



## Western Australian Certificate of Education Examination, 2015

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# PHYSICAL EDUCATION STUDIES

## Practical (performance) examination Touch Football

### Time allowed

Warm-up: 30 minutes  
Skills and Drills: 75 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 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
	<b>Total</b>	30

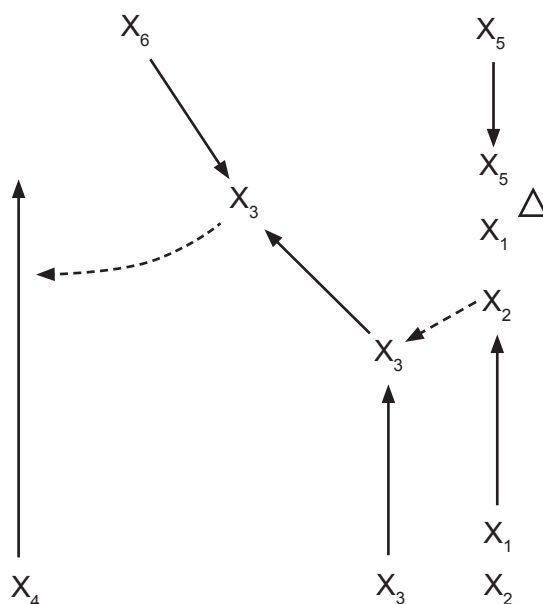
## Instructions to candidates

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 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.

**SECTION ONE – Skills Performance****1. Skills set**

<b>Skill 1</b>	<b>Skill 2</b>	<b>Skill 3</b>	<b>Skill 4</b>	<b>Skill 5</b>
Effecting a touch-attacker	Half pass (pop)	Running pass	Scoop	Effecting a touch-defender

Drill #1: Effect a touch-attacker, Half pass (pop), Running pass



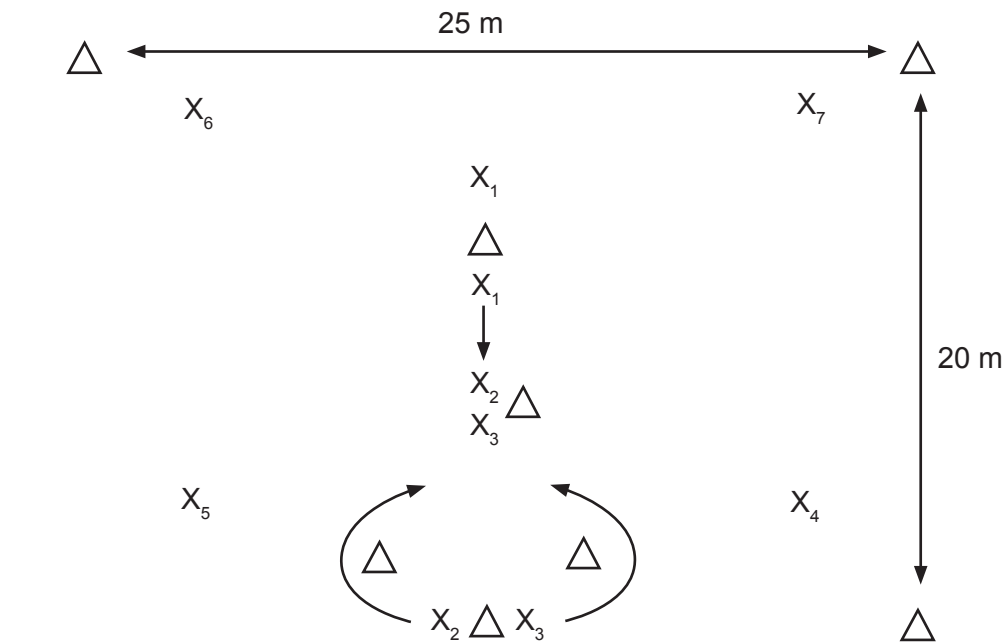
**Key:**

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

**Drill description:**

1. Candidates nominate side preference before commencement.
2. Player X<sub>1</sub> runs toward player X<sub>5</sub> and effects the touch as an attacker
3. Player X<sub>2</sub> follows X<sub>1</sub> to become acting half
4. Player X<sub>2</sub> performs a half pass(pop) to X<sub>3</sub> who is running in support
5. Player X<sub>3</sub> steps toward X<sub>6</sub> and performs a running pass to X<sub>4</sub>
6. Flip drill for preferred side (right or left)

**Drill #2:** Effect a touch-defender, Scoop.



**Key:**

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

**Drill description:**

1. Players  $X_2$  and  $X_3$  run around markers and come together to perform a roll ball
2. Player  $X_1$  comes forward to effect the touch (defender) on  $X_2$
3. Player  $X_3$  scoops up the ball and runs into space away from  $X_1$
4. Player  $X_3$  continues to scoop and looks for support from players  $X_4$  and  $X_5$

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*