



ATAR course examination, 2020

PHYSICAL EDUCATION STUDIES

Practical (performance) examination Soccer

Time allowed

Warm up: 30 minutes
Skills and drills: 60 minutes

Materials required

To be provided at the venue

Non-personal equipment required for Soccer

To be provided by the candidate

Shin guards, enclosed shoes or boots

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 2020* document.

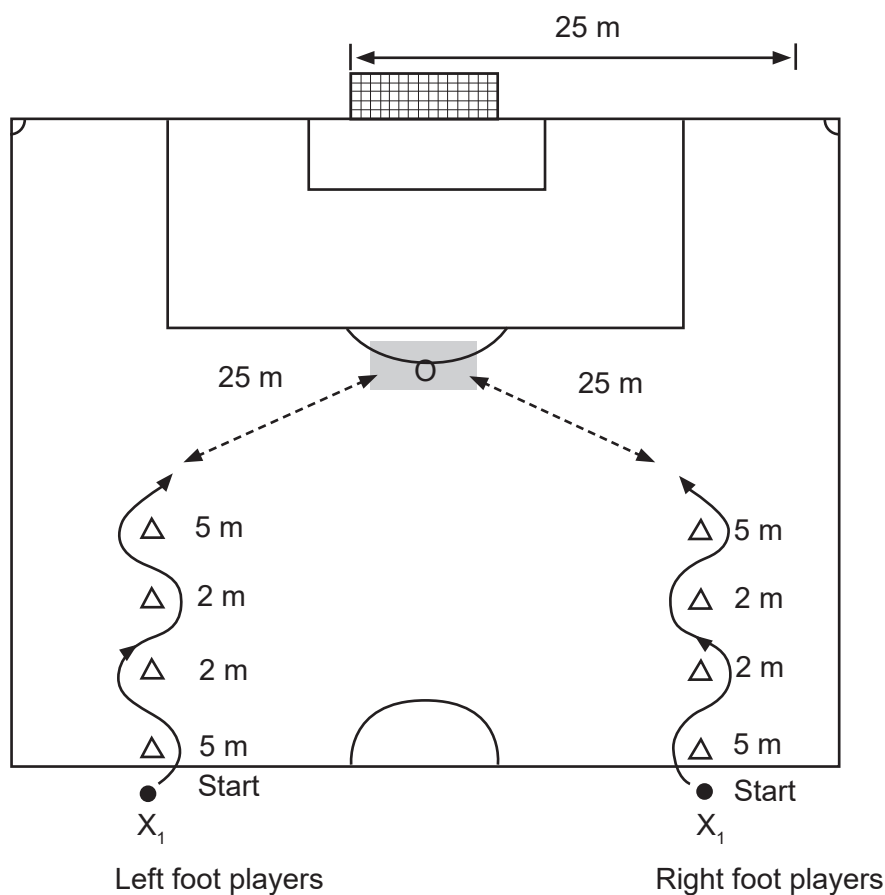
SECTION ONE – Skills Performance

1. Skills set

(30 marks)

Skill 1	Skill 2	Skill 3	Skill 4	Skill 5
Dribbling	Long lofted pass	Shooting	Control – low ball	Short pass

