



**PHYSICAL EDUCATION STUDIES**

**Practical (performance) examination 2017**

**BADMINTON**

**Marking Key**

Marking keys are an explicit statement about what the examiner expects of candidates when they respond to a question. They are essential to fair assessment because their proper construction underpins reliability and validity.

**Time allocated**

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

**Materials required**

To be provided at the venue - shuttlecocks

**To be provided by the candidate**

Badminton racquet and non-marking athletic shoes

**Structure of the examination**

The Physical Education Studies examination comprises a written examination worth 70% of the total examination score and a practical (performance) examination worth 30% of the total examination score.

Structure of this practical (performance) examination

<b>Sections and criteria</b>	<b>Marks available</b>	<b>Percentage of total exam</b>
Individual skills		
• Skill 1 Backhand flick serve	6	15
• Skill 2 Backhand drive	6	
• Skill 3 High singles serve	6	
• Skill 4 Backhand overhead cross-court drop shot	6	
• Skill 5 Forehand net attack shot	6	
Conditioned performance	20	15
	<b>Total</b>	<b>30</b>

**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 30 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.

### **Skill Descriptors**

Markers will typically assess skill from a holistic view rather than by focussing on a detailed anatomy of its parts. The following points may be useful to guide Physical Education Studies practical (performance) examination markers in what to look for when marking each skill.

### **What is Motor Skill?**

Motor skill may be defined as the execution of a goal directed action with efficiency, speed, power and accuracy. In Physical Education Studies we are looking mainly for efficiency and accuracy in a smooth coordinated movement. Skills should be performed at a rate that is close to 'game pressure'.

### **Descriptors of skill**

In most sport skills, there are three distinct phases i.e. preparation, execution and completion, and a desired movement outcome. Markers will focus on these following four aspects when marking:

1. Preparation Phase e.g.
  - Correct grip on implement
  - Positioning (e.g. foot behind fault line, centring in squash, making space in AFL)
  - Balanced posture during wind-up (e.g. backswing, counter-movements)
2. Execution Phase e.g.
  - Smooth transition (acceleration) of force from larger muscles to peripheral muscles (coordination - the kinetic chain)
  - Core body control maintained (e.g. trunk, head position)
  - Action in line of movement (movement efficiency)
  - Force/power applied at appropriate time
  - Position of implement controlled throughout
  - Efficient use of energy
3. Completion Phase e.g.
  - After execution of action candidate regains position for next action
  - Correct follow-through in kicking, striking skills
4. Movement outcome e.g.
  - Action results in accurate delivery of ball/shuttle to target position, in time as intended etc. On some occasions this will be incorporated in the completion phase.

### **Marking**

How do we translate these principles to a marking key? As each sport is so different this generic set of descriptors needs to be interpreted in terms of the physical demands as well as skill demands of each sport, its rules and general game play.

### **Breaking of sport specific rules**

A candidate who breaks the rules of the sport, but who otherwise performs at any standard, will have one mark deducted for each rule that is consistently breached.

**SECTION ONE – Skills Performance**

**Skill 1: Backhand flick serve**

**A. SKILL** – demonstration of skills in competitive situations will be assessed taking into account the combination of four elements of an action i.e. consistency, precision, fluency and control.

**B. CONTEXT** – game pressure, pace, skill and intensity of opponent and team mates, playing area, environmental conditions etc. may affect performance and should be taken into account when marking.

**C. KEY SKILL COMPONENTS**

**Preparation**

- Stand near the 'T'
- Shortened backhand grip
- Weight slightly on racquet foot
- Body square to net
- Shuttle held by fingertips in front of the body with racquet head down

**Execution**

- Shuttle hit with a wrist flick
- During swing elbow straightens and slight supination occurs
- Shuttle is hit just below held position
- Trajectory: shuttle travels quickly over receiver's head

**Completion/Outcome**

- Follow through in the direction of the shot
- Shuttle lands in the target area located in the back centre corner of the service court

**D. MARK ALLOCATION**

<b>Mark</b>	<b>Observable key skill components described in C: Preparation, Execution, Completion, and Outcome</b>
6	Always demonstrates the observation points
5	Almost always demonstrates the observation points
4	Demonstrates reasonable skill level more than 50% of the time
3	Demonstrates adequate skill level approximately 50% of the time
2	Demonstrates adequate skill level less than 50% of the time
1	Rarely demonstrates adequate skill level
0	Does not demonstrate minimum skill level

## Skill 2: Backhand drive

**A. SKILL** – demonstration of skills in competitive situations will be assessed taking into account the combination of four elements of an action i.e. consistency, precision, fluency and control.

