criteria	Marks available	Percentage of total exam
Individual skills		
• Skill 1	6	15
• Skill 2	6	
• Skill 3	6	
• Skill 4	6	
• Skill 5	6	
Conditioned performance	20	15
	Total	30

Instructions to candidates

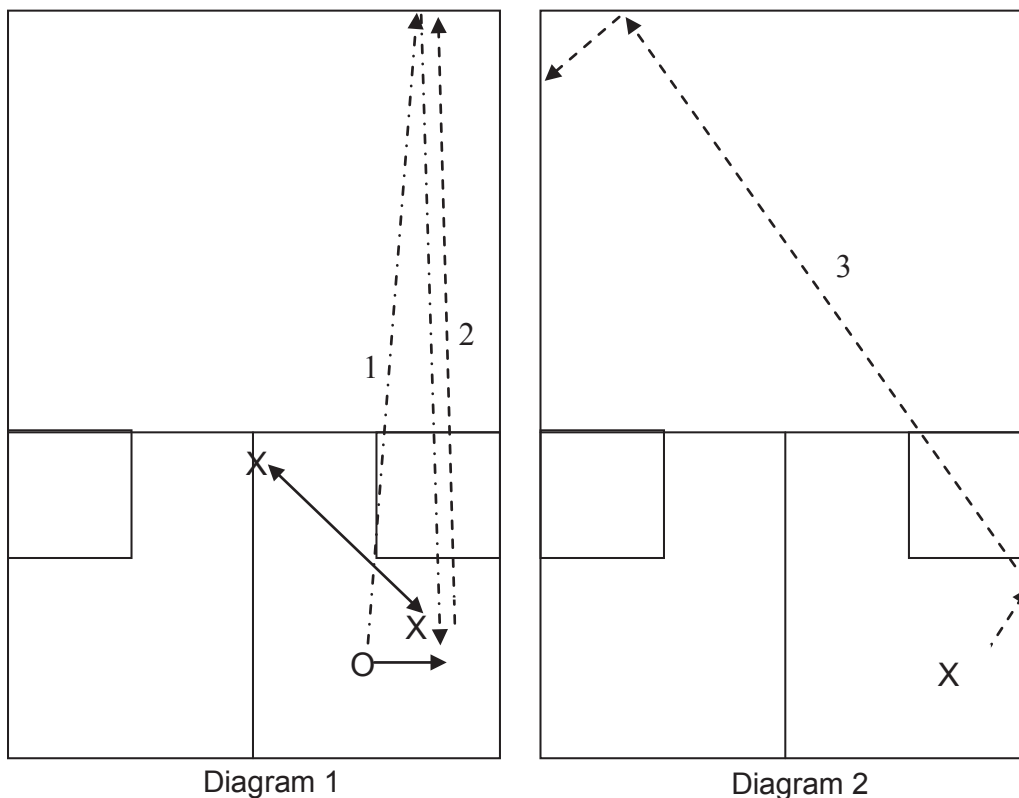
1. You are required to wear clothing and personal playing and safety equipment that is approved for competition by the sport's governing body.
2. Clothing must not identify you, your school, club or achievements, and it is requested that you wear black, navy or white shirts for the examination.
3. You are required to report to a supervisor to register for the practical examination 30 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.

SECTION ONE – Skills Performance

1. Skills set

Skill 1	Skill 2	Skill 3	Skill 4	Skill 5
Forehand straight drive	Forehand boast	Backhand cross-court drive	Forehand drop shot	Backhand volley drive

Drill #1: Forehand straight drive, forehand boast



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

Drill description:

1. Player (X) starts at the 'T'.
2. Feeder (O) starts in the backcourt on the forehand side. Feeder (O) starts rally by hitting the ball down the forehand side wall.
3. Player (X) moves and plays a forehand drive and then returns to the 'T'.
4. Feeder (O) and player (X) continue to play forehand drives with player demonstrating three(3) forehand drives.
5. Player (X) completes the rally by playing a forehand boast to the front left hand court.

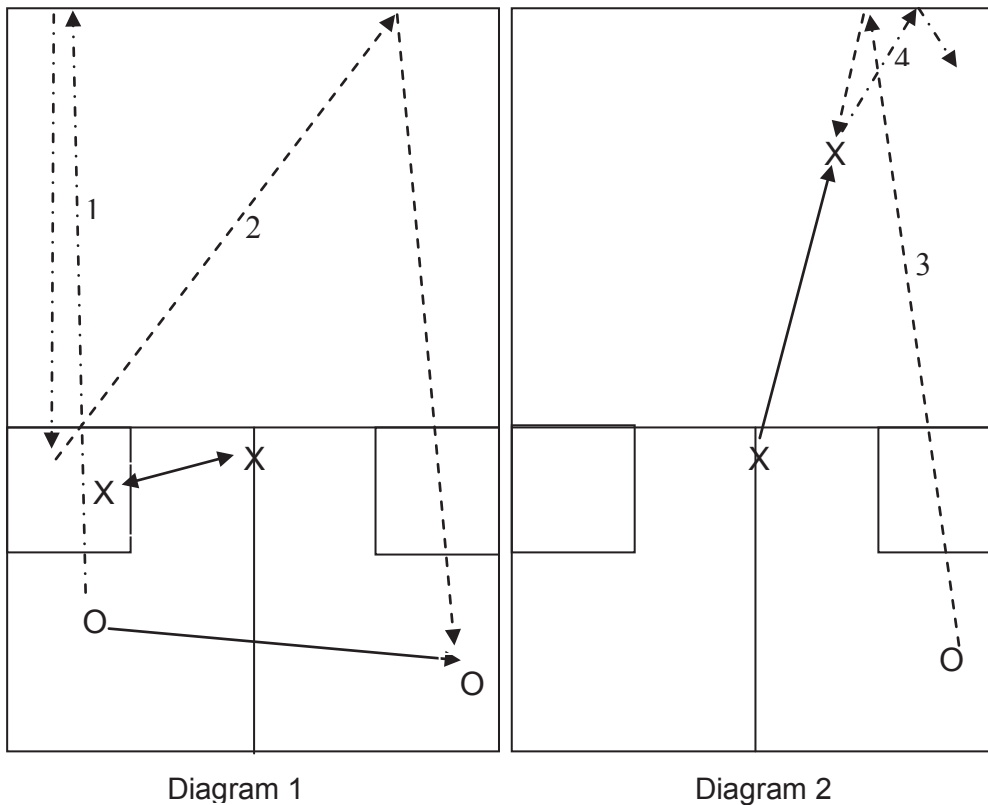
Drill #2: Backhand cross-court drive, forehand drop shot