Drill #1: Dribbling, Long lofted pass



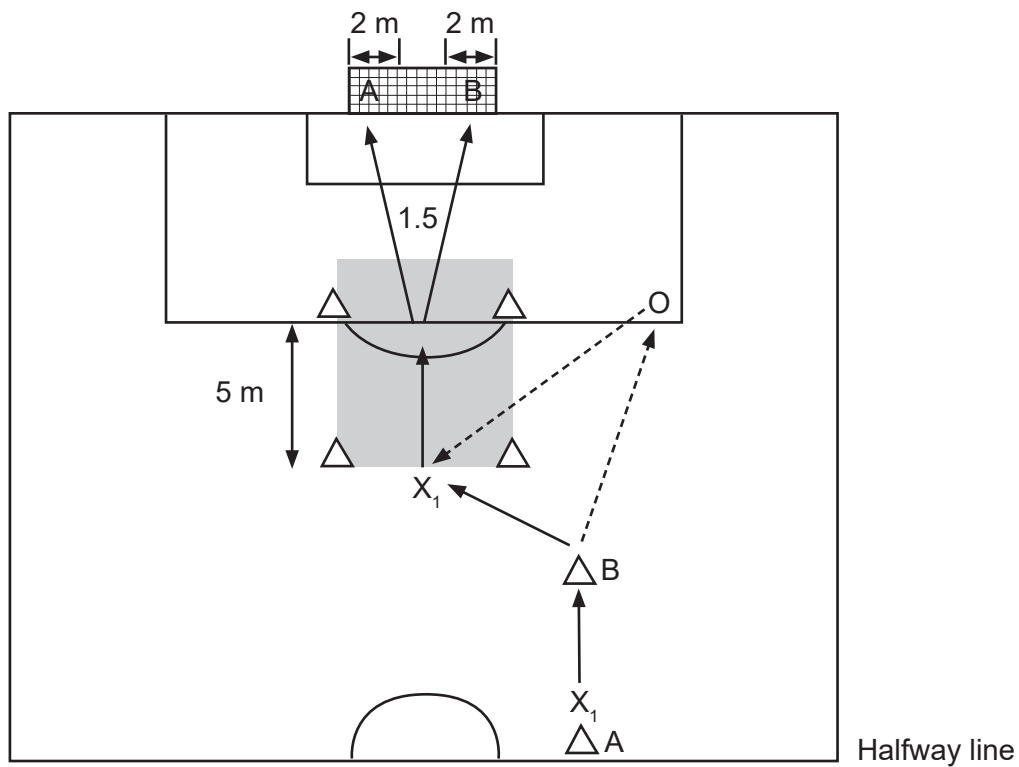
Key:

X	= player
O	= feeder
Δ	= marker
→	= player movement
- - - - ->	= ball movement
■	= target area

Drill description:

1. Player X₁ dribbles the ball around the left side of marker 1.
2. Player X₁ continues to dribble around the markers.
3. With the ball still in motion, Player X₁ performs a long lofted pass on an angle over a distance of 25 m to a feeder O positioned in the target area just outside the penalty area.
4. Left foot players perform this drill on the opposite sideline.

Drill #2: Shooting



Key:

