



Western Australian Certificate of Education Examination, 2013

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PHYSICAL EDUCATION STUDIES

Practical (performance) examination Australian Football

Time allocated

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

Materials required

To be provided at the venue

Non-personal equipment required for Australian Football

To be provided by the candidate

Enclosed shoes or boots

Structure of the examination

The WACE Physical Education Studies examination consists of a written component worth 70 per cent of the total examination score and a practical (performance) component worth 30 per cent of the total examination score.

Structure of this practical (performance) examination

Sections and criteria	Marks available	Percentage of total exam
Individual skills		
• Skill 1	6	15
• Skill 2	6	
• Skill 3	6	
• Skill 4	6	
• Skill 5	6	
Conditioned performance	20	15
Total		30

Instructions to candidates

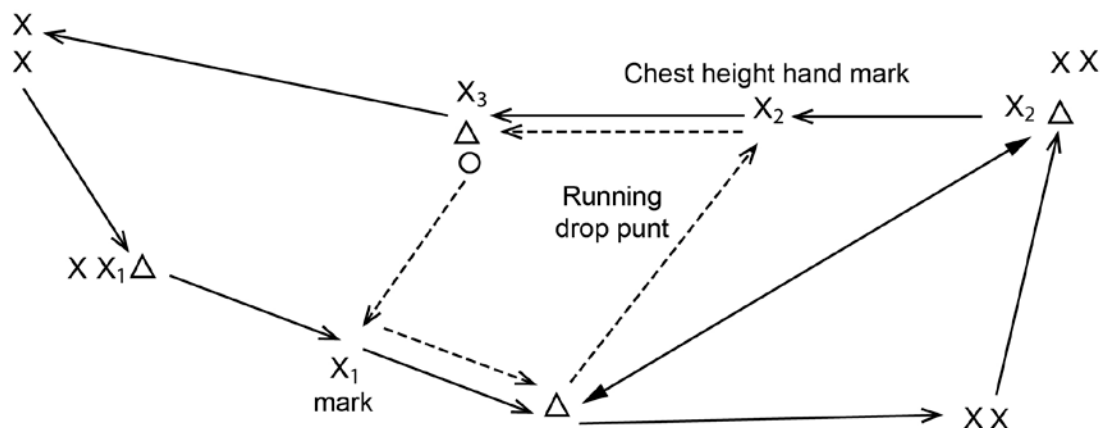
1. You are required to wear clothing and personal playing and safety equipment that is approved for competition by the sport's governing body.
2. Clothing must not identify you, your school, club or achievements, and it is requested that you wear black, navy or white shirts for the examination.
3. You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

SECTION ONE – Skills Performance

1. Skills set

Skill 1	Skill 2	Skill 3	Skill 4	Skill 5
Running drop punt	Chest height hand mark	Handball	Kick for goal (running drop punt)	Bounce

Drill #1: running drop punt, chest height hand mark.



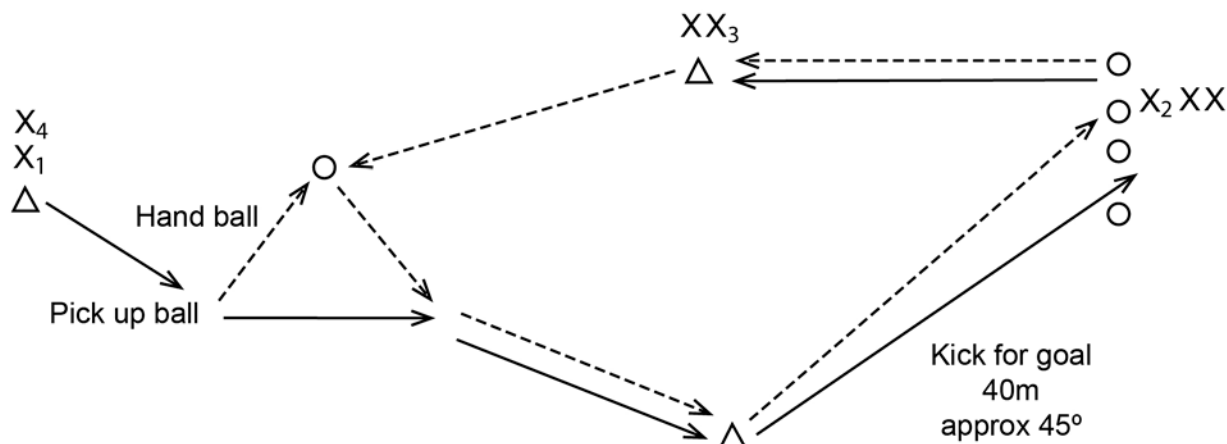
Key:

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

Drill description

1. Feeder lob kicks ball to open space.
2. Player X₁ runs to mark, then uses running drop punt pass to X₂. Left foot players prop and turn at marker to align with lead from X₂.
3. Player X₂ marks with chest height hand mark and returns the ball to the feeder X₃.
4. Players X₁ and X₃ continue and join the line waiting for next phase of drill.
5. Player X₂ replaces X₃ and waits for next pass.

Drill #2: handball, kick for goal, bounce.



Key:

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

Drill description

1. Feeder rolls ball toward Player X₁, who picks up and handballs back to the feeder.
2. Feeder handballs to running X₁ who kicks on goal using running drop punt.
3. Player X₂ retrieves ball from goal line runs and bounces at pace before handballing to X₃.
4. Player X₃ returns ball to the feeder.
5. Player X₁ follows the kick and joins line behind goals.
6. Player X₂ replaces X₃.
7. Player X₄ moves to begin the drill.

SECTION TWO – Conditioned Performance

(20 marks)

SCENARIO PLANNING	
DEFINE PLAYING AREA OR BOUNDARIES	50 metre arc
SPECIFY NUMBER OF PLAYERS	8 (can be done with 6)
SPECIFY TACTICAL PROBLEM(S) TO BE SOLVED	Creating and defending a scoring shot.
SPECIFY ROLES OR GOALS OF PLAYER(S)	Feeder kicks the ball to leading offence. Four players (offence) try to score a goal. Other four players defend to get the ball out of the 50 metre arc (defence).
SPECIFY OPTIONS, RULES &/OR RESTRICTIONS	Change offence and defence after 5 minutes

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Western Australian Certificate of Education Examination, 2013

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PHYSICAL EDUCATION STUDIES

Practical (performance) examination Athletics

Time allocated

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

Materials required

To be provided at the venue

Non-personal equipment required for athletics

To be provided by the candidate

No special equipment required

Structure of the examination

The WACE Physical Education Studies examination consists of a written component worth 70 per cent of the total examination score and a practical (performance) component worth 30 per cent of the total examination score.

Structure of this practical (performance) examination

Sections and criteria	Marks available	Percentage of total exam
Individual skills		
• Skill 1	18	15
• Skill 2	18	
• Skill 3	18	
Conditioned performance		
• 1	20	15
• 2	20	
• 3	20	
Total		30

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.

SECTION ONE – Skills Performance

1. Skills set

Skill 1 Run	Skill 2 Jump	Skill 3 Throw
#2 200m	#7 Long jump	#10 Discus

Drill #1: 200m

Diagram 1

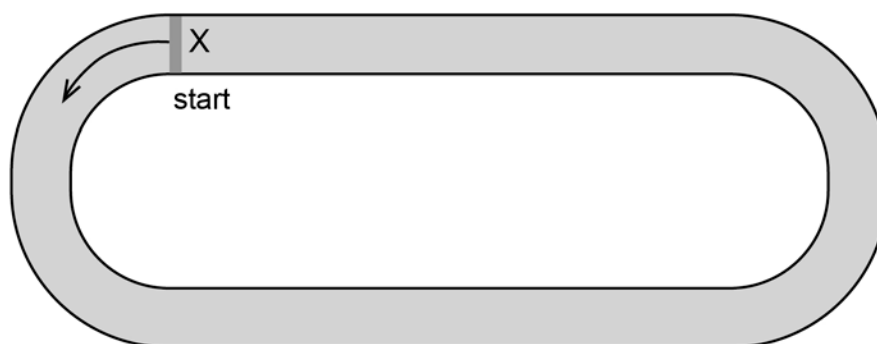
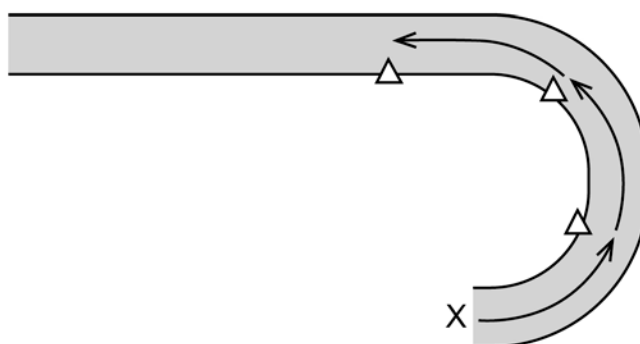


Diagram 2



Key: X = athlete
△ = marker
→ = athlete movement

Drill description

Part 1 (diagram 1): start

1. Athletes set up starting blocks for commencement of 200m race
2. On commands from the examiner each athlete performs a series of starts and accelerates for 20m

Part 2 (diagram 2): run technique

3. Athlete performs a wall slide drill over 3 sets of 20m to demonstrate running technique

Drill #2: Long Jump

Diagram 1

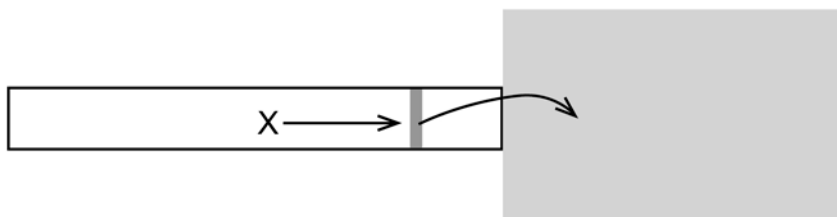
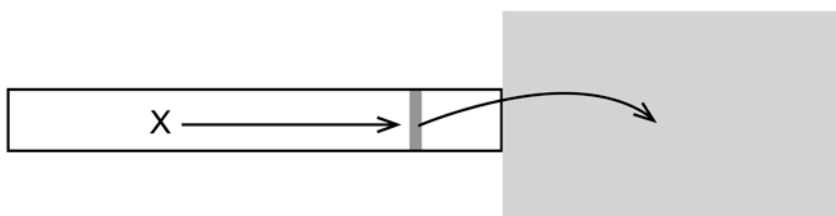


Diagram 2



Key: X = athlete
 → = athlete movement

Drill description*Part 1 (diagram 1): 5 stride pop-up drill*

1. Each candidate to measure and mark an appropriate 5 stride run up
2. On commands from the examiner, each candidate to perform a 5 stride run up and take off into the landing pit

Part 2 (diagram 2): half run up drill

1. Each candidate to measure and mark half of a regular run up
2. Candidates perform a long jump from these markers and demonstrate appropriate take-off, flight and landing.

Drill #3: Discus

Diagram 1

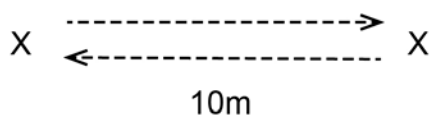
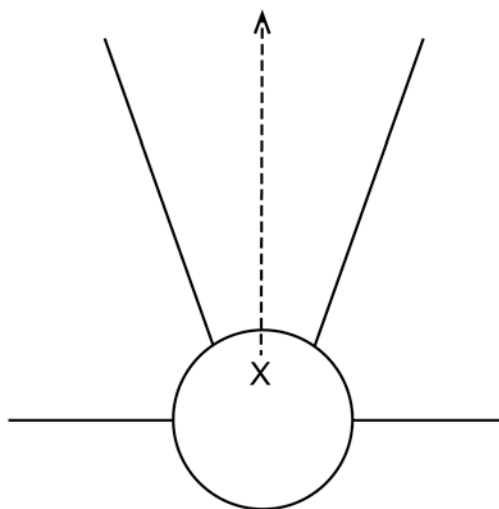


Diagram 2



Key: X = athlete
---- = implement movement

Drill description

Part 1 (diagram 1): grip

1. Athletes work in pairs 10m apart
2. Demonstrating correct grip and release, each athlete rolls the discus to their partner

Part 2 (diagram 2): stance

1. Each athlete stands at the top of the throwing circle
2. Throwing technique is demonstrated from a standing throw

Part 3 (diagram 2): technique

1. Each athlete utilises the throwing circle to demonstrate throwing technique
2. Assessment is made on the accuracy of the throw rather than distance

SECTION TWO – Conditioned Performance (20 marks)

SCENARIO PLANNING	
DEFINE PLAYING AREA OR BOUNDARIES	200m track; long jump pit; discus circle
SPECIFY NUMBER OF PLAYERS	N/A
SPECIFY TACTICAL PROBLEM(S) TO BE SOLVED	Athletes are to attempt optimal performance in each of the events
SPECIFY ROLES OR GOALS OF PLAYER(S)	Each athlete will receive up to 3 attempts to achieve a best time in the 200m and maximum distance in the long jump and discus throw.
SPECIFY OPTIONS, RULES &/OR RESTRICTIONS	N/A

Points will be allocated for the best performance based on IAAF Scoring Tables.

