

ATAR course examination, 2019

PHYSICAL EDUCATION STUDIES

Practical (performance) examination Basketball

Time allowed

Warm up: 30 minutes Skills and drills: 60 minutes

Materials required

To be provided at the venue

Non-personal equipment required for Basketball

To be provided by the candidate

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.

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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

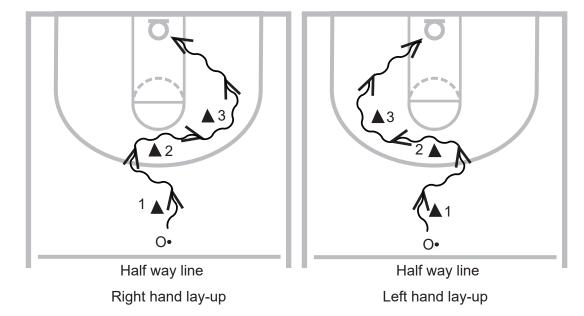
- 1. You are required to wear clothing and personal playing and safety equipment that is approved for competition by the sport's governing body.
- 2. Clothing must not identify you, your school, club or achievements, and it is requested that you wear black, navy or a white shirt for the examination.
- 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 2019* document.

SECTION ONE - Skills Performance

1. Skills set 30 marks

Skill 1	Skill 2	Skill 3	Skill 4	Skill 5
Control dribble	Lay-up	Defence – on ball containment	Lead – wing lead	Shoot – one dribble jump shot

Drill #1: Control dribble, Lay-up



Key X = defensive player

O = offensive player

O• = offensive player has ball

---- = ball movement pass

 \rightarrow = player movement

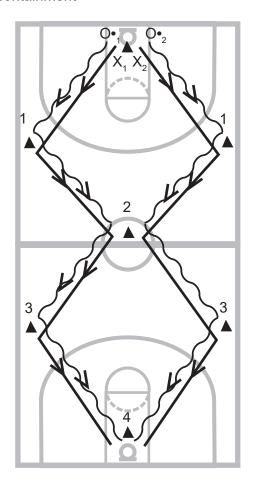
= marker

 $\sim = dribble$

Drill description

- 1. Player O• starts with the ball at the halfway line and executes a control dribble to move around the markers from 1 − 3 in the half court area.
- 2. Player must demonstrate both right and left hand dribbling technique.
- 3. Player then executes a right hand lay-up.
- 4. Player then changes sides and repeats the drill but executes a left hand lay-up.

Drill #2: Defence - on ball containment



Key X = defensive player

O = offensive player

O• = offensive player has ball

---- = ball movement pass

→ = player movement

= marker

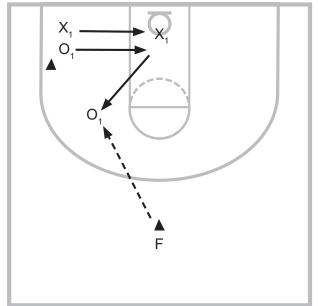
 $\sim = dribble$

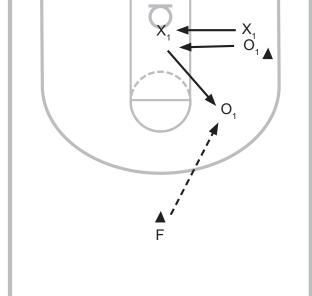
Drill description

- 1. Player O•₁ and Player O•₂ start with the ball on the baseline.
- 2. Player X_1 and player X_2 start in a defensive position on players O_1 and O_2 .
- 3. Players O_1^{\bullet} and O_2^{\bullet} dribble down the court in a zig-zag pattern from markers 1–4 at medium intensity.
- 4. Players X_1 and X_2 demonstrate defence on ball containment on players O_1^{\bullet} and O_2^{\bullet} as they dribble down the court and change direction at each marker.
- 5. Players X_1 and X_2 must demonstrate a drop step for each change of direction.

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Drill #3: Lead – wing lead, Shoot – one dribble jump shot





Key

F = feeder

X₁ = defensive player

O₁ = offensive player

---- = ball movement

→ = player movement

= marker

Drill description

- 1. Player O₁ starts on the marker with defender X₁ on inside. Player O₁ leads into the keyway for the wing lead to dump defender.
- 2. Defender X₁ stays in keyway, Player O₁ performs wing lead to outside keyway and receives pass from feeder.
- 3. Player O₁ squares up to the basket and performs shoot one dribble jump shot.

SECTION TWO – Conditioned Performance

(20 marks)

SCENARIO PLANNING	
DEFINE PLAYING AREA OR BOUNDARIES	Half court Full court
SPECIFY NUMBER OF PLAYERS	4 vs 4 5 vs 5
SPECIFY TACTICAL PROBLEM(S) TO BE SOLVED	Create scoring opportunities starting with an out of bounds pass-in from the half way line. Defence aims to restrict offence and attempt to gain possession in order to move the ball into their offensive half.
SPECIFY ROLES OR GOALS OF PLAYER(S)	Maximise points for the team.
	or
	Restrict offensive players.
SPECIFY OPTIONS, RULES AND/OR RESTRICTIONS	Team members may be changed during this conditioned performance.

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