



## ATAR course examination, 2024

# PHYSICAL EDUCATION STUDIES

## Practical (performance) examination Hockey

### Time allowed

Preparation: 30 minutes  
Examination: 60 minutes (30 minute performance)

### Materials required

#### *To be provided at the venue*

Non-personal equipment required for Hockey

#### *To be provided by the candidate*

Hockey stick, shin and mouth protection, footwear suitable for a synthetic playing surface

## 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.

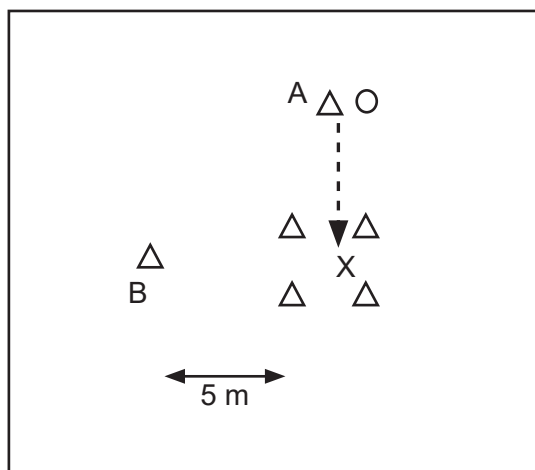
## SECTION ONE – Skills Performance

## 1. Skills set

(30 marks)

Skill 1	Skill 2	Skill 3	Skill 4	Skill 5
Reverse stick trap	Flat stick dribble	Drag to eliminate	Slap hit	Flat stick tackle

**Drill #1:** Reverse stick trap

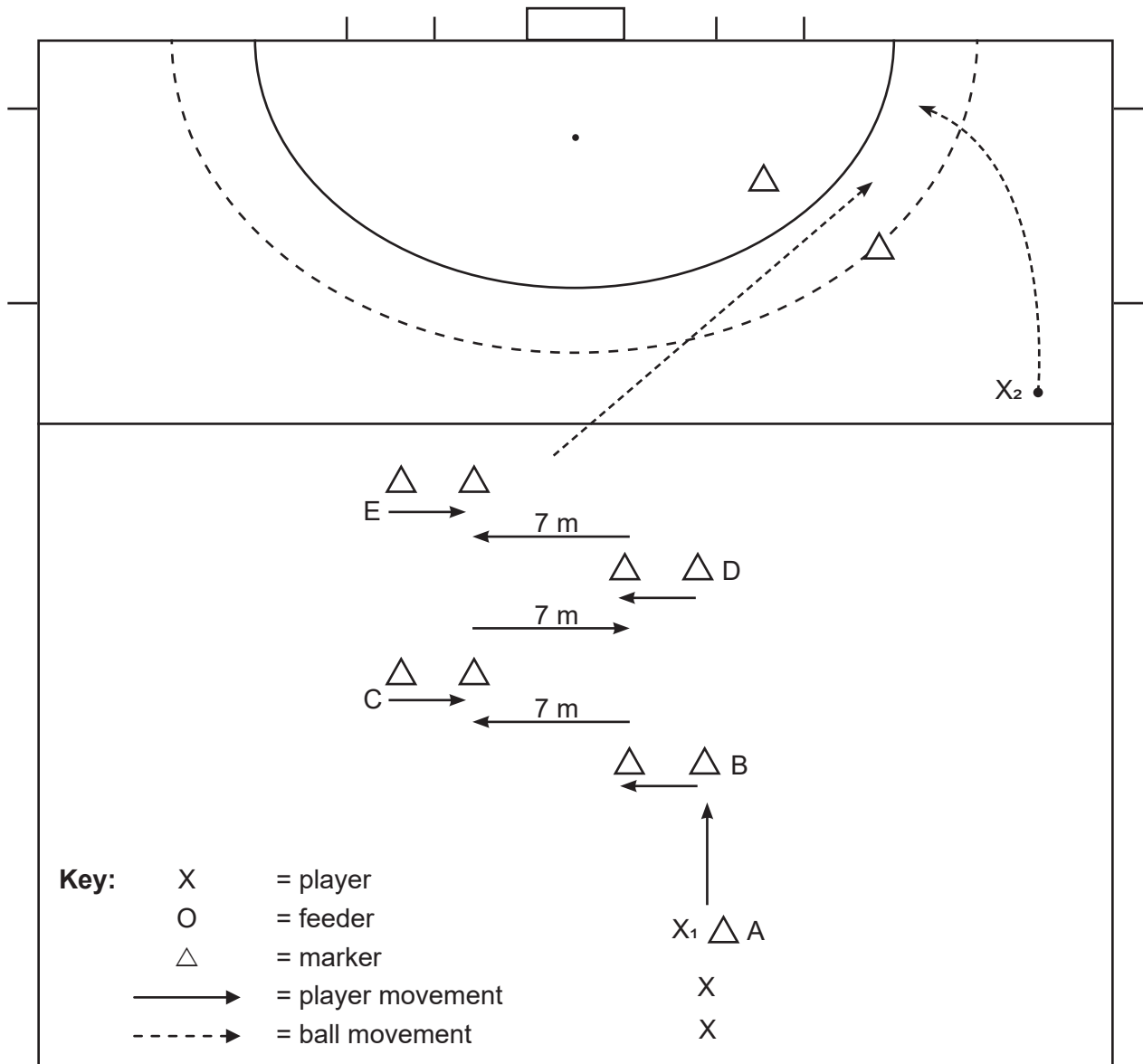


- Key:**
- X = player
  - O = feeder
  - △ = marker
  - = player movement
  - > = ball movement

**Drill Description**

1. Ball is pushed at player X (who is facing the feeder) from a distance of 16m. Player X must make a trap and maintain control of the ball.
2. Player X to execute the skill with the reverse stick.
3. Once player X controls the ball, they must turn and pass the ball to B.