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PHYSICAL EDUCATION STUDIES

Practical (performance) examination Badminton

Time allocated

Warm-up: 30 minutes
Skills and Drills: 60 minutes

Materials required

To be provided at the venue

Non-personal equipment required for badminton

To be provided by the candidate

Badminton racquet, non-marking athletic shoes

Structure of the examination

The WACE Physical Education Studies examination consists of a written component worth 70 per cent of the total examination score and a practical (performance) component worth 30 per cent of the total examination score.

Structure of this practical (performance) examination

Sections and criteria	Marks available	Percentage of total exam
Individual skills		
• Skill 1	6	15
• Skill 2	6	
• Skill 3	6	
• Skill 4	6	
• Skill 5	6	
Conditioned performance	20	15
Total		30

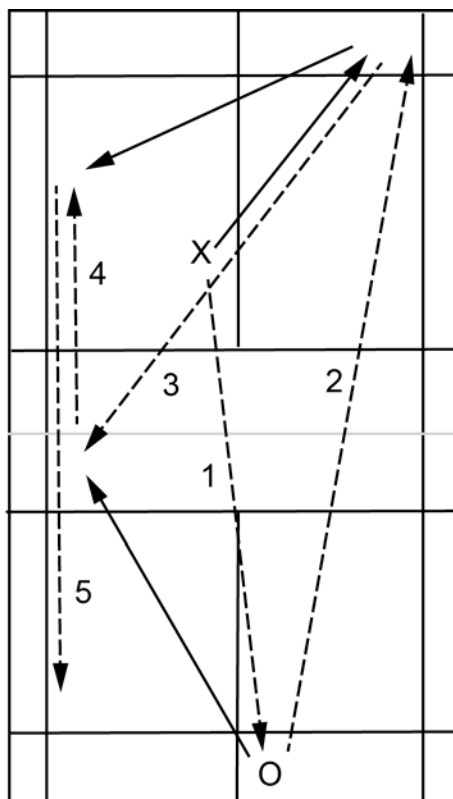
Instructions to candidates

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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.
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SECTION ONE – Skills Performance**1. Skills set**

Skill 1	Skill 2	Skill 3	Skill 4	Skill 5
High singles serve	Smash	Backhand flick serve	Forehand overhead drop shot	Backhand underarm net tumble

Drill #1: High singles serve and smash

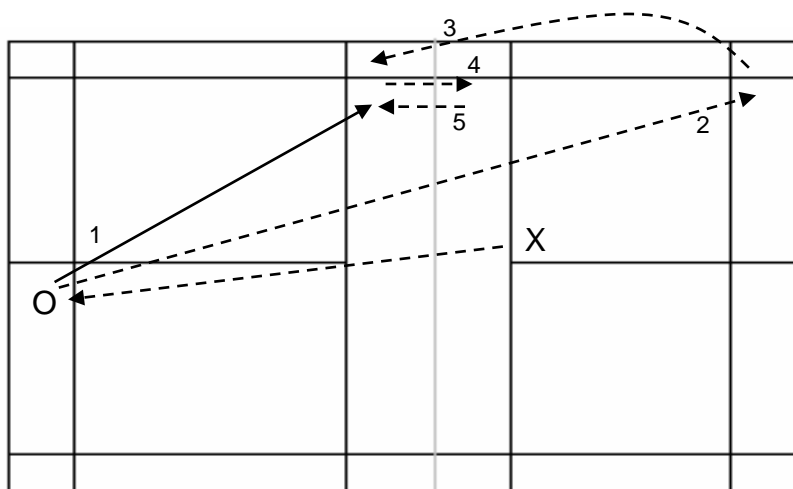


- Key:
- X = player
 - O = feeder
 - △ = marker
 - = player movement
 - = shuttle movement

Drill description

1. Player hits a high singles serve.
2. Feeder returns with an overhead forehand clear.
3. Player hits a backhand overhead crosscourt drop shot.
4. Feeder hits a backhand underarm clear to mid-court.
5. Player moves back and smashes.

Drill #2: Backhand flick serve, forehand overhead drop shot, backhand underarm net tumble



Key

- X = player
- O = feeder
- = player movement
- = shuttle movement

Drill description

1. Player hits a backhand flick serve.
2. Feeder returns with an overhead clear, deep to the forehand corner.
3. Player hits a forehand overhead drop shot down the line.
4. Feeder hits a return backhand underarm net tumble.
5. Player moves forward and hits a backhand underarm net tumble.

SECTION TWO – Conditioned Performance (20 marks)

SCENARIO PLANNING	
DEFINE PLAYING AREA OR BOUNDARIES	Full court
SPECIFY NUMBER OF PLAYERS	2 vs 2 OR 2 vs Feeder
SPECIFY TACTICAL PROBLEM(S) TO BE SOLVED	Play a ten minute game to maximise your score
SPECIFY ROLES OR GOALS OF PLAYER(S)	No special roles
SPECIFY OPTIONS, RULES &/OR RESTRICTIONS	No special rules

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PHYSICAL EDUCATION STUDIES

Practical (performance) examination Basketball

Time allocated

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 WACE Physical Education Studies examination consists of a written component worth 70 per cent of the total examination score and a practical (performance) component worth 30 per cent of the total examination score.

Structure of this practical (performance) examination

Sections and criteria	Marks available	Percentage of total exam
Individual skills		
• Skill 1	6	15
• Skill 2	6	
• Skill 3	6	
• Skill 4	6	
• Skill 5	6	
Conditioned performance	20	15
Total		30

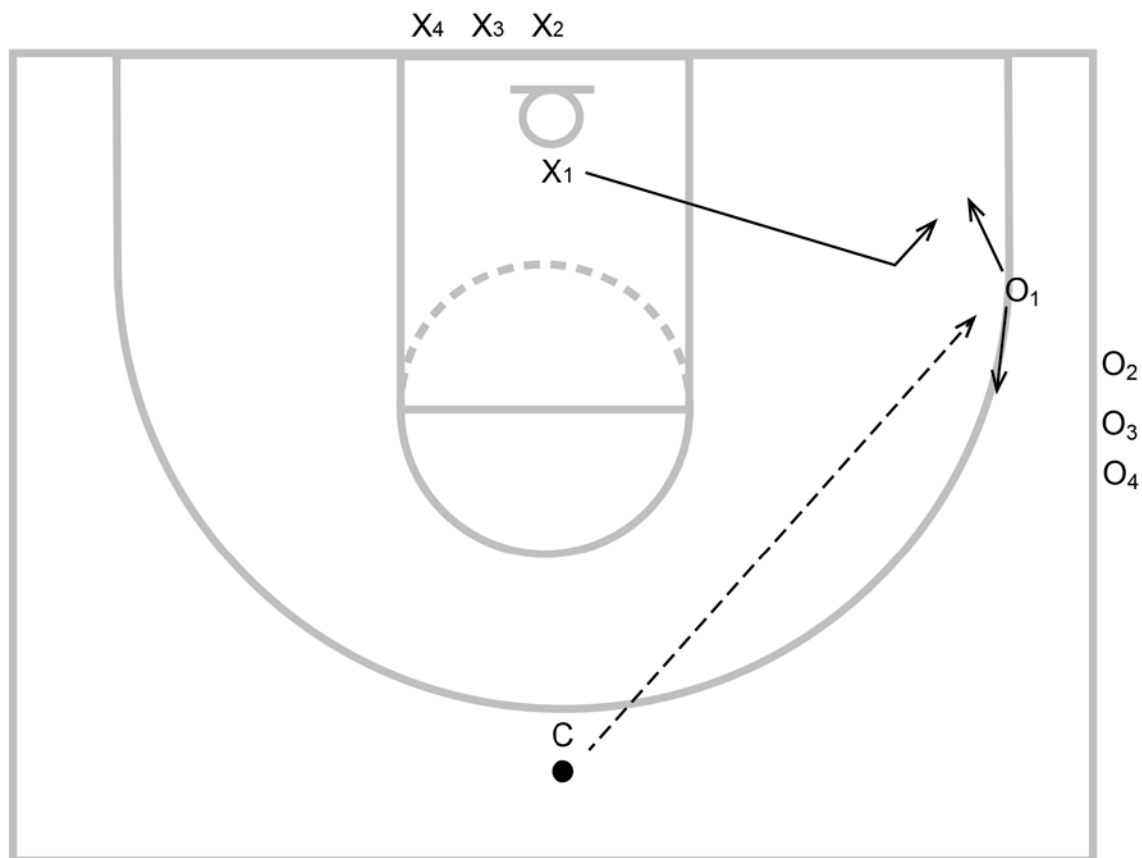
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SECTION ONE – Skills Performance**1. Skills set**

Skill 1	Skill 2	Skill 3	Skill 4	Skill 5
Triple threat	Close-out	Screening	Lay-up	Catch and shoot jump shot

Drill #1: Close out and triple threat



Key:

- X = defensive player
- O = offensive player
- = player movement
- = ball movement

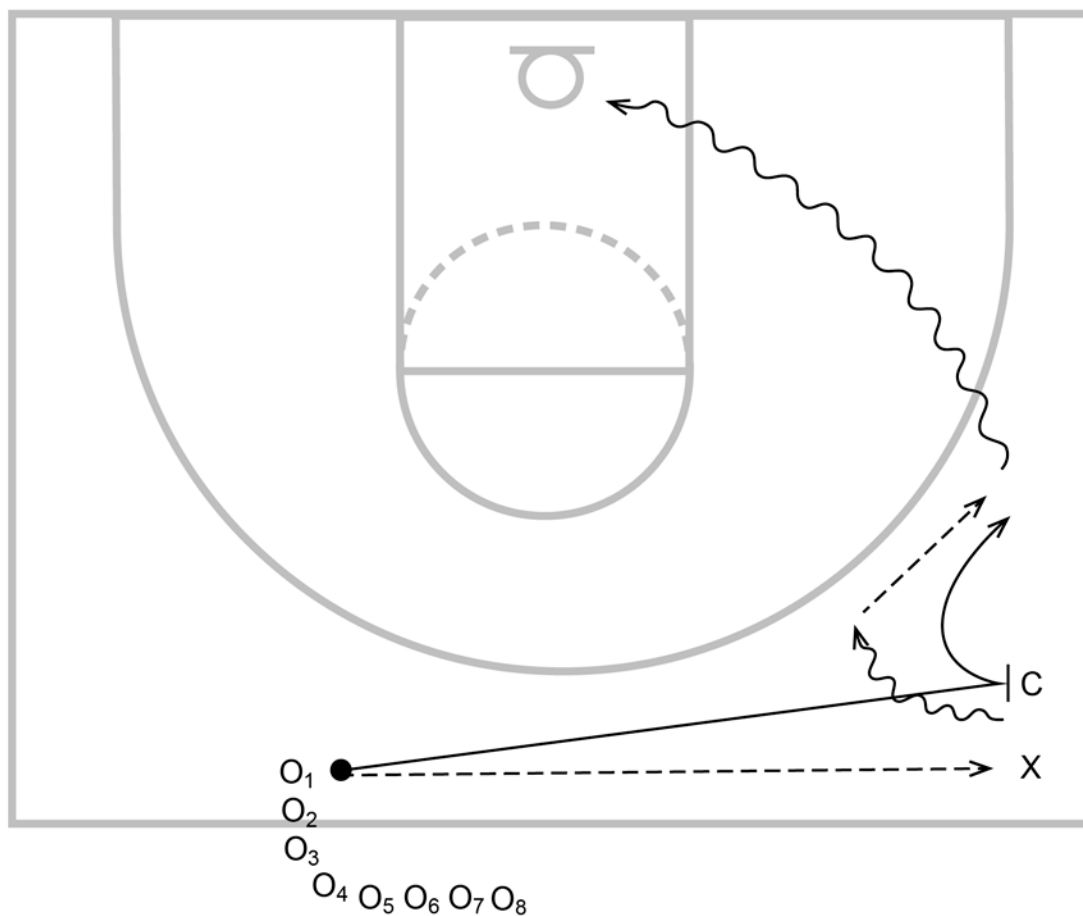
Initial set up

- O₁ is a candidate executing the triple threat
- X₁ is a candidate executing a close out
- C can be a candidate or a helper as the pass is not being assessed

Drill description

1. C passes to O₁
2. As C releases the pass, X₁ closes out to the ball
3. O₁ steps toward the ball to receive the pass in triple threat
4. O₁ executes a jab step

See next page

Drill #2: Screen and roll; layup

Key:

- X = defensive player
- O = offensive player
- = player movement
- = ball movement

