



## Western Australian Certificate of Education ATAR course examination, 2016

# 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 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
<b>Total</b>		100

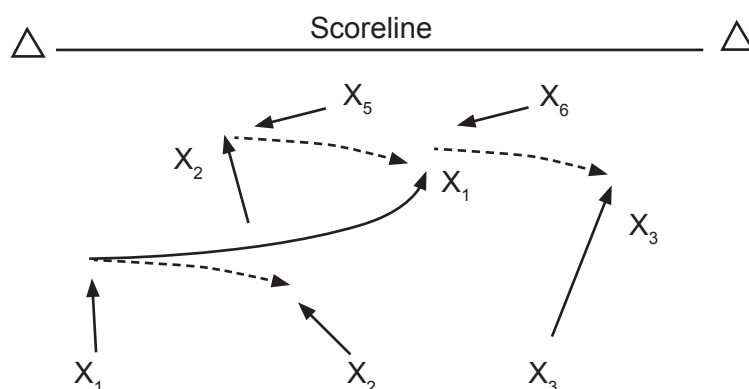
## Instructions to candidates

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 2016* document.

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

Skill 1	Skill 2	Skill 3	Skill 4	Skill 5
Lateral pass	Spiral pass	Dummy pass	Evading side step	Scoring a touchdown

Drill #1: Lateral pass, Spiral pass

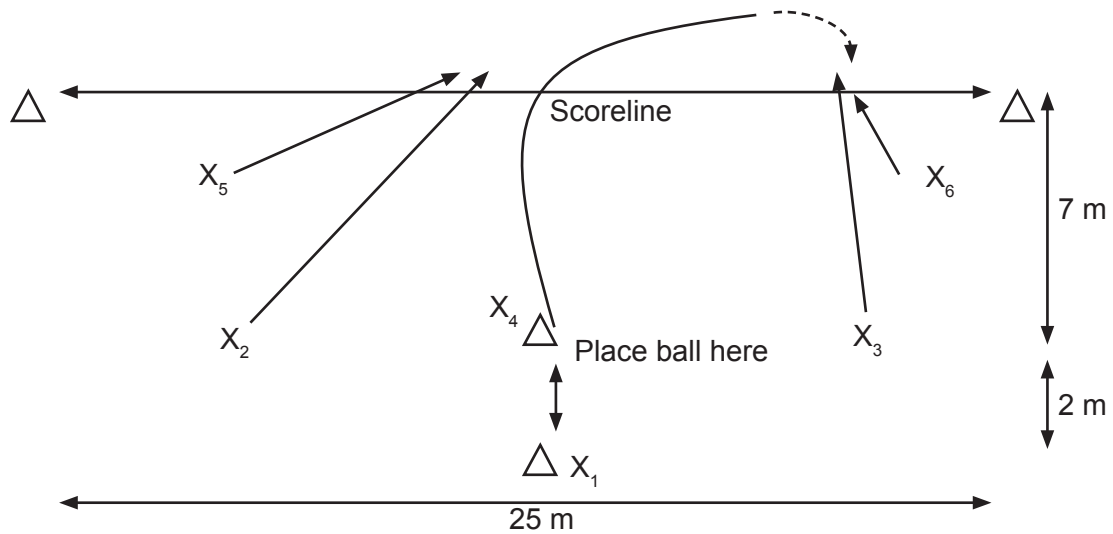


**Key:**

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

**Drill description:**

1. Player X<sub>1</sub> (attacker) runs a few metres with the ball then passes to player X<sub>2</sub> (attacker) who receives the ball on the run
2. Player X<sub>2</sub> (attacker) then straightens into the gap inside defender X<sub>5</sub> then passes (appropriate pass) to X<sub>1</sub> who is straightening into gap between defenders X<sub>5</sub> and X<sub>6</sub>.
3. Player X<sub>1</sub> to draw defender X<sub>6</sub> and pass to X<sub>3</sub> (attacker) hitting outside gap, who scores the touch down.

**Drill #2:** Dummy pass, Evading side step, Scoring a touch down

**Key:**

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

**Drill description:**

1. Player  $X_4$  (defender) starting at the first marker moves forwards to touch the second marker on the ground and then begins retreating backwards to the first marker.  
Note: Defender cannot change direction until she/he has retreated 5m.
2. When  $X_4$  touches the marker, player  $X_1$  (attacker) accelerates/steps in either direction past the defender and runs for the score line looking for attacking support.
3. Once the defenders retreat 5m, they can turn and chase the attacker to prevent them from scoring.
4.  $X_2$  and  $X_3$  (attackers) must try and provide a scoring option for  $X_1$  to pass to and score.  
 $X_5$  and  $X_6$  (defenders) must chase their opponents and stop them from scoring.
5. If defender does not commit. Attacker can throw a dummy and continue without passing.

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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