



## ATAR course examination, 2024

# PHYSICAL EDUCATION STUDIES

## Practical (performance) examination Touch football

### Time allowed

Preparation: 30 minutes  
Examination: 70 minutes (30 minute performance)

### 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 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 2024* document.

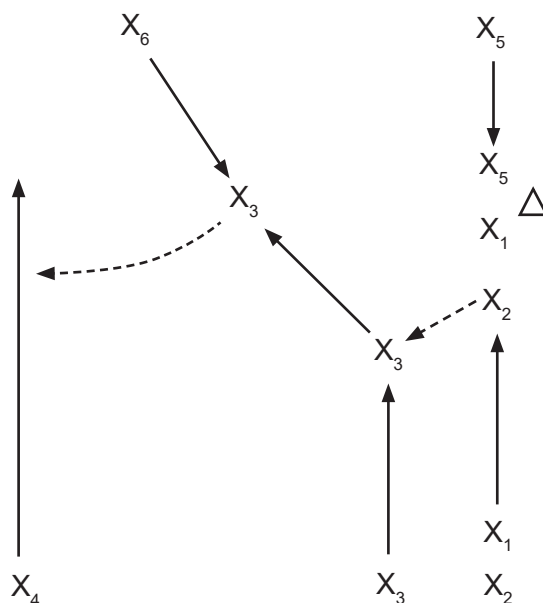
## SECTION ONE – Skills Performance

## 1. Skills set

(30 marks)

Skill 1	Skill 2	Skill 3	Skill 4	Skill 5
Half pass (pop)	Running pass	Effecting a touch – defender	Effecting a touch – attacker (dump/roll ball)	Scoop

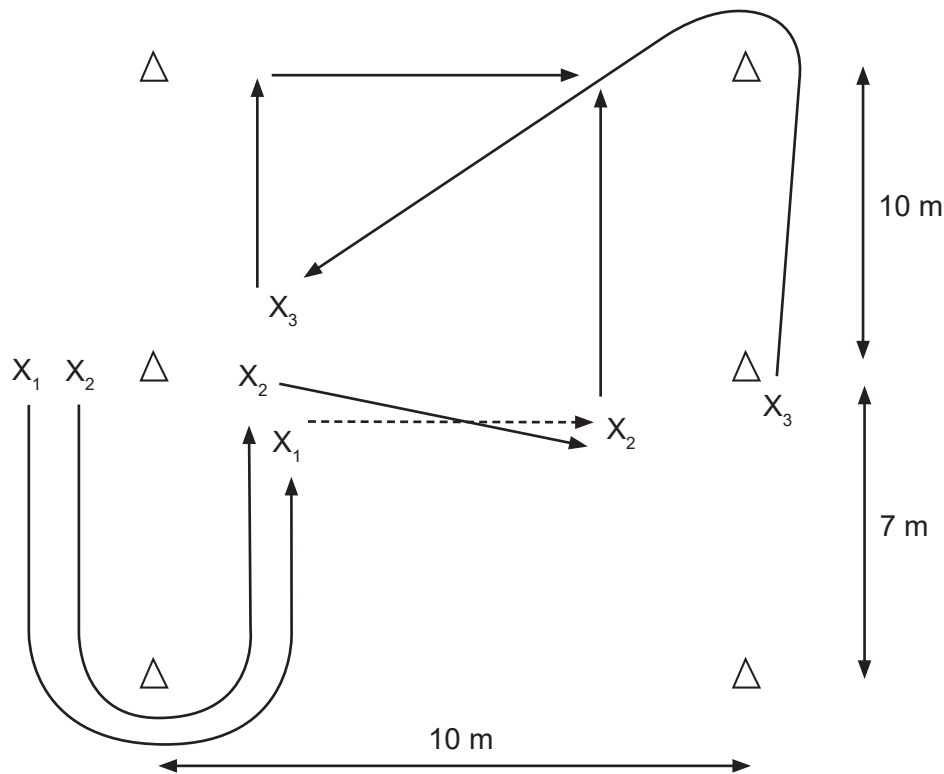
**Drill #1:** Half pass (pop), Running pass



- 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>.
3. Player X<sub>2</sub> follows player X<sub>1</sub> to become acting half.
4. Player X<sub>2</sub> performs a half pass (pop) to player X<sub>3</sub> who is running in support.
5. Player X<sub>3</sub> steps toward player X<sub>6</sub> and performs a running pass to player X<sub>4</sub>.
6. Flip drill for preferred side (right or left).