Initial set up

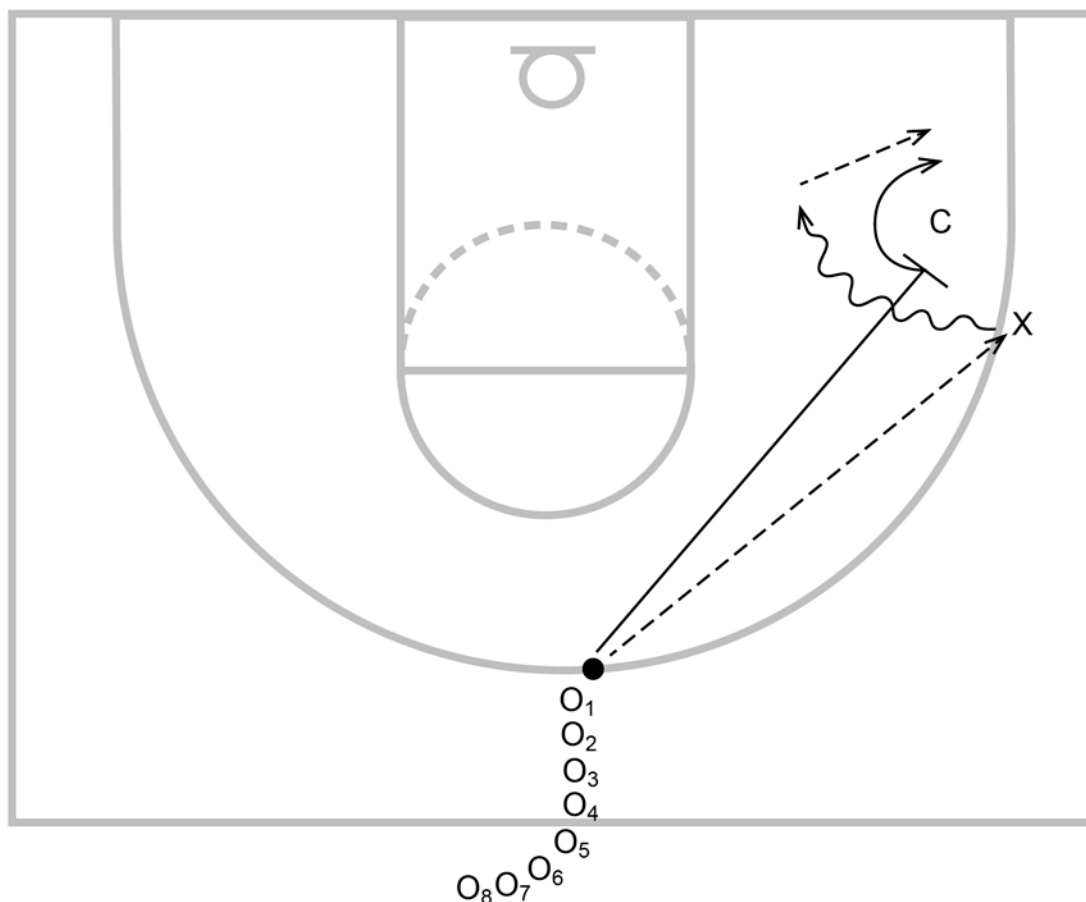
- O₁ to O₈ are candidates executing a screen and roll followed by a layup
- C and X are helpers

Drill description

1. O₁ passes to X
2. O₁ follows pass and screens for X
3. Once X uses screen, O₁ rolls as shown
4. O₁ receives a pass from X and executes a layup
5. Repeat other side.

See next page

Drill #3: Screen, jump shot



Key: X = defensive player
O = offensive player
→ = player movement
---- = ball movement

Initial set up

- O₁ to O₈ are candidates who will execute a screen followed by a catch and shoot jump shot
- C and X are helpers

Drill description

1. O₁ passes to X
2. O₁ then sets a screen on C
3. Once C uses the screen O₁ receives pass from C
4. O₁ then executes a catch and shoot jump shot

SECTION TWO – Conditioned Performance (20 marks)

SCENARIO PLANNING	
DEFINE PLAYING AREA OR BOUNDARIES	Half court
SPECIFY NUMBER OF PLAYERS	4 vs 4
SPECIFY TACTICAL PROBLEM(S) TO BE SOLVED	Create scoring opportunities in five minutes of play 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 over the half line to end the play.
SPECIFY ROLES OR GOALS OF PLAYER(S)	Maximise points for the team. OR Restrict offensive players.
SPECIFY OPTIONS, RULES &/OR RESTRICTIONS	Change offence and defence after 5 minutes

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PHYSICAL EDUCATION STUDIES

Practical (performance) examination Cricket

Time allocated

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 WACE Physical Education Studies examination consists of a written component worth 70 per cent of the total examination score and a practical (performance) component worth 30 per cent of the total examination score.

Structure of this practical (performance) examination

Sections and criteria	Marks available	Percentage of total exam
Individual skills		
• Skill 1	6	15
• Skill 2	6	
• Skill 3	6	
• Skill 4	6	
• Skill 5	6	
Conditioned performance	20	15
Total		30

Instructions to candidates

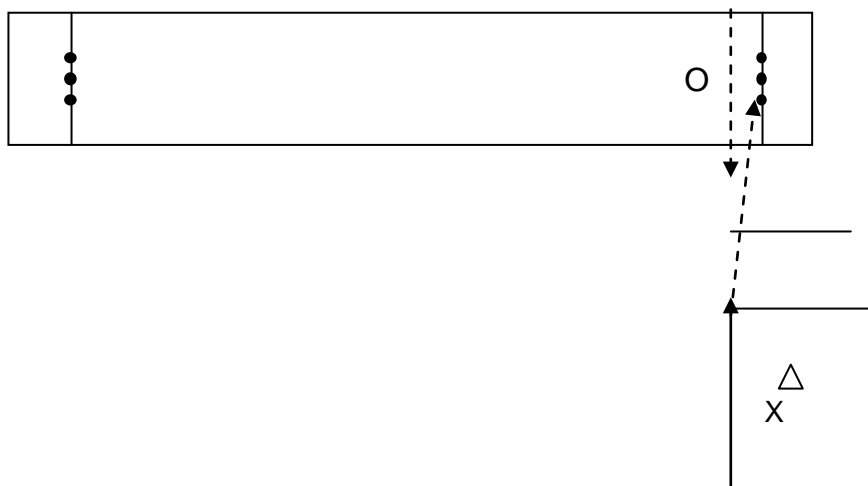
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SECTION ONE – Skills Performance

1. Skills set

Skill 1	Skill 2	Skill 3	Skill 4	Skill 5
Infielding: ground fielding and underarm throw	Outfield catch	Front foot stroke production	Back foot offensive stroke production	Bowling: pace (swing, seam or spin)

Drill #1: Infielding: ground fielding and underarm throw

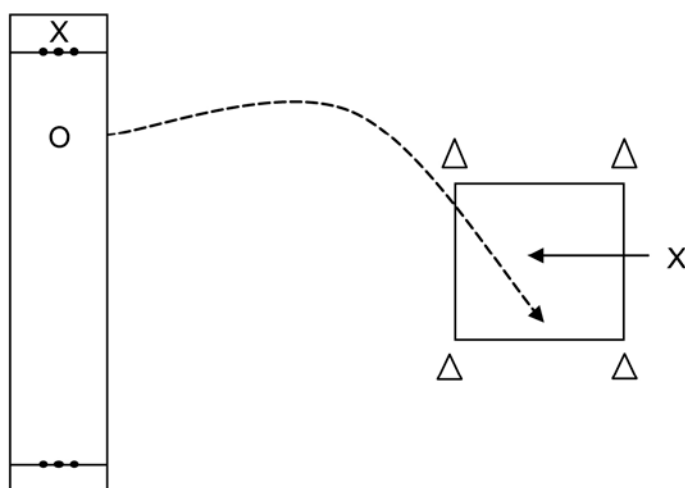


Key

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

Drill description

1. Set up stumps and mark oval with lines 5 m and 10 m to side of stumps and a marker 15 m from stumps at point.
2. The fielder starts on 15 m marker.
3. The ball is rolled slowly (at such speed that it will stop between the 5 m and 10 m lines) toward the fielder.
4. The fielder gathers the ball at speed and underarms it, attempting to hit the stumps.

Drill #2: Outfield catch**Key**

X = player

O = feeder

△ = marker

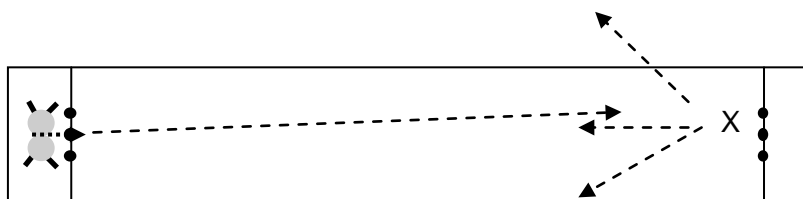
----- = ball movement

→ = player movement

Drill description

1. Feeder strikes a high ball to land in 20 m square which is 50 m from the batting crease.
2. The fielder 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. Fielder throws ball to wicketkeeper.

Drill #3: Front foot stroke production



Key


X = player

O = feeder

△ = marker

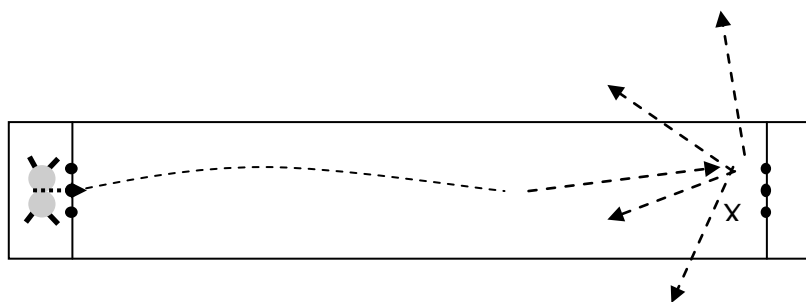
----- = ball movement

→ = player movement

 = bowling machine

Drill description

1. The bowling machine is set at an appropriate speed to deliver a straight, full length ball on the line of off stump, landing 3 m to 4 m from stumps.
2. The batter is to execute a front foot stroke from the delivery.

Drill #4: Back foot offensive stroke production**Key**

X = player

O = feeder

△ = marker

----- = ball movement

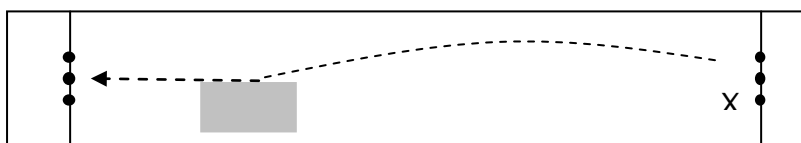
→ = player movement

= bowling machine

Drill description

1. The bowling machine is set at an appropriate speed to bowl a straight short pitched ball on the line of off stump or just outside off stump, landing 8 m to 10 m from stumps.
2. The batter is to execute a back foot offensive stroke from the delivery.

Drill #5: Bowling: pace (swing and seam) or spin



Key

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

Drill description

1. The bowler selects to bowl either pace (swing or seam) or spin.
2. The bowler measures run up.
3. Each bowler 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.
4. 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.

SECTION TWO – Conditioned Performance (20 marks)

SCENARIO PLANNING	
DEFINE PLAYING AREA OR BOUNDARIES	Cricket pitch
SPECIFY NUMBER OF PLAYERS	8 (can be done with 6).
SPECIFY TACTICAL PROBLEM(S) TO BE SOLVED	<p>The field is set with all candidates with markers placed in the position of: mid-off, mid-on, square leg and point.</p> <p>The bowler will nominate the markers where he/she will place the remaining fielders and what his/her intentions are when bowling to the batters.</p> <p>Bowler places the field and bowls the ball so as not to allow the batsman to score a run/s.</p> <p>Batsman places the ball where he/she can score a run/s.</p>
SPECIFY ROLES OR GOALS OF PLAYER(S)	<p>Placement of ball to allow runs and attempted outs by fielders and bowler.</p> <p>One batsman is off the field padding up.</p>
SPECIFY OPTIONS, RULES &/OR RESTRICTIONS	Normal rules apply.

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PHYSICAL EDUCATION STUDIES

Practical (performance) examination Equestrian - Eventing

Time allocated

Warm-up: 30 minutes
Skills and Drills: up to four hours

Materials required

To be provided at the venue

Non-personal equipment required for equestrian

To be provided by the candidate

Riding helmet, riding boots, safety vest, horse

Structure of the examination

The WACE Physical Education Studies examination consists of a written component worth 70 per cent of the total examination score and a practical (performance) component worth 30 per cent of the total examination score.

Structure of this practical (performance) examination

Sections and criteria	Marks available	Percentage of total exam
Individual skills		
• Dressage skills x 3	30	15
• Jumping Skills x 3	30	
• Cross country x 3	30	
Conditioned performance		
• Dressage (N2B test)	20	15
• Jumping Skill (skills and penalties)	20	
• Cross Country (time and penalties)	20	
Total		30

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.