**B. CONTEXT** – game pressure, pace, skill and intensity of opponent and team mates, playing area, environmental conditions etc. may affect performance and should be taken into account when marking.

### C. KEY SKILL COMPONENTS

#### Preparation

- Body balanced with racquet foot across the body
- Elbow at shoulder height pointing to the net
- Racquet parallel to the floor
- Palm of hand facing down

#### Execution

- Transfer weight onto racquet foot
- Arm extends sideways and shuttle is hit in front of the body
- Arm supinates, hitting the shuttle with force
- Trajectory: shuttle travels fast and flat skimming net

#### Completion/Outcome

- Follow through in the direction of the shot
- Shuttle lands in the target area located in the back corner of the court at the junction of the two sets of tram lines

### D. MARK ALLOCATION

Mark	Observable key skill components described in C: Preparation, Execution, Completion, and Outcome
6	Always demonstrates the observation points
5	Almost always demonstrates the observation points
4	Demonstrates reasonable skill level more than 50% of the time
3	Demonstrates adequate skill level approximately 50% of the time
2	Demonstrates adequate skill level less than 50% of the time
1	Rarely demonstrates adequate skill level
0	Does not demonstrate minimum skill level

### Skill 3: High singles serve

**A. SKILL** – demonstration of skills in competitive situations will be assessed taking into account the combination of four elements of an action i.e. consistency, precision, fluency and control.

**B. CONTEXT** – game pressure, pace, skill and intensity of opponent and team mates, playing area, environmental conditions etc. may affect performance and should be taken into account when marking.

#### C. KEY SKILL COMPONENTS

##### Preparation

- Stand mid-court near the centre line
- Body slightly side-on to the net
- Non-racquet foot forward
- Racquet held up behind the body
- Shuttle held in cup style (C-shape) out in front of leading foot

##### Execution

- Contact point in front of leading foot
- Transfer body weight from racquet foot to non-racquet foot
- Arm pronates on the forward upward swing
- Trajectory: Shuttle travels high and deep

##### Completion/Outcome

- Follow through in the direction of the shot
- Shuttle lands on or in back tramlines

#### D. MARK ALLOCATION

Mark	Observable key skill components described in C: Preparation, Execution, Completion, and Outcome
6	Always demonstrates the observation points
5	Almost always demonstrates the observation points
4	Demonstrates reasonable skill level more than 50% of the time
3	Demonstrates adequate skill level approximately 50% of the time
2	Demonstrates adequate skill level less than 50% of the time
1	Rarely demonstrates adequate skill level
0	Does not demonstrate minimum skill level

### Skill 4: Backhand overhead cross-court drop shot

**A. SKILL** – demonstration of skills in competitive situations will be assessed taking into account the combination of four elements of an action i.e. consistency, precision, fluency and control.

**B. CONTEXT** – game pressure, pace, skill and intensity of opponent and team mates, playing area, environmental conditions etc. may affect performance and should be taken into account when marking.

#### C. KEY SKILL COMPONENTS

##### Preparation

- Body turned towards side tramlines so back of the body faces the net
- Lead with elbow up and racquet behind the body
- Weight on the racquet foot
- Non-racquet arm balances the body

##### Execution

- Shuttle hit slightly in front of the body
- Extend arm fully on contact
- Push the racquet head downward slowly and across to reduce shuttle speed
- Trajectory: shuttle travels downwards and across court

##### Completion/Outcome

- Follow through in the direction of the shot
- Body turns to face the net
- Shuttle lands in the target area located between the net and edge of the service court near the tram lines

#### D. MARK ALLOCATION

Mark	Observable key skill components described in C: Preparation, Execution, Completion, and Outcome
6	Always demonstrates the observation points
5	Almost always demonstrates the observation points
4	Demonstrates reasonable skill level more than 50% of the time
3	Demonstrates adequate skill level approximately 50% of the time
2	Demonstrates adequate skill level less than 50% of the time
1	Rarely demonstrates adequate skill level
0	Does not demonstrate minimum skill level

### Skill 5: Forehand net attack shot

**A. SKILL** – demonstration of skills in competitive situations will be assessed taking into account the combination of four elements of an action i.e. consistency, precision, fluency and control.