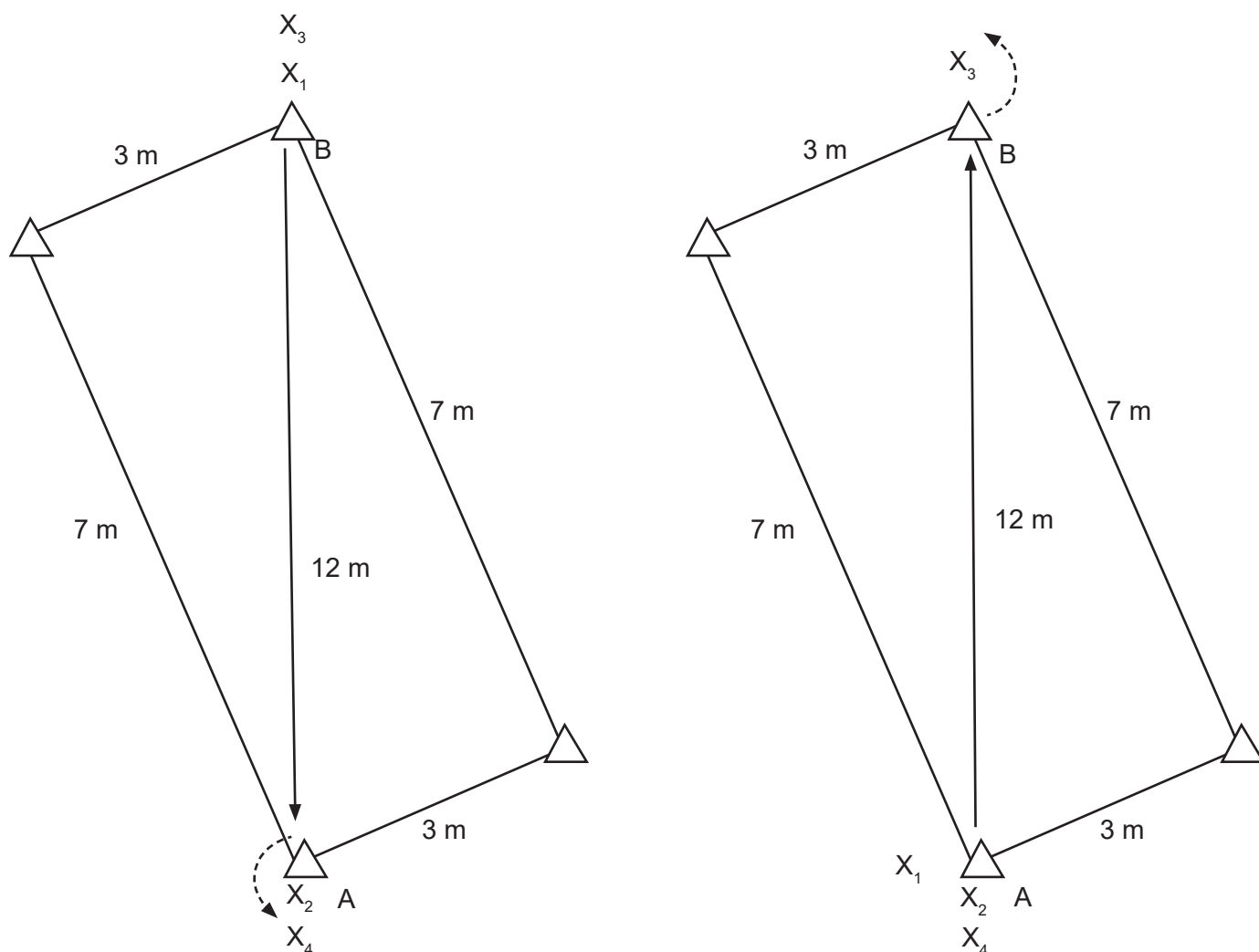
X	= player
O	= feeder
△	= marker
→	= player movement
- - - →	= ball movement
■	= target area

Drill description:

1. Player X_1 dribbles from marker A to marker B and passes to feeder O.
2. Feeder O makes a low pass back to player X_1 .
3. Player X_1 controls the low pass and moves to the edge of the penalty area.
4. Player X_1 shoots at goal aiming for the target areas A or B.
5. Players rotate through controlling a low pass and shooting for goal.
6. Players can take the shot at goal using right or left foot.

See next page

Drill #3: Short pass, Control-low ball



Key:

X	= player
O	= feeder
△	= marker
→	= player movement
- - - →	= ball movement
■	= target area

Drill description:

1. Player X₁ dribbles toward marker A.
2. Player X₁ makes a short pass to X₂.
3. Player X₂ controls low pass.
4. Player X₂ dribbles toward marker B.
5. Player X₂ makes a short pass to player X₃.
6. Player X₃ continues the drill.
7. Player X₄ begins new dribble

See next page

SECTION TWO – Conditioned Performance

(20 marks)

SCENARIO PLANNING	
DEFINE PLAYING AREA OR BOUNDARIES	Length is equivalent to two penalty boxes. Width is to the edges of the penalty area. One goal
SPECIFY NUMBER OF PLAYERS	4 v 4
SPECIFY TACTICAL PROBLEM(S) TO BE SOLVED	Create and defend scoring opportunities.
SPECIFY ROLES OR GOALS OF PLAYER(S)	Four players from offence attempt to score a goal against four players from defence. <ul style="list-style-type: none"> • Attackers will start play outside the penalty area. • Defensive players must start play at the top of the penalty box. • Play commences with a feed from the half way to one of the attackers. • The attacker must take immediate control. • Defensive players cannot move until the attacker has taken their first touch. • Play continues until the ball is out or after a shot on goal. • Players then set up and restart play again. • Defence attempts to restrict attacking plays and/or win the ball and get it over half way back to the feeder. The attacking side should try and regain possession.
SPECIFY OPTIONS, RULES AND/OR RESTRICTIONS	Change offence and defence after 5 minutes.

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