SECTION ONE – Skills Performance

Dressage

Skill 2	Skill 9	Skill 11
Circles 15 m diameter in working trot (sitting) and canter	Show some moderately lengthened strides in trot (sitting or rising) including transitions on straight lines	½ Turns on the forehand from halt and proceed in walk

Jumping

Skill 16	Skill 17	Skill 18
2 and 3 point forward seat over a grid of minimum 3 jumping efforts at trot approach	Single fence (upright/vertical or spread) with canter approach	Combination of fences 1 non jumping stride with canter approach

Cross country

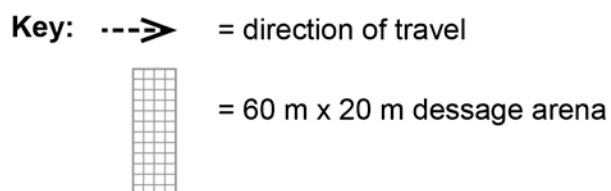
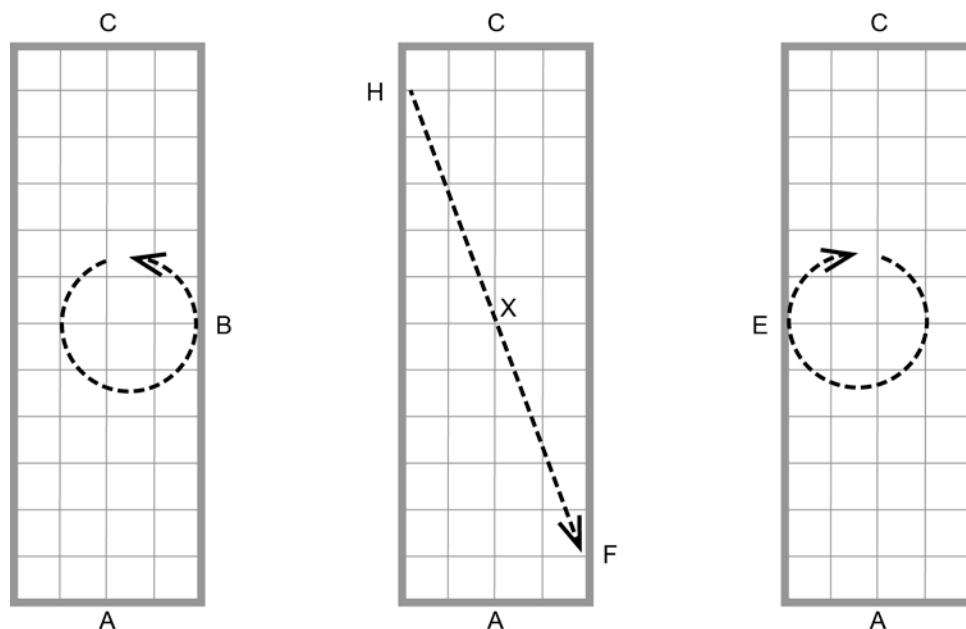
Skill 25	Skill 26	Skill 29
Single fence uphill with canter approach	Single fence downhill with canter approach <i>(Alternate skill 27/28 – weather dependent)</i>	Related fences with canter approach up to 10 strides apart on straight or curved lines

Alternate skill – weather dependent

Skill 25	Skill 27	Skill 28
Single fence uphill with canter approach	Combination of fences with 1 non jumping stride with canter approach	Combination of fences with 2 non jumping strides with canter approach

**Skill section dressage:
Drill #1 (for skills 1 and 2):**

Circles 15 m diameter in both working trot (sitting) and canter with change of rein on diagonal showing some moderately lengthened strides in trot (sitting or rising).



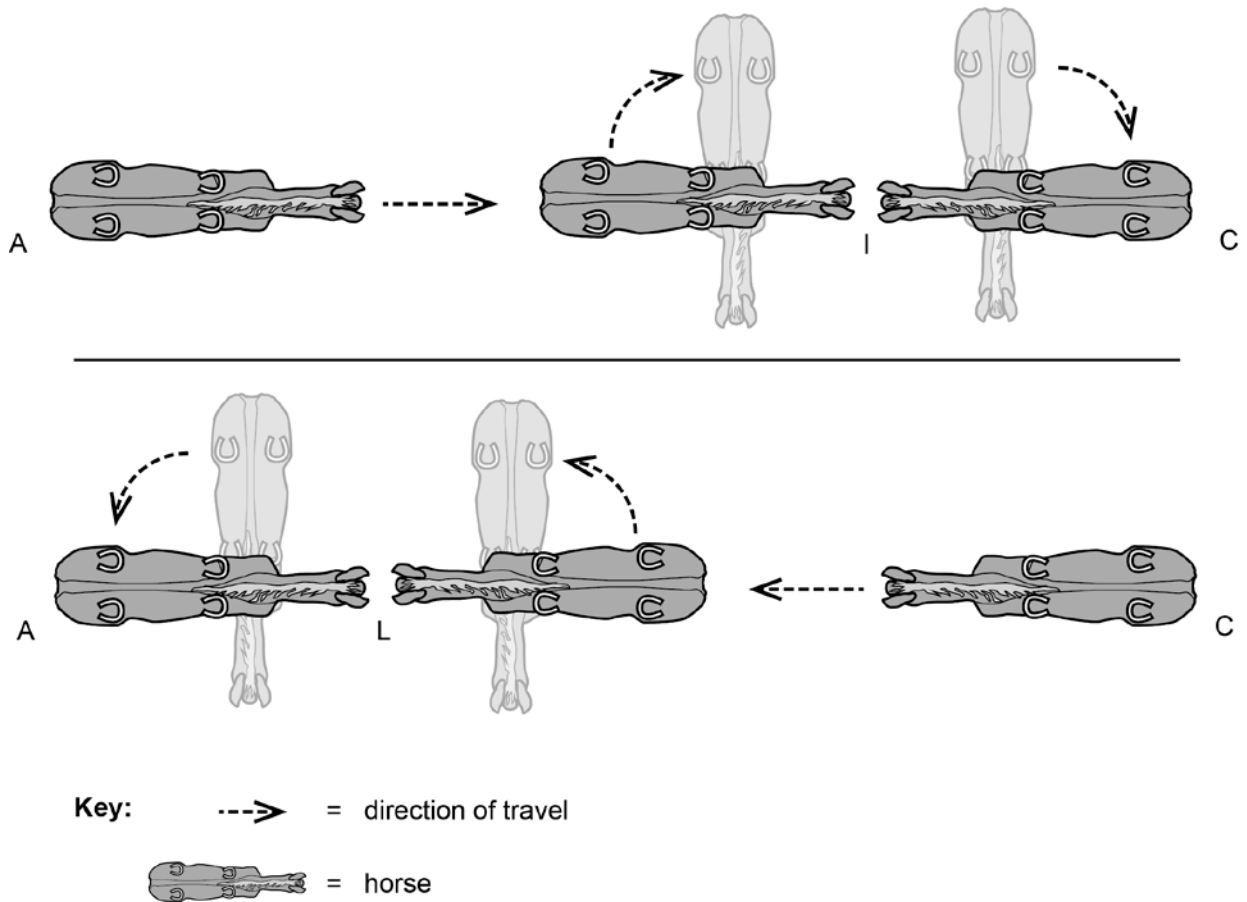
Drill description

Commence on left rein in working trot (sitting)

1. B Circle left 15 m diameter
2. BH Working trot
3. HXF Change rein showing some moderately lengthened strides (sitting or rising)
4. FA Working trot (sitting)
5. A Working canter right
6. E Circle right 15 m diameter

Skill section dressage:
Drill #2 (for skill 3):

Half turns on the forehand from halt and proceed in walk.

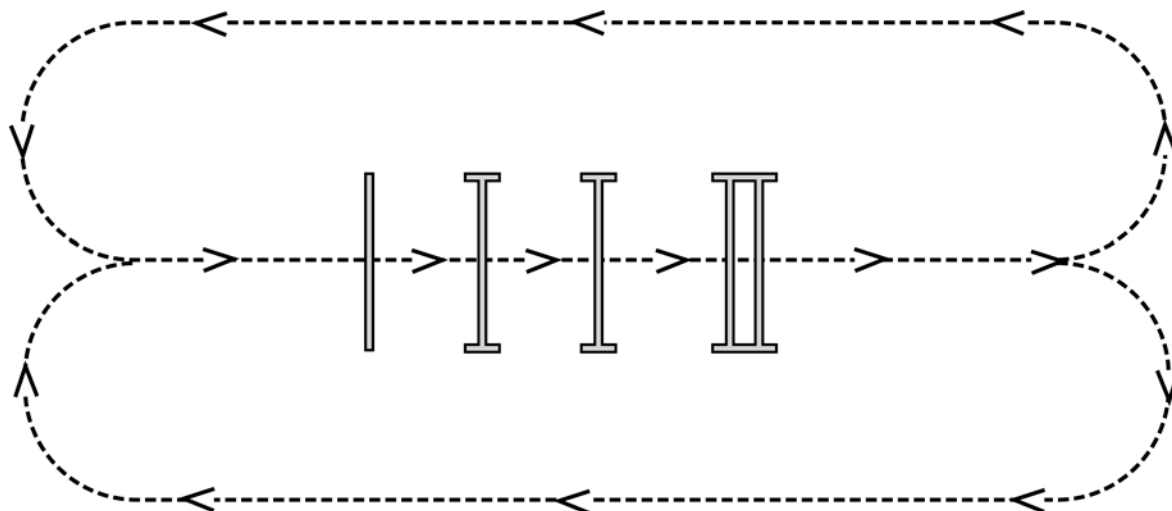






Drill description

1. Medium walk
 2. A turn onto centre line of arena
 3. I Halt and ½ turn on forehand (right)
-
4. Proceed medium walk
 5. L Halt and ½ turn on forehand (left)
 6. Proceed medium walk

**Skill section jumping:
Drill #1 (for skill 1):**

Jumping grid 2 and 3 point forward seat over a grid with minimum 3 jumping efforts with trot approach (maximum height = 90 cms).



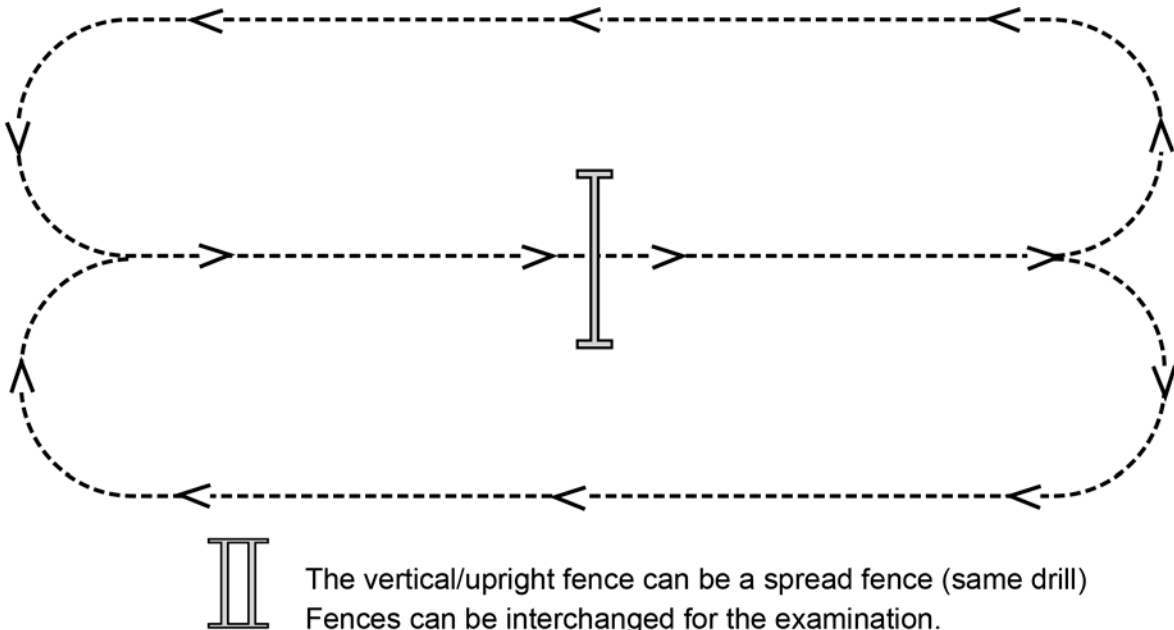
- Key:**
-  = direction of travel
 -  = pole on ground
 -  = upright/vertical fence or cross rail
 -  = spread fence

Drill description

1. Commence on left rein in trot
2. Turn onto line of approach to the grid in trot
3. Jump the grid
4. After the grid (recovery) turn right onto right rein in canter
5. Transition to trot
6. Turn onto line of approach to the grid in trot
7. Jump the grid
8. After the grid (recovery) turn left onto left rein in canter
9. Transition to trot and walk

Skill section jumping:**Drill #2 (for skill 2):**

Single fence (upright/vertical or spread) with canter approach (maximum height = 90 cms)

