



ATAR course examination, 2021

PHYSICAL EDUCATION STUDIES

Practical (performance) examination Soccer

Time allowed

Preparation: 30 minutes
Examination: 60 minutes (30 minute performance)

Materials required

To be provided at the venue

Non-personal equipment required for Soccer

To be provided by the candidate

Shin guards, enclosed shoes or boots

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 2021* document.

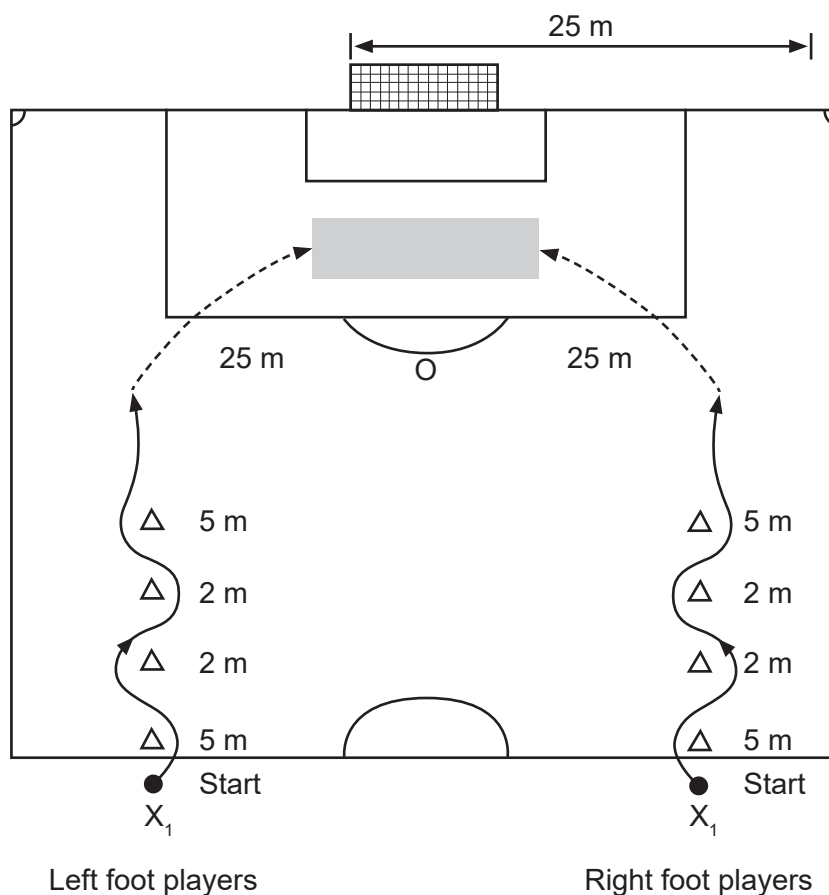
SECTION ONE – Skills Performance

1. Skills set

(30 marks)

Skill 1	Skill 2	Skill 3	Skill 4	Skill 5
Dribbling	Long lofted pass	Shooting	Short pass	Control – low ball

Drill #1: Dribbling, Long lofted pass

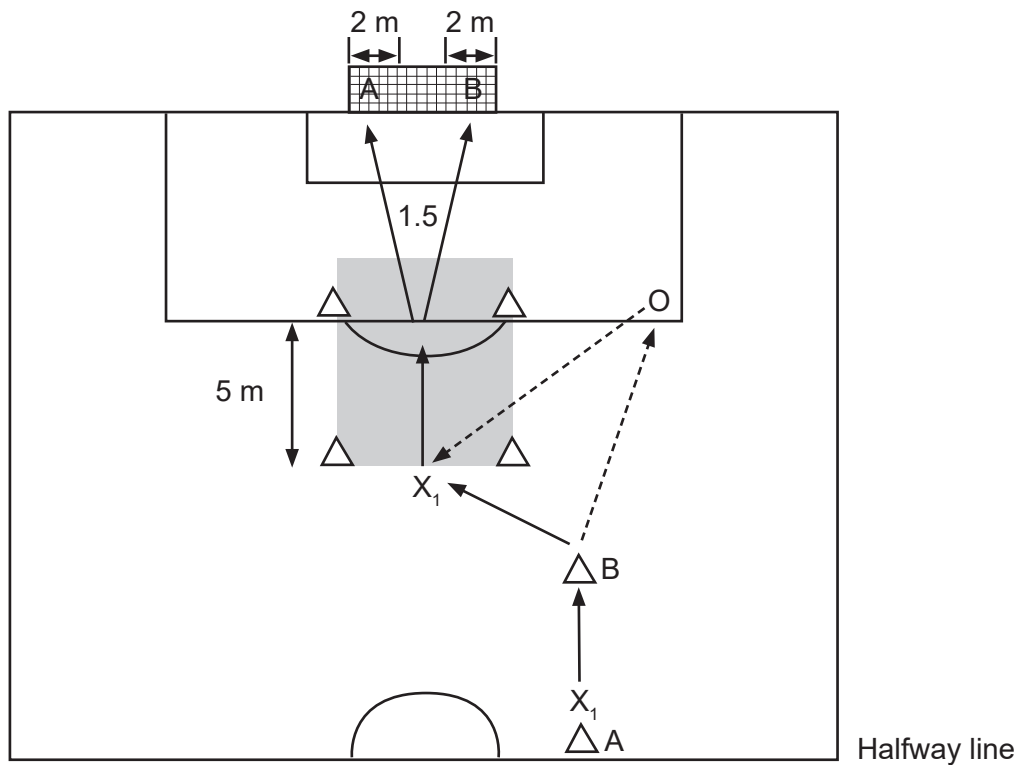


- Key:**
- X = player
 - O = feeder
 - Δ = marker
 - = player movement
 - - - - -> = ball movement
 - = target area

