



ATAR course examination, 2019

PHYSICAL EDUCATION STUDIES

Practical (performance) examination Cricket

Time allowed

Warm up: 30 minutes
Skills and drills: 75 minutes

Materials required

To be provided at the venue

Non-personal equipment required for Cricket

To be provided by the candidate

Cricket bat, batting helmet, gloves, pads, protector and enclosed shoes or boots for a hard wicket

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 2019* document.

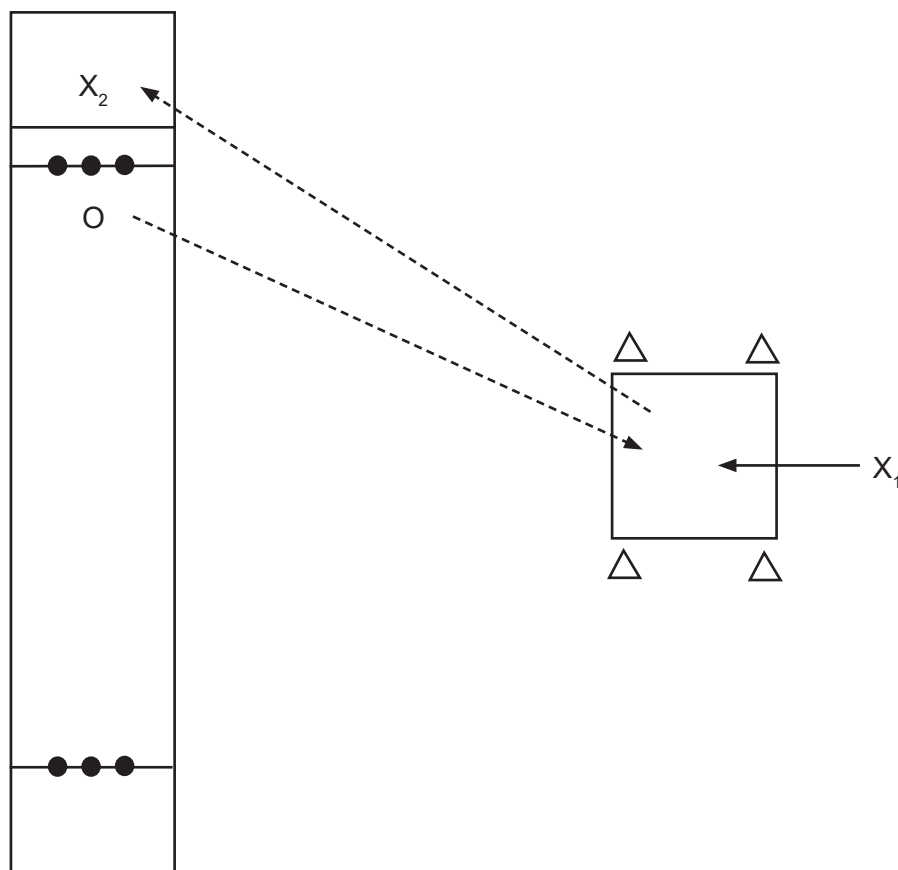
SECTION ONE – Skills Performance

1. Skills set

(30 marks)

Skill 1	Skill 2	Skill 3	Skill 4	Skill 5
Outfield catch	Infield: Ground fielding and overarm throw	Bowling: Pace (swing and seam) or spin	Front foot stroke production	Back foot offensive stroke production

Drill #1: Outfield catch

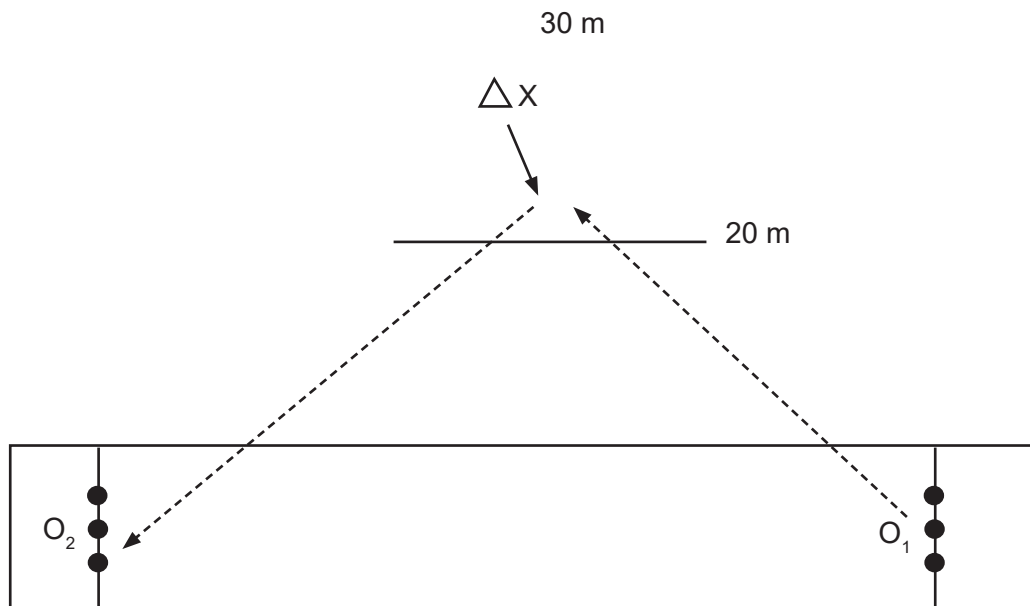


Key:

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

Drill description

1. Feeder strikes a high ball to land in a 20 m square, which is 50 m from the batting crease.
2. Player X_1 starts 10 m from the furthest side of the square and must move and catch the ball after it has been struck.
3. The ball is to be caught inside the 20 m square.
4. Player X_1 throws ball to the wicketkeeper (X_2).