**Key:**

= direction of travel



= upright/vertical fence or cross rail



= spread fence

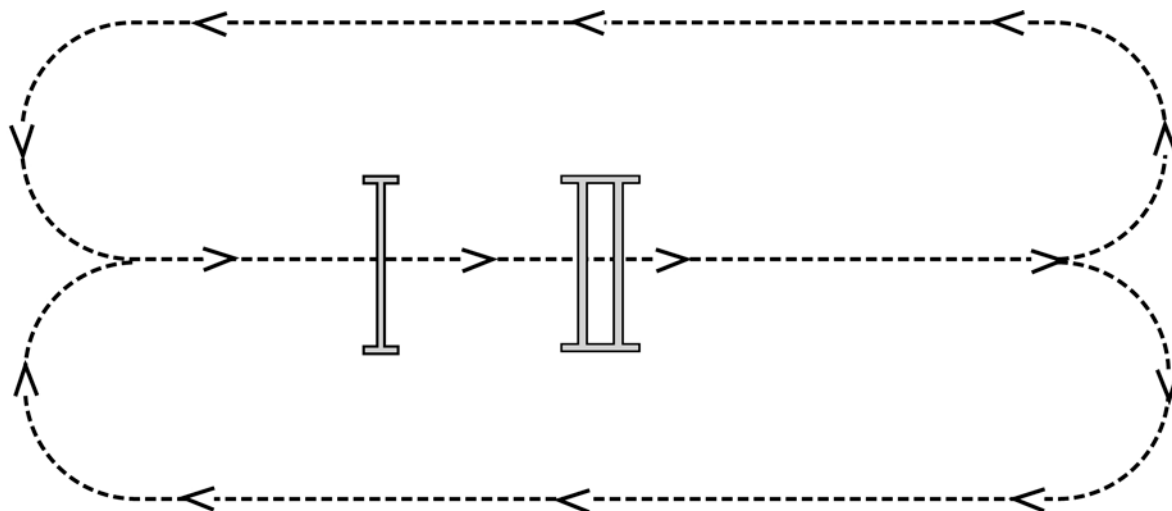
Drill description

1. Commence on left rein in canter
2. Turn onto line of approach to the fence in canter
3. Jump the fence
4. After the fence (recovery) turn right onto right rein in canter
5. Turn onto line of approach to the fence in canter
6. Jump the fence
7. After the fence (recovery) turn left onto left rein in canter
8. Transition to trot and walk




See next page

**Skill section jumping:
Drill #3 (for skill 3):**

Combination of fences one non-jumping stride with canter approach
(maximum height = 90 cms).



Fences are one non-jumping stride apart.
Fences may be interchanged for the examination.
eg. spread followed by vertical

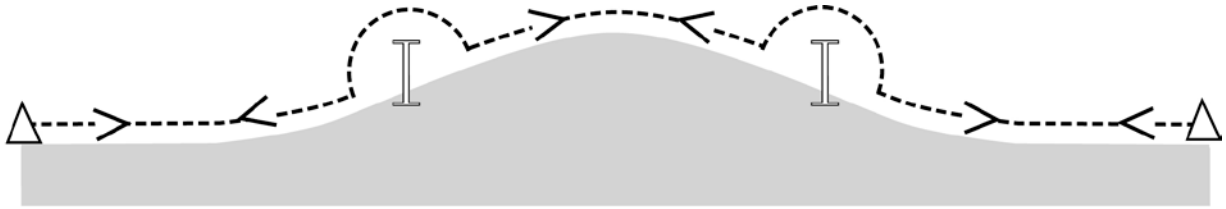
- Key:**
-  = direction of travel
 -  = upright/vertical fence or cross rail
 -  = spread fence

Drill description

1. Commence on right rein in canter
2. Turn onto line of approach to the combination in canter
3. Jump the fences
4. After the fences turn left onto left rein in canter
5. Turn onto line of approach to the combination in canter
6. Jump the fences
7. After the fences turn right onto right rein in canter
8. Transition to trot and walk

Skill section cross country:**Drill #1 (for skills 1 and 2):**

Single fences uphill and downhill with canter approach (maximum height = 80 cms).



- Key:**
- > = direction of travel
 - I = cross country fence (vertical or spread)
 - △ = cone markers for start and finish of drill

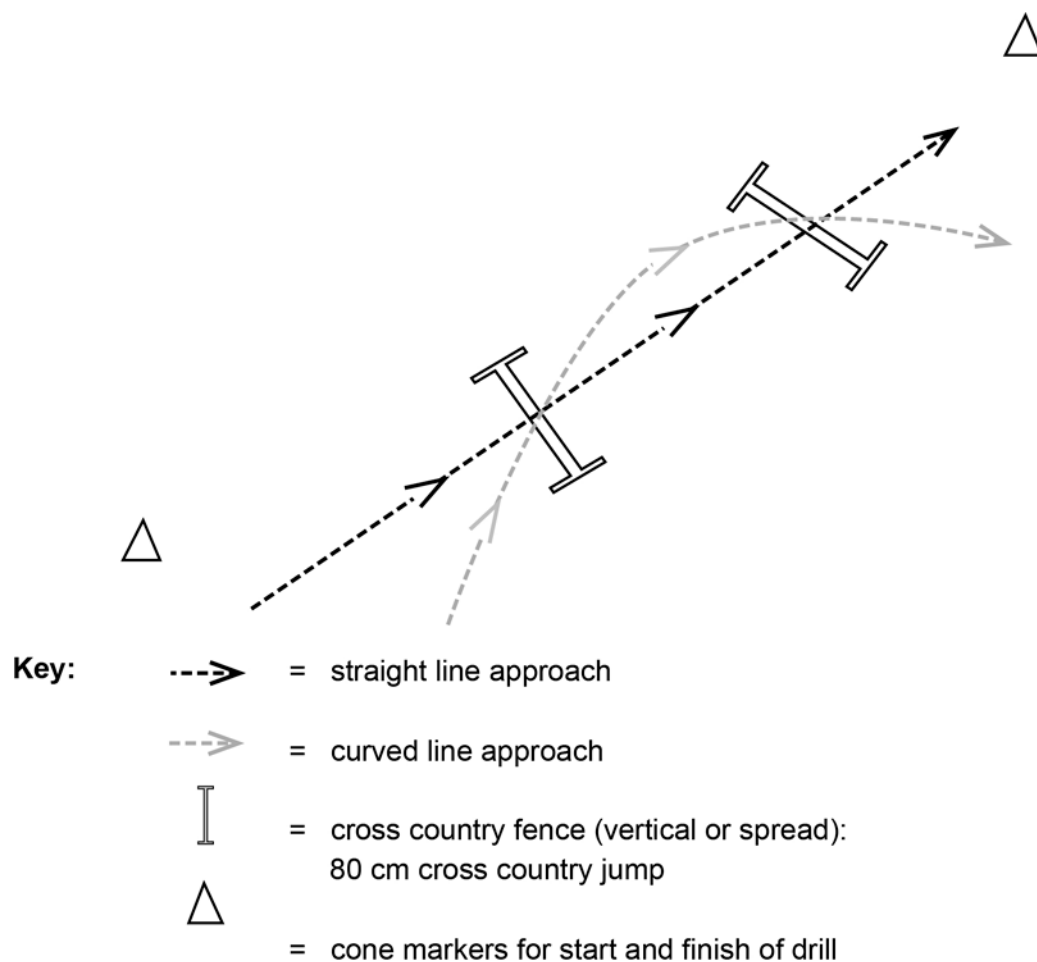
Drill description

1. Working trot and transition to cross country canter in light balanced seat or 2 point position.
2. Establish line of travel toward uphill fence.
3. Maintains horses balance and rhythm on the approach.
4. Jump the uphill fence in balance.
5. Land and depart in canter and continue travelling over the hill.
6. Prepares the horse for downhill fence in canter, maintaining the activity, balance and rhythm with slightly more upright position.
7. Approaches and jumps the downhill fence in canter.
8. Lands and departs from the downhill fence in canter, taking up a light seat or 2 point position.
9. Transitions the horse to trot and into walk.

See next page

**Skill section cross country:
Drill #2 (for skill 3):**

Related fences with canter approach up to 10 strides apart on straight or curved lines.
(maximum height = 80 cms).



Drill description

1. Working trot and transition to cross country canter in light balanced seat or 2 point position.
2. Establishes a line of travel and approaches first related fence in canter.
3. On landing canters between the two fences and rides a specific number of predetermined strides.
4. Jumps the second related fence also in canter.
5. Lands and departs related fences in canter.
6. Transitions the horse through trot and into the walk.

See next page

SECTION TWO – Conditioned Performance (20 marks for each phase)**DRESSAGE PHASE**

SCENARIO: Complete 2009 edition of EA dressage test novice 2B standard of up to 6 minutes duration as published by Equestrian Australia.

JUMPING PHASE

SCENARIO: Complete a Jumping course of at least 8 fences including 1 combination. Maximum height of jumps 90 cm, at optimum speed of 350 m per min.

CROSS COUNTRY PHASE

SCENARIO: A shortened cross country course with minimum 8 fences. Maximum height of fences 80 cm at optimum speed of 450 m per min.

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Western Australian Certificate of Education Examination, 2013

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PHYSICAL EDUCATION STUDIES

Practical (performance) examination Golf

Time allocated

Warm-up: 30 minutes
Skills and Drills: 90 minutes

Materials required

To be provided at the venue

Non-personal equipment required for golf

To be provided by the candidate

Collared shirt, enclosed shoes, personal set of golf clubs

Structure of the examination

The WACE Physical Education Studies examination consists of a written component worth 70 per cent of the total examination score and a practical (performance) component worth 30 per cent of the total examination score.

Structure of this practical (performance) examination

Sections and criteria	Marks available	Percentage of total exam
Individual skills		
• Skill 1	6	15
• Skill 2	6	
• Skill 3	6	
• Skill 4	6	
• Skill 5	6	
Conditioned performance	20	15
Total		30

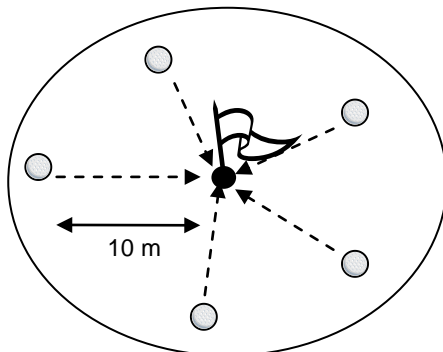
Instructions to candidates

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.


SECTION ONE – Skills Performance**1. Skills set**

Skill 1	Skill 2	Skill 3	Skill 4	Skill 5
Putt	Chip shot	Flop shot	Tee shot	Shaped shot – fade

Drill 1: Putting

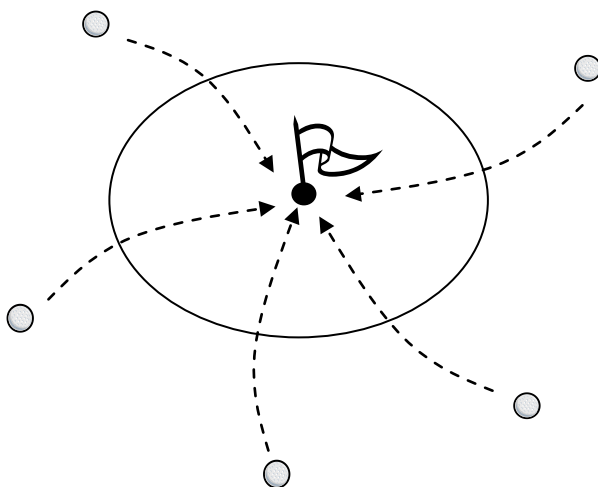


Key:

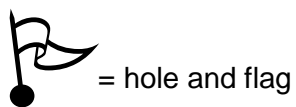
- = ball position
- △ = marker
- = ball movement
-  = hole and flag

Drill description:

1. Putt from 5 different locations.
2. Putting from 10 m distance.
3. Must putt to the hole.

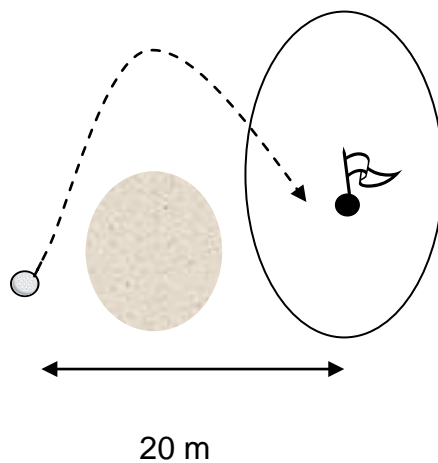
Drill 2: Chip shot**Key:**

- = ball position
- △ = marker
- = ball movement


**Drill description:**

1. Using a 9-iron aim a chip towards the hole.
2. Chipping from 5 different positions.
3. Distance will vary from 15 m to 20 m.
4. Must chip to the hole.