**B. CONTEXT** – game pressure, pace, skill and intensity of opponent and team mates, playing area, environmental conditions etc. may affect performance and should be taken into account when marking.

#### C. KEY SKILL COMPONENTS

##### Preparation

- Body square to the net
- Racquet foot slightly forward
- Racquet held high in front of the body
- Shortened forehand grip
- Non-racquet arm balancing the body

##### Execution

- Step forward with racquet leg
- Extend racquet arm up in front of the body
- Contact shuttle in front of the body with a strong downward wrist snap
- Trajectory: shuttle travels quickly in a downwards direction

##### Completion/Outcome

- Using rebound racquet action
- Shuttle lands in the target area

#### D. MARK ALLOCATION

Mark	Observable key skill components described in C: Preparation, Execution, Completion, and Outcome
6	Always demonstrates the observation points
5	Almost always demonstrates the observation points
4	Demonstrates reasonable skill level more than 50% of the time
3	Demonstrates adequate skill level approximately 50% of the time
2	Demonstrates adequate skill level less than 50% of the time
1	Rarely demonstrates adequate skill level
0	Does not demonstrate minimum skill level



**SECTION TWO - Conditioned performance**

**A. SKILL** – demonstration of skills in competitive situations will be assessed taking into account the combination of four elements of an action i.e. consistency, precision, fluency and control.

**B. CONTEXT** – game pressure, pace, skill and intensity of opponent and team mates, playing area, environmental conditions etc. may affect performance and should be taken into account when marking.

**C. KEY SKILL COMPONENTS**

<b>Tactical problems</b>	<b>Off-the-shuttle skills</b>	<b>On-the-shuttle skills</b>
<b>SCORING (ATTACK) – 10 marks</b>		
Setting up an attack opportunity	<ul style="list-style-type: none"> <li>▪ Maintain central court position (get back to base)</li> </ul>	<ul style="list-style-type: none"> <li>▪ Overhead clear – forehand, backhand</li> <li>▪ Overhead drop shot – forehand, backhand</li> <li>▪ High serve</li> <li>▪ Flick serve</li> <li>▪ Drive – forehand and backhand</li> </ul>
Winning the point	<ul style="list-style-type: none"> <li>▪ Quick movement to shuttle</li> <li>▪ Meeting shuttle early – above net height</li> <li>▪ Holding racquet high out in front of body</li> <li>▪ Awareness of opponent's position</li> <li>▪ Anticipation of play</li> </ul>	<ul style="list-style-type: none"> <li>▪ Smash</li> <li>▪ Attacking the serve</li> <li>▪ Attacking drop shot</li> <li>▪ Control the net with net tumbles</li> <li>▪ Net attack shot</li> </ul>
<b>PREVENTING SCORING (DEFENCE) – 10 marks</b>		
Defending on own side of the net	<ul style="list-style-type: none"> <li>▪ Recovery to base with quick footwork</li> <li>▪ Holding racquet out in front of body</li> <li>▪ Be patient and move to retrieve all shots back into play</li> <li>▪ Anticipation of play</li> </ul>	<ul style="list-style-type: none"> <li>▪ Low serve</li> <li>▪ Underarm – clear forehand and backhand</li> <li>▪ Overhead – clear forehand and backhand</li> <li>▪ High serve</li> </ul>
Defending against an attacking player	<ul style="list-style-type: none"> <li>▪ Keep moving to keep rally going</li> <li>▪ Be patient</li> <li>▪ Play to opponent's weaknesses</li> <li>▪ Re-gain the attack position</li> </ul>	<ul style="list-style-type: none"> <li>▪ Push shuttle flat (drives)</li> <li>▪ Hit shuttle away into furthest corners</li> <li>▪ Return the smash with a forehand or backhand underarm clear/ block</li> <li>▪ Return the drop shot with net tumble</li> <li>▪ Return fast flat drives by meeting shuttle early</li> </ul>

**D. MARK ALLOCATION**

<b>Mark</b>	<b>Observable key skill components described in C: Use of space, Positioning, Execution, and Decision-making</b>
9 – 10	Always demonstrates skills at an exceptional level under pressure
7 – 8	Consistently demonstrates skills under pressure
5 – 6	Frequently demonstrates appropriate skills, but not as intense as (7–8)
3 – 4	Demonstrates adequate skill level
1 – 2	Demonstrates low level of skill
0	Does not demonstrate minimum skill level

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*Published by the School Curriculum and Standards Authority of Western Australia*  
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