Drill description:

1. Player X₁ dribbles the ball around the left side of marker 1.
2. Player X₁ continues to dribble around the markers.
3. With the ball still in motion, player X₁ performs a long lofted pass on an angle over a distance of 25 m to a feeder O positioned in the target area.
4. Left foot players perform this drill on the opposite sideline.

Drill #2: Shooting



Key:

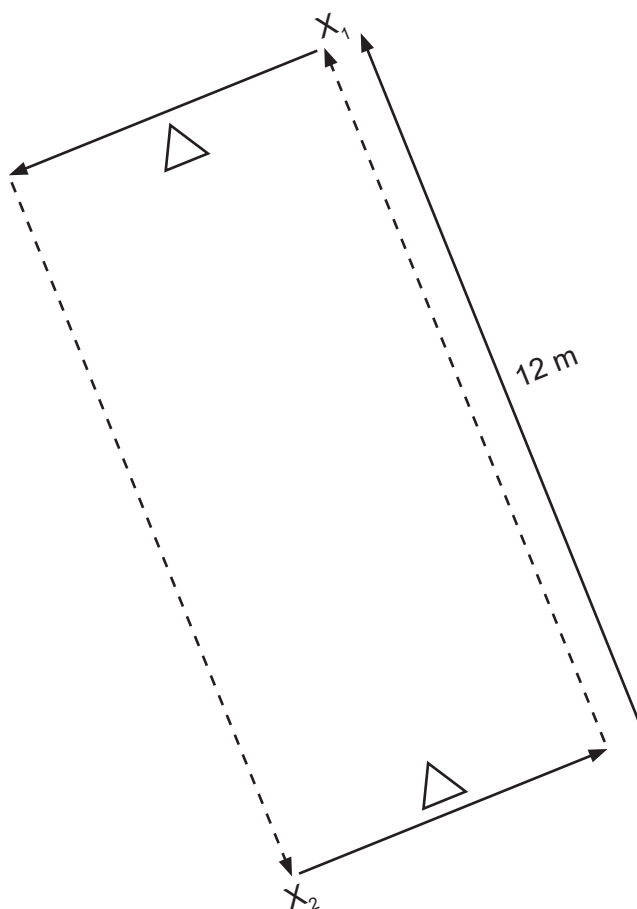
X	= player
O	= feeder
△	= marker
→	= player movement
- - - - - →	= ball movement
■	= target area

Drill description:

1. Player X₁ dribbles from marker A to marker B and passes to feeder O.
2. Feeder O makes a low pass back to player X₁.
3. Player X₁ controls the low pass in the target area and moves to the edge of the penalty area.
4. Player X₁ shoots at goal aiming for the target areas A or B.
5. Players rotate through controlling a low pass and shooting for goal.
6. Players can take the shot at goal using right or left foot.

See next page

Drill #3: Short pass, Control – low ball



Key:

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

Drill description:

1. Player X_1 begins at A then makes a short pass to player X_2 in an anti-clockwise direction.
2. Player X_2 controls low pass.
3. Player X_2 moves around \triangle to B.
4. Player X_2 makes a short pass to C where player X_1 is waiting to receive the ball.
5. Player continues the drill in an anti-clockwise direction.
6. Player repeats the drill in a clockwise direction.

See next page

SECTION TWO – Conditioned Performance

(20 marks)

SCENARIO PLANNING	
DEFINE PLAYING AREA OR BOUNDARIES	Length is equivalent to the penalty box. Width is approximately to the edges of the penalty area. One goal
SPECIFY NUMBER OF PLAYERS	4 v 4
SPECIFY TACTICAL PROBLEM(S) TO BE SOLVED	Create and defend scoring opportunities.
SPECIFY ROLES OR GOALS OF PLAYER(S)	Four players from offence attempt to score a goal against four players from defence. <ul style="list-style-type: none"> • Attackers will start play outside the penalty area. • Defensive players must start play at the top of the goal area. • Play commences with a feed to one of the attackers. • The attacker must take immediate control. • Defensive players cannot move until the attacker has taken their first touch. • Play continues until the ball is out or after a shot on goal. • Players then set up and restart play again. • Defence attempts to restrict attacking plays and/or win the ball and get it back to the feeder. The attacking side should try and regain possession.
SPECIFY OPTIONS, RULES AND/OR RESTRICTIONS	Change offence and defence after 10 minutes. Rotate positions throughout – inside/outside

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