Diagram 1

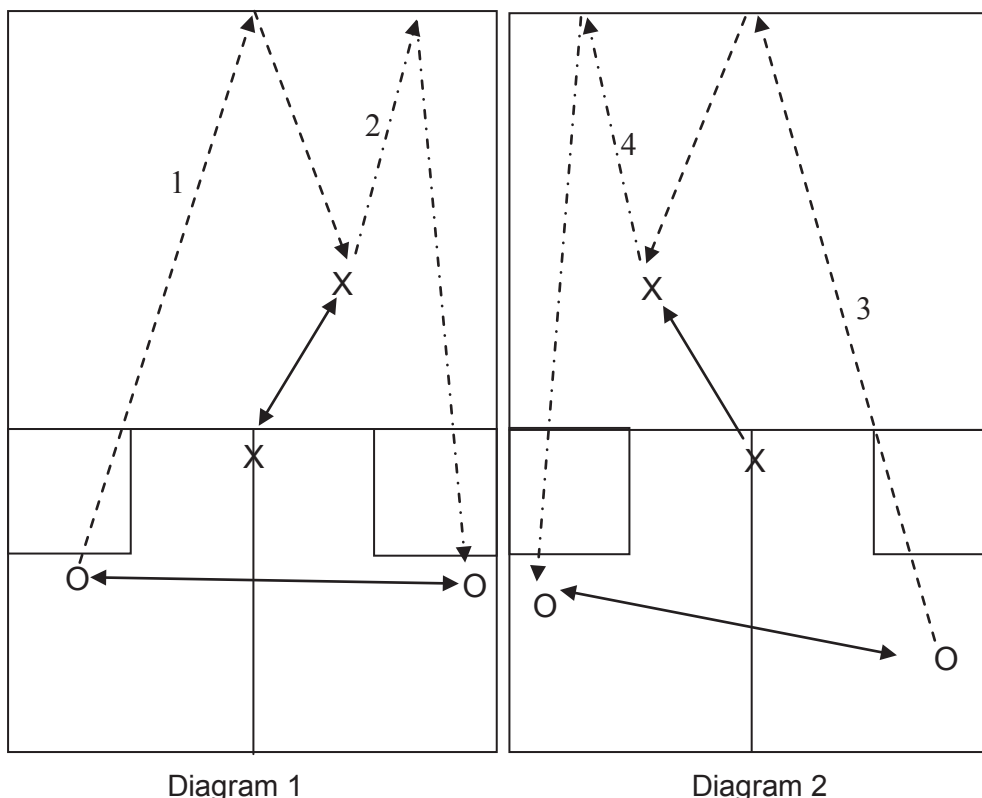
Diagram 2

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

Drill description:

1. Player (X) starts at the 'T'.
2. Feeder (O) starts in the backcourt on the backhand side. Feeder (O) starts rally by hitting the ball down the backhand side wall.
3. Player (X) moves and plays a backhand cross-court drive then returns to the 'T'.
4. Feeder (O) plays a short forehand drive down the side wall.
5. Player (X) completes the rally by playing a forehand drop shot.

Drill #3: Backhand volley drive



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

Drill description:

1. Player (X) starts at the 'T'.
2. Feeder (O) starts at the back of the left service box. Feeder (O) starts the rally by hitting a cross-court shot to the opposite or right hand side of the court.
3. Player (X) moves and plays a forehand straight volley drive then returns to the 'T'.
4. Feeder (O) plays a cross- court shot to the backhand or left hand side of the court.
5. Player (X) moves and plays a backhand straight volley drive.
6. Rally continues.

SECTION TWO – Conditioned Performance

(20 marks)

SCENARIO PLANNING	
DEFINE PLAYING AREA OR BOUNDARIES	Full court
SPECIFY NUMBER OF PLAYERS	1
SPECIFY TACTICAL PROBLEM(S) TO BE SOLVED	Player plays against a feeder for five minutes Feeder gives the player an opportunity to play a wide range of shots by not hitting winners
SPECIFY ROLES OR GOALS OF PLAYER(S)	Player plays a game for five minutes
SPECIFY OPTIONS, RULES &/OR RESTRICTIONS	No special rules apply

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303 Sevenoaks Street
CANNINGTON WA 6107