Drill 3: Flop shot

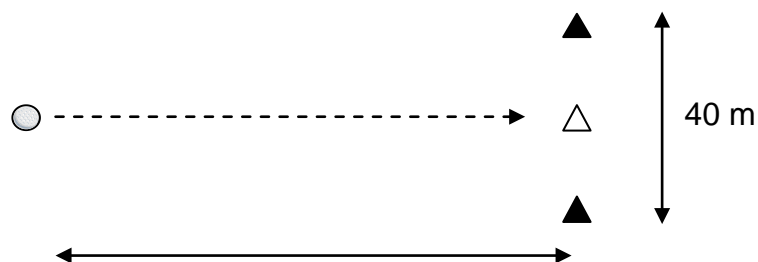


Key:

- = ball position
- △ = marker
- = ball movement
-  = hole and flag

Drill description:

1. Using a sand wedge aim to hit a flop shot over a bunker.
2. Distance will be approximately 20 m.
3. Must hit to the hole.

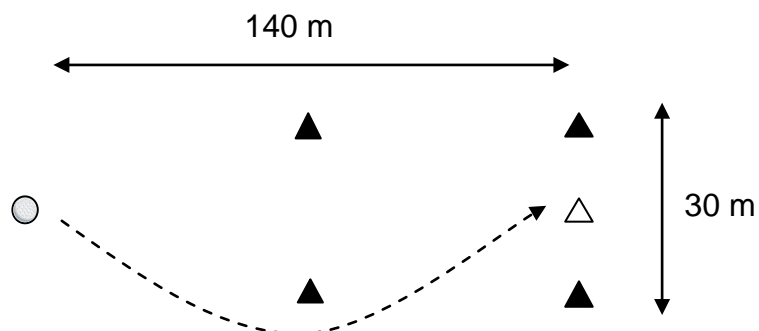
Drill 4: Tee shot**Key:**

- = ball position
- △ = marker (main target)
- = ball movement
- ▲ = marker (side boundary)

Drill description:

1. Using a 3 wood hit off the tee to aim at an area 20 m either side of target line.
2. Ball must travel a minimum of 150 m (boys) and 130 m (girls).

Drill 5: Shape shot – fade (right-to-left flight path)



Key:

- = ball position
- △ = marker (main target)
- = ball movement
- ▲ = marker (side boundary)

Drill description:

1. Using a 5 iron off the fairway aim at an area 15 m either side of target line.
2. Ball must travel a minimum of 120 m (boys) and 100 m (girls)
3. Ball must travel with a curved flight from right to left.

SECTION TWO – Conditioned Performance (20 marks)

SCENARIO PLANNING	
DEFINE PLAYING AREA OR BOUNDARIES	Par 4 hole.
SPECIFY NUMBER OF PLAYERS	8 (can be done with 6)
SPECIFY TACTICAL PROBLEM(S) TO BE SOLVED	Play the hole from the tee, selecting the necessary clubs as required
SPECIFY ROLES OR GOALS OF PLAYER(S)	No special role.
SPECIFY OPTIONS, RULES &/OR RESTRICTIONS	Normal special rules apply.

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PHYSICAL EDUCATION STUDIES

Practical (performance) examination Artistic Gymnastics

Time allocated

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

Materials required

To be provided at the venue

Non-personal equipment required for artistic gymnastics

To be provided by the candidate

Close fitting clothes such as a leotard

Structure of the examination

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

Structure of this practical (performance) examination

Prior to the examination, candidates must submit their selected skills from the list provided in the Gymnastics Practical Examination Support Materials booklet on the template provided (see Template in Appendixes 1 & 2):

Section One

Three (3) skills from each of the five (5) skill requirements in each apparatus will be examined:
Women’s - beam and floor and Men’s - parallel bars and floor

Section Two

Routine One: Floor

Routine Two: Beam (Women) or Parallel bars (Men)

Two (2) vaults

Sections	Marks available	Percentage of total exam
Skills		
• Floor - 3 skills	27	15
• Apparatus - 3 skills	27	
Conditioned performance		
• Routine One - Floor	15	15
• Routine Two – Apparatus (beam or parallel bars)	15	
• 2 Vaults	18	
Total		30

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 close fitting clothes such as a leotard (girls) 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 number (to be written on your hand and displayed to the assessor before each performance), 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. A general warm up will be conducted followed by an open apparatus warm-up. ‘one touch’ 30 sec warm up will be permitted prior to commencing examination on each apparatus.

SECTION ONE – Skills Performance**1. Skills set**

Floor			Apparatus		
Skill 1	Skill 2	Skill 3	Skill 4	Skill 5	Skill 6

SECTION TWO – Conditioned Performance

Routine One: Floor

Routine Two: Apparatus - Beam (Women) or Parallel bars (Men)

Vaults: Two (2) vaults – the same vault may be performed twice

APPENDIX ONE

Women's Gymnastics Skill Selections (to be chosen from Gymnastics Practical Examination Support Materials booklet list of skills and submitted to the examination markers prior to commencement)

Candidate's Number _____

Beam

Mount	Difficulty rating	Dance skill	Difficulty rating	Acro skill	Difficulty rating	360° Turn	Difficulty rating	Dismount	Difficulty rating

Three (3) of the five (5) skills should be chosen for the skills section. All five (5) skills to be demonstrated in conditioned performance

Floor

Acro pass one	Difficulty rating	Acro pass two	Difficulty rating	Passage of dance skills	Difficulty rating	Turn	Difficulty rating	Dance skill / acro pass 3	Difficulty rating

Three (3) of the five (5) skills should be chosen for the skills section. All five (5) skills to be demonstrated in conditioned performance

Vault

Vault 1	Difficulty rating	Vault 2	Difficulty rating

Note: The same vault may be used for both attempts

APPENDIX TWO

Men's Gymnastics Skill Selections (to be chosen from Gymnastics Practical Examination Support Materials booklet list of skills and submitted to the examination markers prior to commencement)

Candidate's Number _____

Parallel Bars

Mount	Difficulty rating	Static / support Skill	Difficulty rating	Swing to 45° (or higher)	Difficulty rating	Handstand	Difficulty rating	Dismount	Difficulty rating

Three (3) of the five (5) skills should be chosen for the skills section. All five (5) skills to be demonstrated in conditioned performance

Floor

Acro pass one	Difficulty rating	Acro pass two	Difficulty rating	Handstand skill	Difficulty rating	Scale	Difficulty rating	Splits - 180°	Difficulty rating

Three (3) of the five (5) skills should be chosen for the skills section. All five (5) skills to be demonstrated in conditioned performance

Vault

Vault 1	Difficulty rating	Vault 2	Difficulty rating

Note: The same vault may be used for both attempts

End of the examination

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PHYSICAL EDUCATION STUDIES

Practical (performance) examination Hockey

Time allocated

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

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 WACE Physical Education Studies examination consists of a written component worth 70 per cent of the total examination score and a practical (performance) component worth 30 per cent of the total examination score.

Structure of this practical (performance) examination

Sections and criteria	Marks available	Percentage of total exam
Individual skills		
• Skill 1	6	15
• Skill 2	6	
• Skill 3	6	
• Skill 4	6	
• Skill 5	6	
Conditioned performance	20	15
Total		30

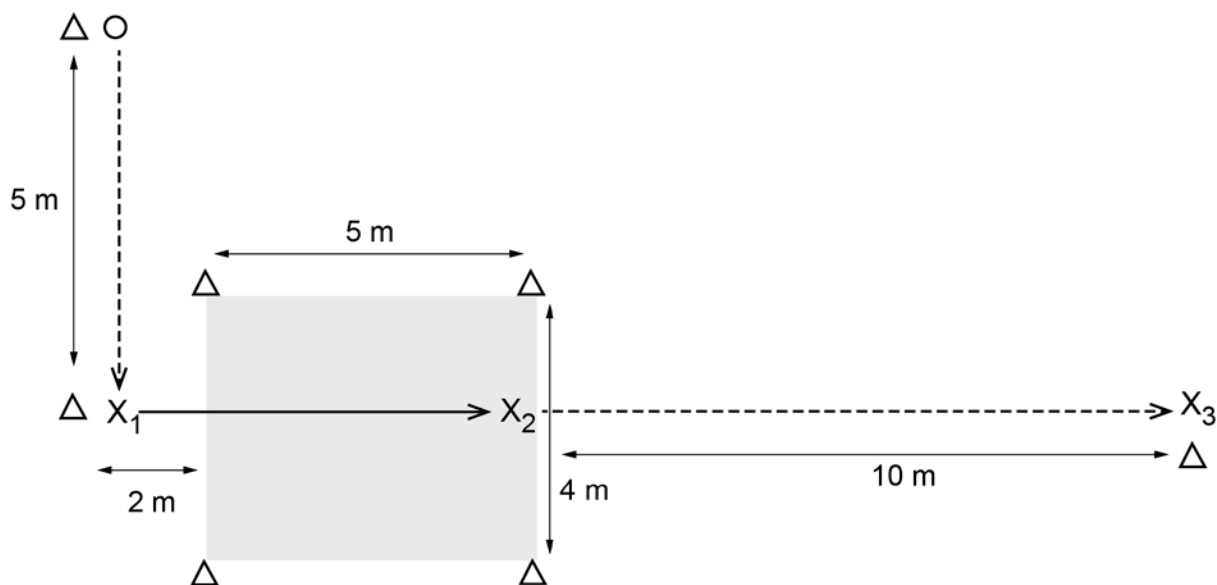
Instructions to candidates

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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.

SECTION ONE – Skills Performance**1. Skills set**

Skill 1	Skill 2	Skill 3	Skill 4	Skill 5
Trap	Drag to eliminate	Push	Mark to intercept or mark to defend	Flat stick tackle

Drill #1: Trap, drag to eliminate and push

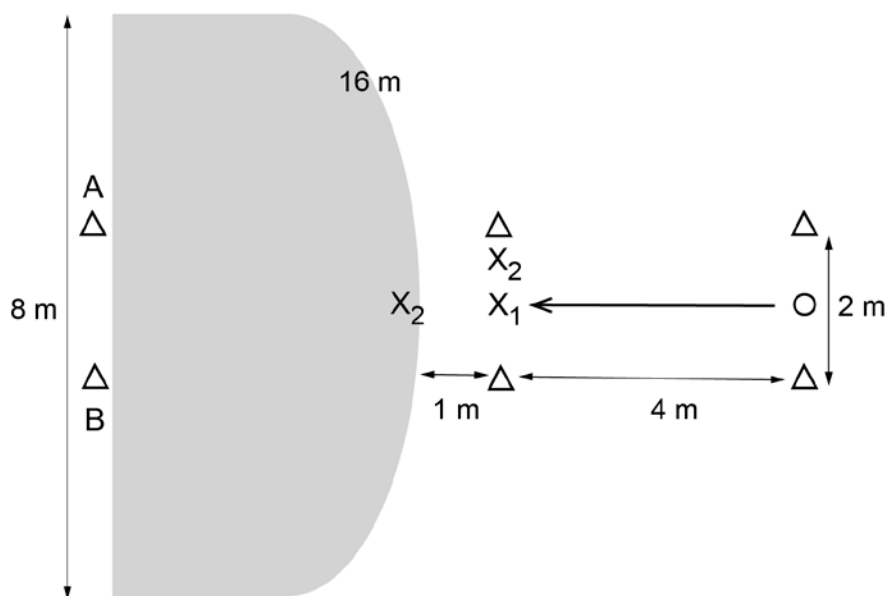


Key:

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

Drill Description

1. X₁ receives a push pass from Feeder (O) and traps and keeps the ball under control.
2. X₁ drags the ball around X₂ and push passes the ball to X₃.
3. Ball should remain under control in the 4 x 5 m rectangle.

Drill #2: Mark to intercept or mark to defend**Key:**

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

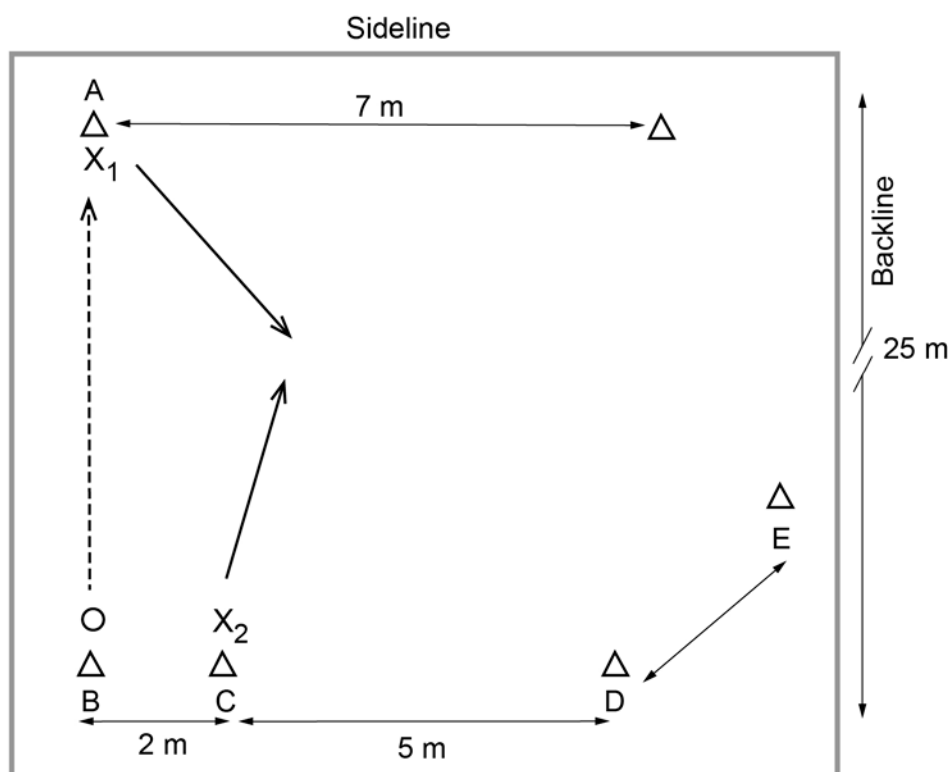
Drill description**Part A Mark to defend**

1. Player X₂ prepares to mark to defend by standing behind player X₁.
2. Feeder O push passes to X₁.
3. Player X₂ marks to defend once ball is passed.
4. Player X₁ controls the pass from feeder then dribbles toward markers AB on end line (goal line).