Drill #2: Flat stick dribble, Drag to eliminate

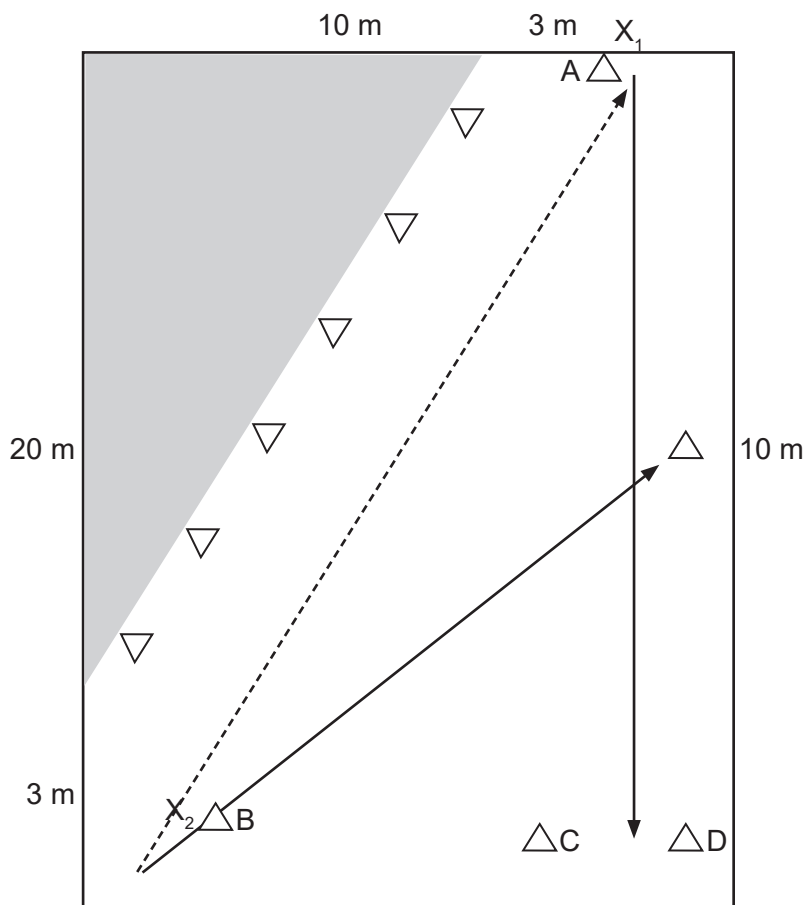


**Drill Description**

1. Player X<sub>1</sub> starts just inside the centre of the field at marker A.
2. Player X<sub>1</sub> dribbles 7 m forward and performs a drag to eliminate (right – left drag) at marker B (0.5 m apart).
3. Player X<sub>1</sub> continues dribbling and performs a second drag to eliminate (left – right drag) at marker C.
4. Player X<sub>1</sub> continues dribbling and performs a third drag to eliminate (right – left drag) at marker D.
5. Player X<sub>1</sub> continues dribbling and performs a fourth drag to eliminate (left – right drag) at marker E.
6. Player X<sub>2</sub> leads to coincide with player X<sub>1</sub>'s movements and skills.
6. Player X<sub>1</sub> then performs a weighted push pass into space for player X<sub>2</sub> (between the markers) to receive the ball on the move.

**See next page**

Drill #3: Flat stick tackle, Slap hit



- Key:**
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  - = player movement
  - - - - -> = ball movement

**Drill Description**

1. Attacker  $X_1$  starts at marker A.
2. Defender  $X_2$  starts with the ball on marker B and executes a slap hit to player  $X_1$ .
3.  $X_1$  traps the ball and dribbles (using flat stick dribble) between markers C and D.
4.  $X_2$  must push up to channel player  $X_1$  on the forehand stick side and engage to tackle using a flat stick tackle after the 10 m mark.

SECTION TWO – Conditioned Performance

(20 marks)

SCENARIO PLANNING	
DEFINE PLAYING AREA OR BOUNDARIES	Half field
SPECIFY NUMBER OF PLAYERS	4 vs 4 or 3 vs 3
SPECIFY TACTICAL PROBLEM(S) TO BE SOLVED	Creating a scoring opportunity from a hit in from the side of the half way line.
SPECIFY ROLES OR GOALS OF PLAYER(S)	<p>1. Candidates will be separated into two even teams (4 vs 4 or 3 vs 3) depending on the size of the examination group.</p> <p>2. The playing field will be half of the hockey field. The playing area will be slightly narrower as depicted in the below diagram with outletting goals on either side of the pitch for defenders to score through.</p> <div style="text-align: center;"> </div> <p>3. The game will be umpired using the current Hockey WA rules with the following exceptions:</p> <ul style="list-style-type: none"> <li>• No goal keepers</li> <li>• No shortcorners. A free hit is to be awarded just outside the circle in line with infringement.</li> </ul> <p>4. Each team will spend an equal amount of time in attack and defence.</p>
SPECIFY OPTIONS, RULES AND/OR RESTRICTIONS	Change offence and defence after 5 minutes

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