



ATAR course examination, 2023

PHYSICAL EDUCATION STUDIES

Practical (performance) examination Badminton

Time allowed

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

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 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 2023* document.

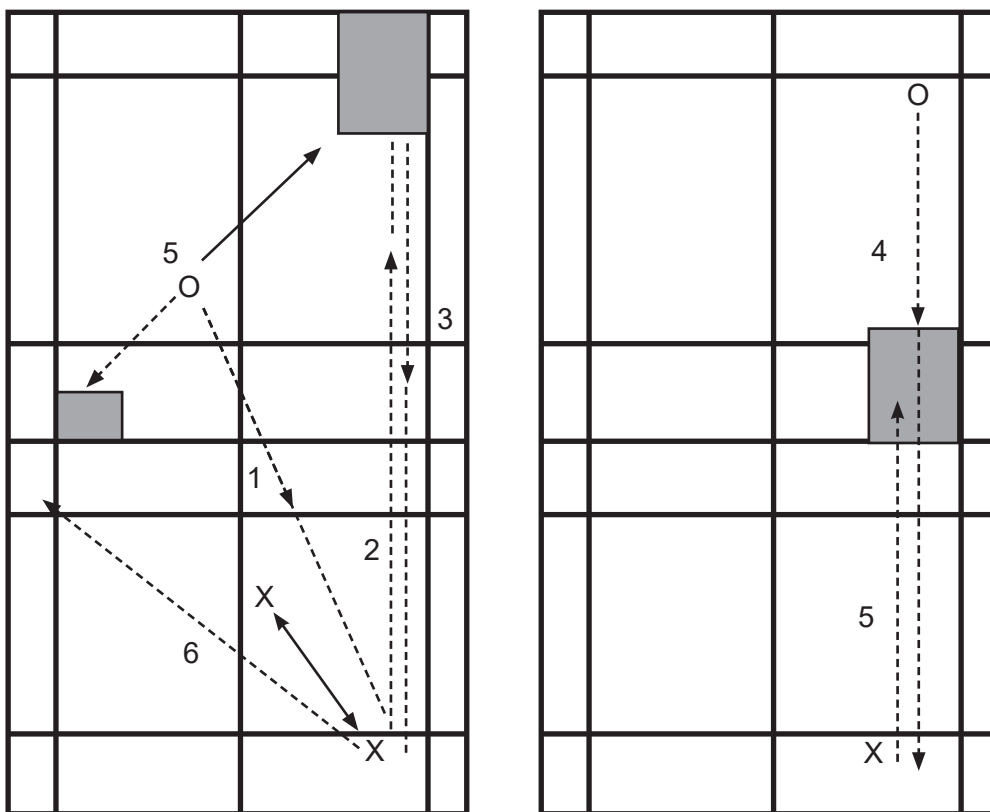
SECTION ONE – Skills Performance

1. Skills set

(30 marks)

Skill 1	Skill 2	Skill 3	Skill 4	Skill 5
Overhead clear	Underarm net tumble shot	High singles serve	Forehand smash	Forehand overhead drop shot

Drill #1: Overhead clear, Underarm net tumble shot



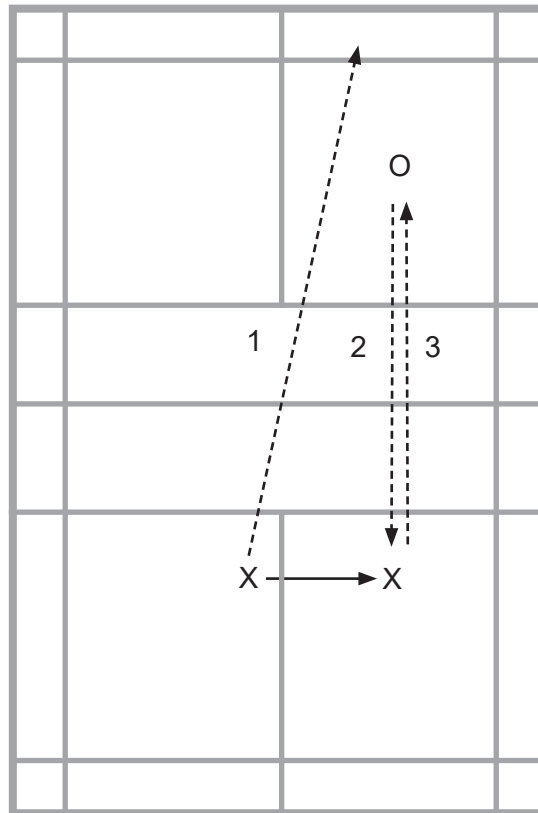
- Key:**
- X = player
 - O = feeder
 - > = player movement
 - > = feeder movement
 - - - - -> = shuttle movement
 - = target area