Part B Mark to intercept

1. Player X₂ prepares to mark to intercept by standing beside player X₁.
2. Player X₁ provides a lead and feeder push passes to X₁.
3. Player X₂ marks to intercept once the ball is passed from feeder O.
4. Player X₁ controls the pass from feeder then dribbles toward markers AB on end line (goal line).

Drill #3: Flat stick tackle



Key:

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

Drill description

1. Attacker X_1 must start at Marker A.
2. Defender X_2 must start at Marker C.
3. Ball starts with the feeder near X_2 , who makes a strong pass out to X_1 to begin.
4. X_1 attempts to dribble the ball through markers D and E.
5. X_2 must push up to channel X_1 , and engage to tackle and dispossess using a flat stick tackle.
6. Use sideline and channel onto defenders forestick towards the backline closing the area that X_1 has to attack.
7. Players swap after five attempts.

- SECTION TWO – Conditioned Performance (20 marks)

SCENARIO PLANNING	
DEFINE PLAYING AREA OR BOUNDARIES	Half field
SPECIFY NUMBER OF PLAYERS	4 vs 4
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)	A player from X hits the ball in to his team mates. X ₁ to X ₄ try to score a goal. Y ₁ to Y ₄ defend to get the ball out over half way.
SPECIFY OPTIONS, RULES &/OR RESTRICTIONS	Change offence and defence after 5 minutes

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PHYSICAL EDUCATION STUDIES

Practical (performance) examination Netball

Time allocated

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

Materials required

To be provided at the venue

Non-personal equipment required for netball

To be provided by the candidate

Non-marking athletic shoes

Structure of the examination

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

Structure of this practical (performance) examination

Sections and criteria	Marks available	Percentage of total exam
Individual skills		
• Skill 1	6	15
• Skill 2	6	
• Skill 3	6	
• Skill 4	6	
• Skill 5	6	
Conditioned performance	20	15
Total		30

Instructions to candidates

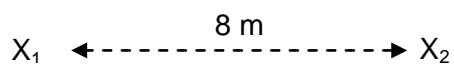
1. You are required to wear clothing and personal playing and safety equipment that is approved for competition by the sport's governing body.
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5. Just prior to the scheduled examination time you will be escorted from the warm up area to the examination area.

SECTION ONE – Skills Performance

1. Skills set

Skill 1	Skill 2	Skill 3	Skill 4	Skill 5
Shoulder pass	Outside foot land and pivot	Split and re-offer	Shadowing	3 ft (.9 m) recovery

Drill #1: Shoulder pass



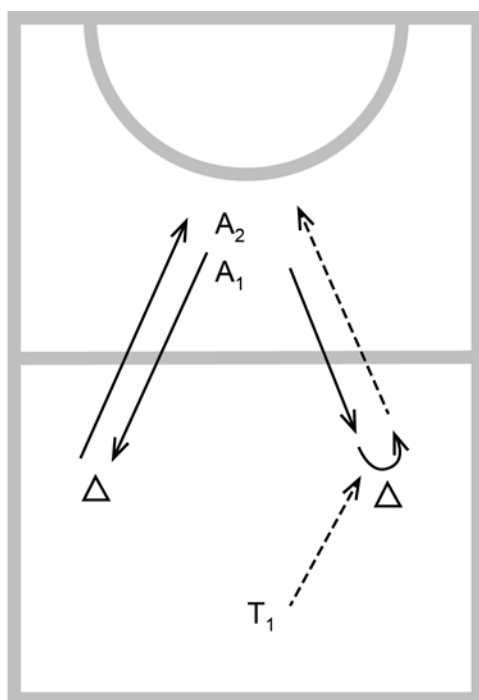
Key:

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

Drill description

1. X₁ and X₂ face each other, 8m apart.
2. X₁ to use preferred hand shoulder pass to opposite player's preferred throwing shoulder.
3. X₂ receives ball and uses preferred hand shoulder pass to opposite player's preferred side shoulder.

Drill #2: Split and re-offer; outside foot land and pivot (skill 3 and skill 2)



Markers – rotation:

Start

1. T_1 = Floor Supervisor
2. X_1 = Candidate 1
3. X_2 = Candidate 2

Remaining candidate's line up 3, 4, 5, 6, 7, 8 and one at a time feed in from the goal line.

X_1 and X_2 complete 4-6 split and re-offer /OFLP moves

X_1 in front position, X_2 in 2nd position

X_1 moves to the end of the line behind 8

X_2 moves to front position, X_3 moves up to 2nd position.

Key:

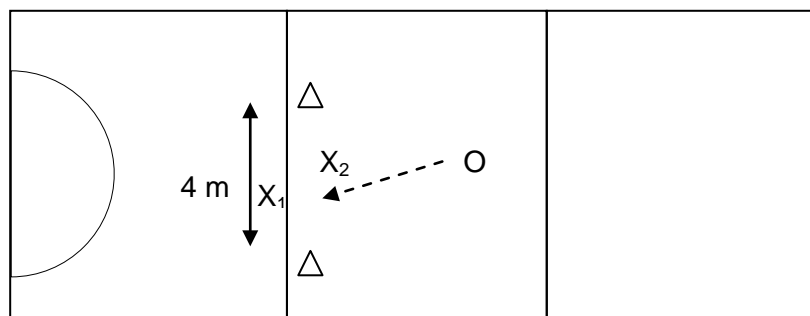
- X = player
- O = feeder
- △ = marker
- = player movement
- = ball movement

Drill description

1. Set up in centre third of the court; thrower at centre circle
2. Candidate 1 and candidate 2 start behind transverse line
3. Thrower throws ball to self to create timing for the two attackers to lead
4. On the catch by the thrower, both candidate 1 and 2 offer a split lead for the ball
5. Thrower passes to X_1
6. X_1 complete the split lead then the outside foot land and pivot
7. X_2 complete the split lead then the re-offers back down court on an angle
8. Work both sides of the body

See next page

Drill #3: Shadowing

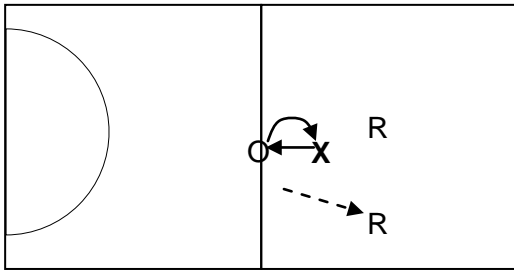


Key	X	= player
	O	= feeder
	Δ	= marker
	-----	= ball movement
	→	= player movement

Drill description

1. Feeder has ball and faces away from the two players.
2. Attacker X_1 starts behind the transverse line, defender X_2 in starting defensive stance, back to attacker, in front of line. First time head positioned to left.
3. Feeder throws ball in air, takes ball and pivots to face players.
4. This is cue for attacker and defender to begin.
5. Attacker is to use lateral moves to evade defence and receive a pass.
6. X_2 to keep head position, cover X_1 's movements and deny pass.

Drill #4: 3 feet (0.9m) recovery



X	= player	Key
O	= feeder	
R	= receiver	
△	= marker	
-----	= ball movement	
→	= player movement	

Drill description

1. Feeder stands on the transverse line with their back to X whilst holding the ball.
2. Feeder plays ball to self, X to use outside arm pretending to deflect the ball.
3. X then recovers to 3ft, using outside leg to power movement back to 3 feet in front of the feeder.
4. Feeder can pass or fake and release the ball to either receiver.
5. X to use a variety of hands as appropriate to delay or deny pass.

SECTION TWO – Conditioned Performance (20 marks)

SCENARIO PLANNING	
DEFINE PLAYING AREA OR BOUNDARIES	Half court
SPECIFY NUMBER OF PLAYERS	4 vs 4 Offence: GS, GA, WA, C Defence: GK, GD, WD, C
SPECIFY TACTICAL PROBLEM(S) TO BE SOLVED	Creating a scoring shot from a centre pass.
SPECIFY ROLES OR GOALS OF PLAYER(S)	No special notes
SPECIFY OPTIONS, RULES &/OR RESTRICTIONS	Normal position rules apply. Change offence and defence after 5 minutes

End of examination

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Western Australian Certificate of Education Examination, 2013

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PHYSICAL EDUCATION STUDIES

Practical (performance) examination Soccer

Time allocated

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

Materials required

To be provided at the venue

Non-personal equipment required for soccer

To be provided by the candidate

Shin guards, enclosed shoes or boots

Structure of the examination

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Structure of this practical (performance) examination

Sections and criteria	Marks available	Percentage of total exam
Individual skills		
• Skill 1	6	15
• Skill 2	6	
• Skill 3	6	
• Skill 4	6	
• Skill 5	6	
Conditioned performance	20	15
Total		30

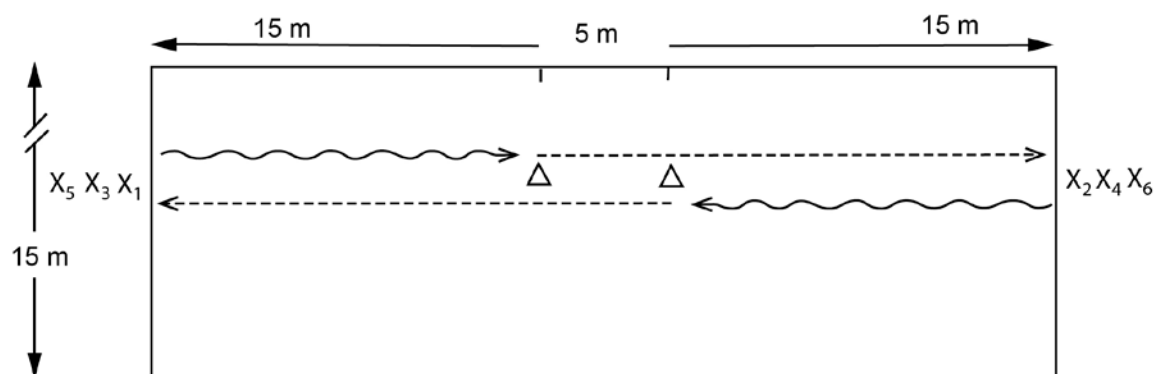
Instructions to candidates

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.
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SECTION ONE – Skills Performance**1. Skills set**

Skill 1	Skill 2	Skill 3	Skill 4	Skill 5
Dribble	Short pass	Control low ball	Throw in	Heading-defence

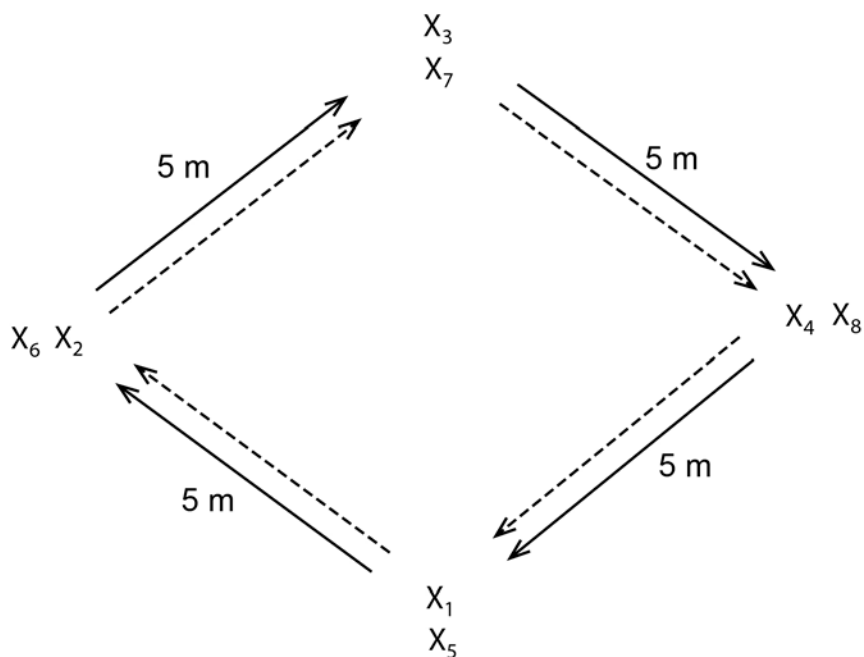
Drill #1: Dribble; short pass; control low ball



Key: X = player
△ = marker
→ = player movement
----- = ball movement

Drill description

1. Player X₁ dribbles ball to 5m mark
2. Player X₁ short passes to Player X₂ at 15 m mark
3. Player X₂ controls low ball and dribbles back to 5m marker
4. Player X₂ short passes to X₃
5. Player X₃ dribbles to 5 m marker etc...

