

# ATAR course examination, 2017

# PHYSICAL EDUCATION STUDIES

# Practical (performance) examination Badminton

## Time allowed

Warm up: 30 minutes Skills and Drills: 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 of practical examination |
|-------------------------|-----------------|-------------------------------------|
| Skills performance      | 30              | 50                                  |
| Conditioned performance | 20              | 50                                  |
|                         | Total           | 100                                 |

#### Instructions to candidates

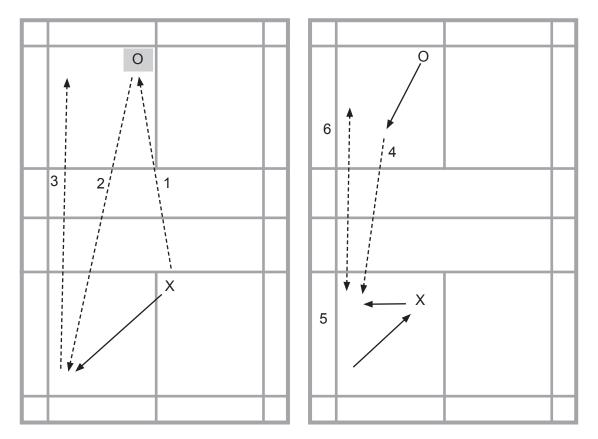
- 1. You are required to wear clothing and personal playing and safety equipment that is approved for competition by the sport's governing body.
- 2. Clothing must not identify you, your school, club or achievements, and it is requested that you wear black, navy or white shirts for the examination.
- 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 2017* document.

## **SECTION ONE - Skills Performance**

## 1. Skills set

| Skill 1                 | Skill 2        | Skill 3               | Skill 4  | Skill 5                  |
|-------------------------|----------------|-----------------------|--|--------------------------|
| Backhand<br>flick serve | Backhand drive | High singles<br>serve | Backhand<br>overhead<br>cross-court drop<br>shot | Forehand net attack shot |

Drill #1: Backhand flick serve, Backhand drive

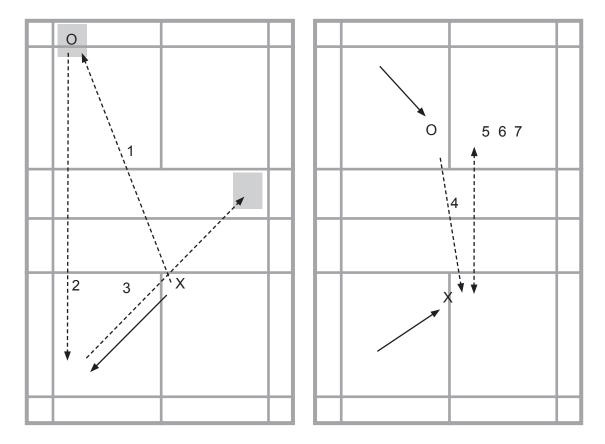


Key: X = player
O = feeder
= player movement
= feeder movement
= shuttle movement
= target area

#### **Drill description:**

- 1. Player X serves a backhand flick serve.
- 2. Feeder O returns with an overhead clear to the player's backhand corner.
- 3. Player then hits a backhand overhead clear down the line.
- 4. Feeder lets the shuttle drop to the ground then throws/hits a 2nd shuttle to mid-court on the player's backhand side.
- 5. Player hits a backhand drive down the line.
- 6. Feeder hits a return forehand drive.
- 7. Continue rally until 3 backhand drives are completed or rally breaks down.

**Drill #2:** High singles serve, Backhand overhead cross-court drop shot, Forehand net attack shot



Key: X = player
O = feeder
= player movement
= feeder movement
= shuttle movement
= target area

#### **Drill description:**

- 1. Player X hits a high singles serve.
- 2. Feeder O returns with an overhead clear down the line.
- 3. Player moves back and plays a backhand overhead cross-court drop shot.
- 4. Feeder lets the shuttle drop to the ground then throws/hits a 2nd shuttle from mid-court to the front of the court on the player's forehand side.
- 5. Player moves to the front service line and hits a forehand net attack shot in a downward direction.
- 6. Feeder returns with an underarm shot from mid-court.
- 7. Continue rally until 3 forehand net attack shots are completed or rally breaks down.

# **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 BE SOLVED      | Play out rallies in a singles match format   |
| SPECIFY ROLES OR GOALS OF PLAYER(S)           | Groups of four(4) as allocated by Team<br>Leader. Players matched to opponents of<br>similar ability. Players demonstrate skills<br>and tactics for each rally situation. Scor-<br>ing – rotate players after four(4) minutes. |
| SPECIFY OPTIONS, RULES AND/OR<br>RESTRICTIONS | No special rules apply.  |

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