**Drill #2:** Effecting a touch – defender

**Key:**

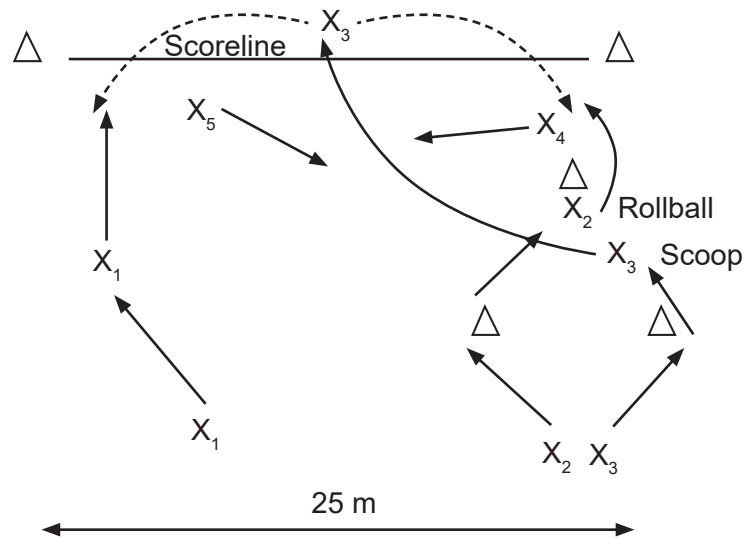
- X = player
- O = feeder
- △ = marker
- = player movement
- - - - -> = ball movement

**Drill description:**

1. Players X<sub>1</sub> and X<sub>2</sub> run around the end marker while player X<sub>3</sub> (defender runs around the score line marker).
2. Player X<sub>2</sub> runs with the ball and positions body to one side of defender (player X<sub>3</sub>).
3. Defender runs toward attacker (player X<sub>2</sub>) decelerating, and remaining balanced to effect the touch.
4. Player X<sub>3</sub> effects the touch on player X<sub>2</sub>, Player X<sub>2</sub> then performs a rollball for player X<sub>1</sub> then splits outwards.
5. Player X<sub>3</sub> retreats backwards 7 m.
6. Player X<sub>1</sub> scoops the ball and runs towards the score-line to draw defender and passes to player X<sub>2</sub> who attempts to score a touchdown.
7. Player X<sub>3</sub> attempts to effect a touch on player X<sub>1</sub>, intercept or effect a touch on player X<sub>2</sub> to stop the touchdown from being scored.

**See next page**

**Drill #3:** Effecting a touch – attacker (dump/roll ball), Scoop



- Key:**
- X = player
  - O = feeder
  - △ = marker
  - = player movement
  - - - - -> = ball movement

**Drill description:**

1. Attackers player X<sub>2</sub> (with the ball) and player X<sub>3</sub> run around markers. Player X<sub>2</sub> dumps on player X<sub>4</sub> (defender) and player X<sub>3</sub> goes into acting half.
2. Player X<sub>3</sub> scoops up ball and runs through the gap between defenders X<sub>5</sub> and X<sub>4</sub>. Player X<sub>3</sub> should break the scoreline and looks to execute a running pass to player X<sub>2</sub> or X<sub>1</sub>.
3. Player X<sub>1</sub> or X<sub>2</sub> receives the ball on the run and score a touch-down.

## SECTION TWO – Conditioned Performance

(20 marks)

Below is a guide and all other normal game expectations and intensities must be applied.

<b>SCENARIO PLANNING</b>	
DEFINE PLAYING AREA OR BOUNDARIES	Length 50 m x width 40 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. Players consider tactics for: <ul style="list-style-type: none"> <li>● setting a play</li> <li>● preventing scoring opportunities</li> <li>● maintaining possession</li> </ul>
SPECIFY ROLES OR GOALS OF PLAYER(S)	Players should ensure they involve themselves in the game by playing different positions where appropriate
SPECIFY OPTIONS, RULES AND/OR RESTRICTIONS	Normal Touch Football rules apply

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