Drill description:

1. Feeder O hits a high singles serve to the back of the court.
2. Player X returns with a forehand overhead clear down the line.
3. Feeder O hits a forehand overhead clear to the player's X forehand side.
4. Player X and the feeder O continue to rally with the player X demonstrating three forehand overhead clears. Feeder may need to refeed to maintain the rally.
5. Feeder O moves across to the right side of the court, who then throws a hand fed shuttle underarm and close to the net.
6. Player X moves forward and across to the backhand side of the court and hits a backhand underarm net tumble to complete the rally.

See next page

Drill #2: High singles serve, Forehand smash

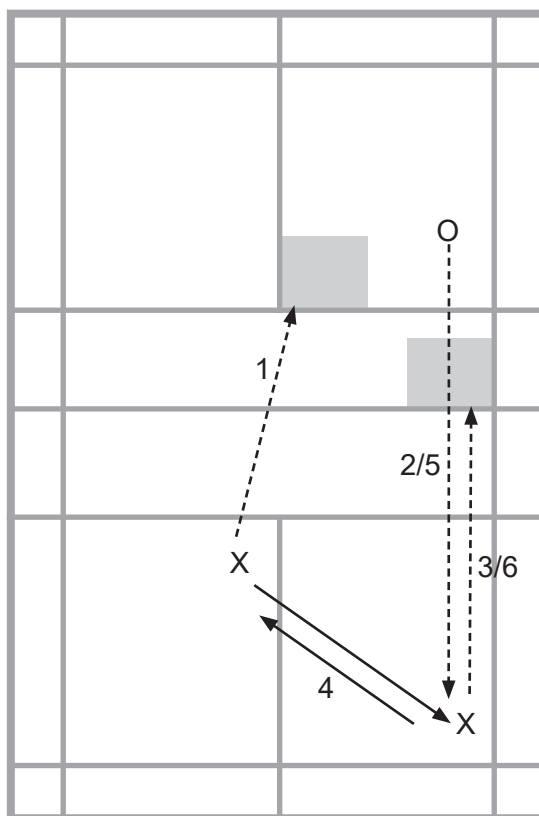


- Key:**
- X = player
 - O = feeder
 - > = player movement
 - > = feeder movement
 - - - - -> = shuttle movement
 - = target area

Drill description:

1. Player X hits a high singles serve from the left service box up towards the centre line.
2. Feeder O hits upwards to mid court
3. Player X moves across to the forehand side of the court to hit forehand smash (straight).

Drill #3: Forehand overhead drop shot



Key:

X	= player
O	= feeder
→	= player movement
→	= feeder movement
- - - →	= shuttle movement
■	= target area

Drill description:

1. Player X hits a low serve to the front of the court.
2. Feeder O feeds a high serve to the back of the court.
3. Player X hits forehand drop shot from the baseline.
4. Player X returns to service line (starting position).
5. Feeder O plays a clear to the back of the court.
6. Player X hits a forehand drop shot from the baseline.
7. Steps 4–6 are repeated 3 times.

SECTION TWO – Conditioned Performance

(20 marks)

SCENARIO PLANNING	
DEFINE PLAYING AREA OR 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 the Team Leader. Players are matched to opponents of similar ability. Players demonstrate skills and tactics for each rally situation. Scoring – rotate players after four (4) minutes.
SPECIFY OPTIONS, RULES AND/OR RESTRICTIONS	No special rules apply.

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