Drill #2: Infield: ground fielding and overarm throw

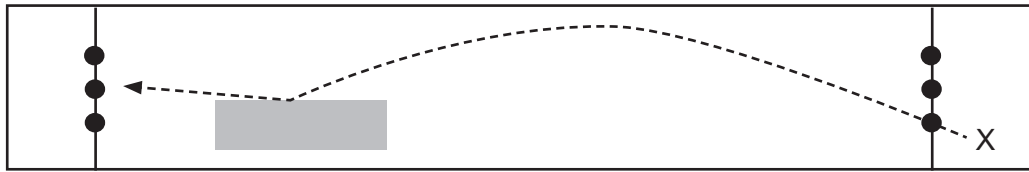
Key:

X	= player
O	= feeder
Δ	= marker
—————→	= player movement
- - - - -→	= ball movement

Drill description

1. Stumps set up with a marker 30 m from the stumps at a position mid-pitch (cover or midwicket fielding positions).
2. Line marked 20 m from the stumps at the striker's end.
3. Ball is struck firmly along the ground towards the player X by the feeder (O_1) from the striker's end.
4. Player X fields the ball and throws overarm at the stumps at the non-striker's end.
5. Feeder O_2 is standing over the stumps.

Drill #3: Bowling: Pace (swing and seam) or spin



Key:

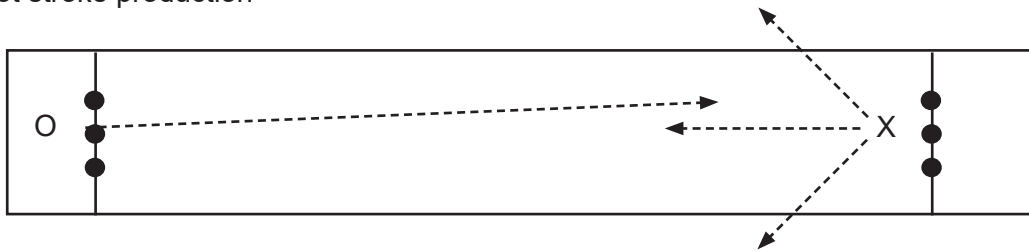
X	= player
O	= feeder
△	= marker
→	= player movement
- - - - ->	= ball movement
■	= target area

Drill description

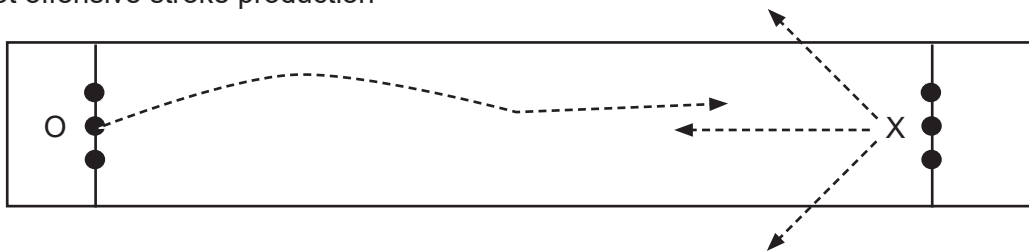
1. Player X selects to bowl either pace (swing or seam) or spin.
2. Each player delivers the ball while aiming to swing, seam or spin the ball, land the ball in the target zone and directed at the off stump.
3. The target zone is 2 m long and 80 cm wide in line with the right-hander's middle stump (extending 40 cm either side of the middle stump), starting 3 m from the stump.

Drill #4: Front foot stroke production, Back foot offensive stroke production

Front foot stroke production



Back foot offensive stroke production



Key:

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

Drill description

1. Feeder to deliver six full length balls and then six short pitched balls to the player X.
2. Full length balls are straight, on line with the off stump and bounce 3 m – 4 m from the stumps. Player X is to execute a front foot stroke from this delivery.
3. Short pitched balls are straight, on line or just outside the off stump and landing 8 m – 10 m from the stumps. Player X is to execute a back foot offensive stroke from this delivery.

SECTION TWO – Conditioned Performance

(20 marks)

SCENARIO PLANNING	
DEFINE PLAYING AREA OR BOUNDARIES	Cricket pitch
SPECIFY NUMBER OF PLAYERS	8
SPECIFY TACTICAL PROBLEM(S) TO BE SOLVED	<p>Game scenario: Candidate must bowl 1 over and bat for 2 overs as a pair. The end of a T20 or limited overs match where the batters are trying to score 20 runs from 12 balls.</p> <p>Two batters face a total of two overs (12 balls) rotating where required so that each is given the opportunity to face 6 balls. The batters should show positive intent (scoring shots, rotating strike, running between wickets) to demonstrate urgency for scoring runs. The batter is expected to play a variety of shots.</p> <p>The batters' objective is to score 20 runs from 12 balls.</p> <p>Two bowlers are required to bowl one over (6 balls) each with a total of 12 balls to the two batters. They need to communicate with the markers to indicate what they are trying to do (where and the type of delivery) The bowlers also need to set an appropriate field using other candidates and helpers. The bowlers can adjust their field placements each ball.</p> <p>The bowler's objective is to take wickets, contain batter and/or restrict runs from being scored.</p>
SPECIFY ROLES OR GOALS OF PLAYER(S)	<p>Placement of ball to allow runs and attempted outs by fielders and bowler.</p> <p>The next two batters are off the field padding up.</p>
SPECIFY OPTIONS, RULES &/OR RESTRICTIONS	Normal rules apply.

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*Published by the School Curriculum and Standards Authority of Western Australia
303 Sevenoaks Street
CANNINGTON WA 6107*