



Western Australian Certificate of Education Examination, 2015

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PHYSICAL EDUCATION STUDIES

Practical (performance) examination Hockey

Time allowed

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

Materials required

To be provided at the venue

Non-personal equipment required for Hockey

To be provided by the candidate

Hockey stick, shin and mouth protection, footwear suitable for a synthetic playing surface

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

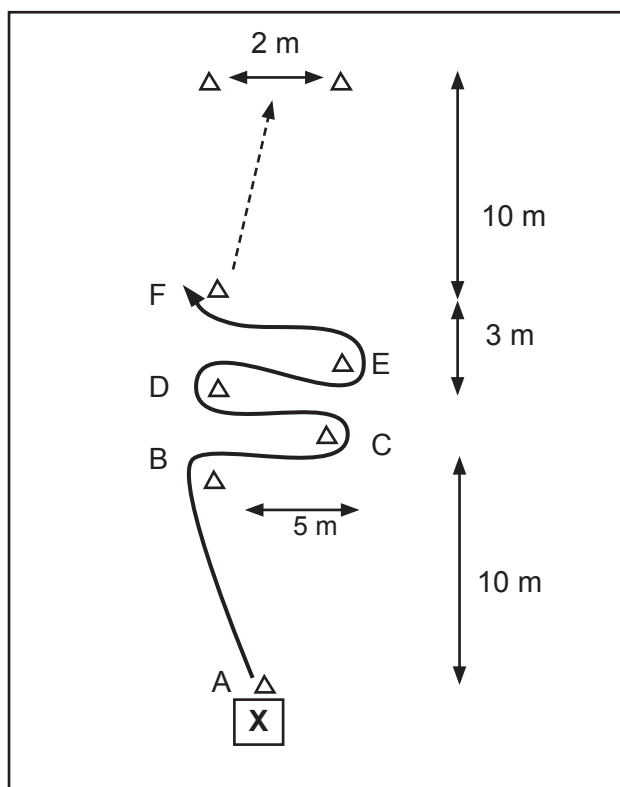
1. You are required to wear clothing and personal playing and safety equipment that is approved for competition by the sport's governing body.
2. Clothing must not identify you, your school, club or achievements, and it is requested that you wear black, navy or white shirts for the examination.
3. You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

Skill 1	Skill 2	Skill 3	Skill 4	Skill 5
Flat stick dribble	Drag to eliminate	Hit	Trap	Push

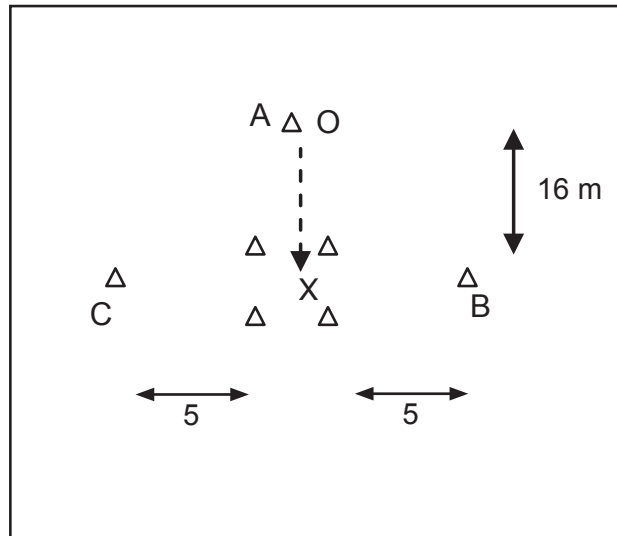
Drill #1: Flat stick dribble, Drag to eliminate, Hit



- Key:**
- X = player
 - O = feeder
 - △ = marker
 - = player movement
 - - - → = ball movement
 - = hitting box

Drill Description

1. Player begins at A.
2. Flat stick dribble towards marker B, drag left to right from marker B to C.
3. Drag back left and dribble towards marker D, drag left to right from marker D to E.
4. Drag around marker E and continue to F.
5. Gain control after marker F and hit (on the move if possible) through the 2m target gate.

Drill #2: Trap – flat stick and reverse stick, Push

Key:

X	= player
O	= feeder
△	= marker
→	= player movement
- - - →	= ball movement
□	= hitting box

Drill Description

1. Ball is hit at X (who is facing the feeder) from a distance of 16m. X must make a trap and maintain control of the ball without it going outside of the 3m square area.
2. Player to execute the skill with both the flat stick and reverse stick.
3. Once X controls the ball, he/she must turn and push the ball to B or C.

SECTION TWO – Conditioned Performance (20 marks)

SCENARIO PLANNING	
DEFINE PLAYING AREA OR BOUNDARIES	Half field
SPECIFY NUMBER OF PLAYERS	4 vs 4
SPECIFY TACTICAL PROBLEM(S) TO BE SOLVED	Creating a scoring opportunity from a hit in from the side of the half way line.
SPECIFY ROLES OR GOALS OF PLAYER(S)	A player from the attacking team hits to a team mate then the team attempts to score. Defending team attempt to dispossess and get the ball back over the half way line.
SPECIFY OPTIONS, RULES &/OR RESTRICTIONS	Change offence and defence after 5 minutes

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