Drill #2: Throw-in: defensive header

Key: X = player
→ = player movement
---- = ball movement

Drill description

1. Player X₁ throws in ball.
2. Player X₂ heads ball to Player X₃.
3. Player X₃ throws in ball to Player X₄.
4. Player X₄ heads ball to Player X₅.
5. Player X₅ throws in ball to Player X₆ etc...

SECTION TWO – Conditioned Performance (20 marks)

SCENARIO PLANNING	
DEFINE PLAYING AREA OR BOUNDARIES	Length is equivalent to two penalty boxes-width to the edges of the penalty area.
SPECIFY NUMBER OF PLAYERS	8 (can be done with 6)
SPECIFY TACTICAL PROBLEM(S) TO BE SOLVED	Create and defend a scoring opportunity.
SPECIFY ROLES OR GOALS OF PLAYER(S)	<p>Four players from offence attempt to score a goal against four players from defence.</p> <ul style="list-style-type: none"> • Attackers will start the play outside the penalty area. • Defensive players must start play at the top of the penalty box. • Play commences with a feed from the non goal end to one of the attackers. • The attacker must take immediate control. • Defensive players cannot move until the attacker has taken their first touch. • Play continues until the ball is out or a shot on goal. • Players will be asked to set up again at this time. • Defence attempts to win the ball and get it over half way to feeder, the attacking side should try and regain possession.
SPECIFY OPTIONS, RULES &/OR RESTRICTIONS	Change offence and defence after 5 minutes

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Western Australian Certificate of Education Examination, 2013

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PHYSICAL EDUCATION STUDIES

Practical (performance) examination Softball

Time allocated

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

Materials required

To be provided at the venue

Non-personal equipment required for softball

To be provided by the candidate

Batting helmet, softball bat, glove, enclosed footwear

Structure of the examination

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

Structure of this practical (performance) examination

Sections and criteria	Marks available	Percentage of total exam
Individual skills		
• Skill 1	6	15
• Skill 2	6	
• Skill 3	6	
• Skill 4	6	
• Skill 5	6	
Conditioned performance	20	15
Total		30

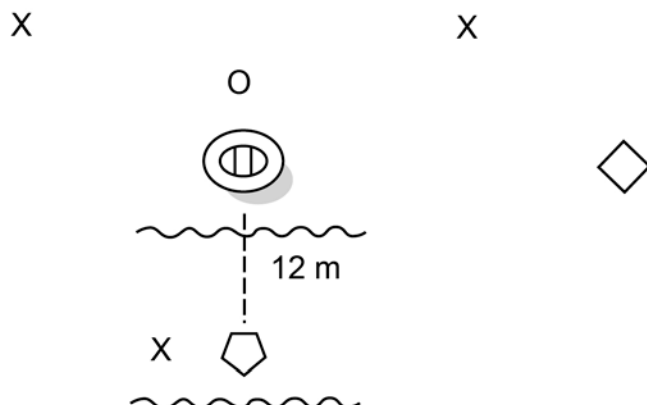
Instructions to candidates

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SECTION ONE – Skills Performance**1. Skills set**

Skill 1	Skill 2	Skill 3	Skill 4	Skill 5
Hit	Field (ground ball)	Throw	Pop fly	Bunt

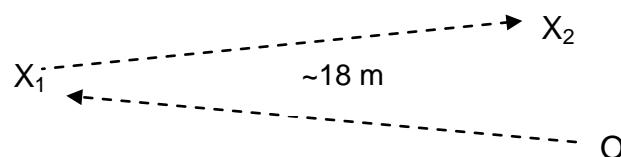
Drill #1: Hit



- Key:**
- | | |
|-----------------------|---------------------------|
| X = player | ⊖ = pitching machine |
| ○ = feeder | ⬠ = home plate |
| △ = marker | ◇ = 1st, 2nd and 3rd base |
| → = player movement | ~~~~~ = net |
| - - - = ball movement | |

Drill description

1. Set up a pitcher or pitching machine 12m from home plate, aimed accurately to throw strikes.
2. The batter sets up in the batter's box and begins hitting.
3. Batter hits the balls out to the rest of the group.

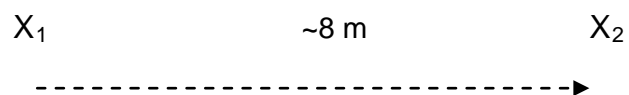
Drill #2: Field (ground ball)**Key**

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

Drill description

1. X₁ starts in the ready position, about 18m from the feeder.
2. The feeder hits ground balls directly to X₁, then progresses to hit them off to the side.
3. X₁ fields the ball and throws it in to X₂.

Drill #3: Throw



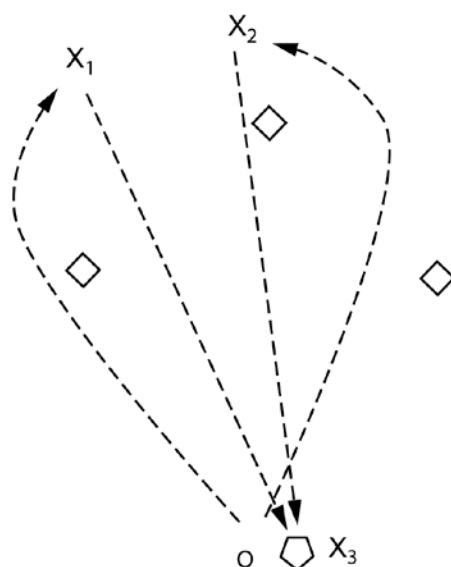
Key

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

Drill description

1. Two players stand facing each other about 8m apart and throw the ball back and forth to each other.

Drill #4: Pop fly

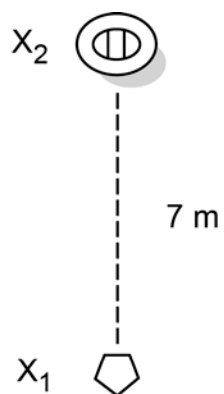


Key:	X = player	pentagon = home plate
O = feeder	triangle = marker	diamond = 1st, 2nd and 3rd base
→ = player movement	----- = ball movement	

Drill description

1. X₁ positioned in left field, in the ready position.
2. X₂ positioned in centre field, in the ready position.
3. A feeder at home plate throws alternating pop flies (beyond the diamond) to the two fielders.
4. The fielders run to the ball, call it, and position themselves to catch it.
5. After catching, fielders throw the ball into X₃ positioned by the feeder at home base.

Drill #5: Bunt



- Key:**
- | | | | |
|---|-------------------|------|--------------------|
| X | = player | ⊕ | = pitching machine |
| O | = feeder | ⬠ | = home plate |
| △ | = marker | ---- | = ball movement |
| → | = player movement | | |

Drill description

1. X₁ sets up in the batter's box facing the pitcher/pitching machine.
2. X₁ puts down a sacrifice bunt.

SECTION TWO – Conditioned Performance (20 marks)

SCENARIO PLANNING	
DEFINE PLAYING AREA OR BOUNDARIES	Full softball diamond.
SPECIFY NUMBER OF PLAYERS	12 with two rooms combining for section 2.
SPECIFY TACTICAL PROBLEM(S) TO BE SOLVED	Creating a base running opportunity by hitting a ball pitched by a feeder.
SPECIFY ROLES OR GOALS OF PLAYER(S)	4 batters move to outfield, 4 outfielders move to infield, 4 infielders move to batters.
SPECIFY OPTIONS, RULES &/OR RESTRICTIONS	4 players in outfield instead of 3.

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Western Australian Certificate of Education Examination, 2013

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PHYSICAL EDUCATION STUDIES

Practical (performance) examination Squash

Time allocated

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

Materials required

To be provided at the venue

Non-personal equipment required for squash

To be provided by the candidate

Protective eye goggles, squash racquet, non-marking athletic shoes

Structure of the examination

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

Structure of this practical (performance) examination

Sections and criteria	Marks available	Percentage of total exam
Individual skills		
• Skill 1	6	15
• Skill 2	6	
• Skill 3	6	
• Skill 4	6	
• Skill 5	6	
Conditioned performance	20	15
Total		30

Instructions to candidates

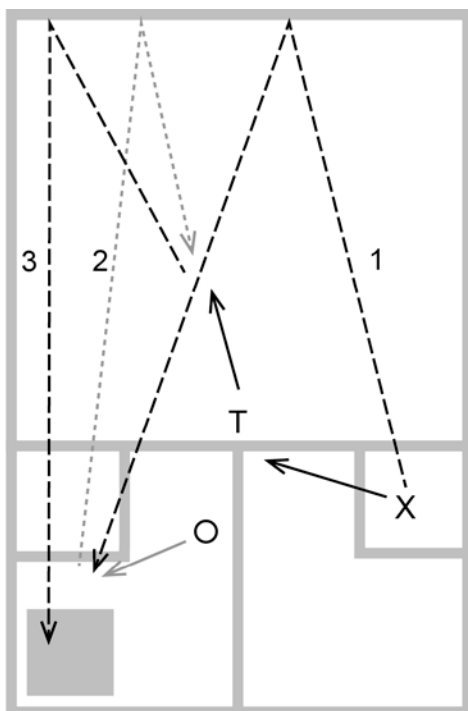
1. You are required to wear clothing and personal playing and safety equipment that is approved for competition by the sport's governing body.
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SECTION ONE – Skills Performance**1. Skills set**

Skill 1	Skill 2	Skill 3	Skill 4	Skill 5
Forehand lob serve	Backhand straight drive	Forehand straight drive	Backhand drop shot	Forehand volley drive

See next page

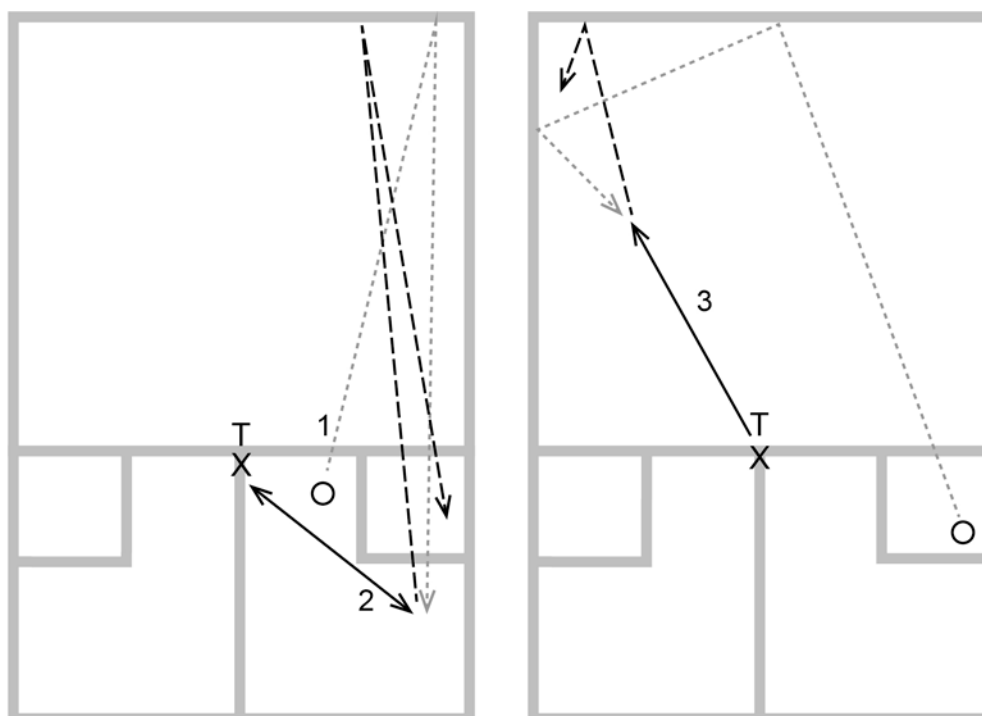
Drill #1: Forehand lob serve and backhand straight drive



- Key:**
- | | |
|-----------------|-----------------------------|
| X = player | → = feeder movement |
| O = feeder | ---> = feeder ball movement |
| ■ = target area | → = player movement |
| | ---> = player ball movement |

Drill description

1. X plays a forehand lob serve from the service box and moves to the 'T'.
2. O steps in to return with ball landing in the front court.
3. X moves from the 'T' toward the front of the court and plays a backhand straight drive to land behind the back of the service box in target area.

Drill #2: Forehand straight drive and backhand drop shot

Key:

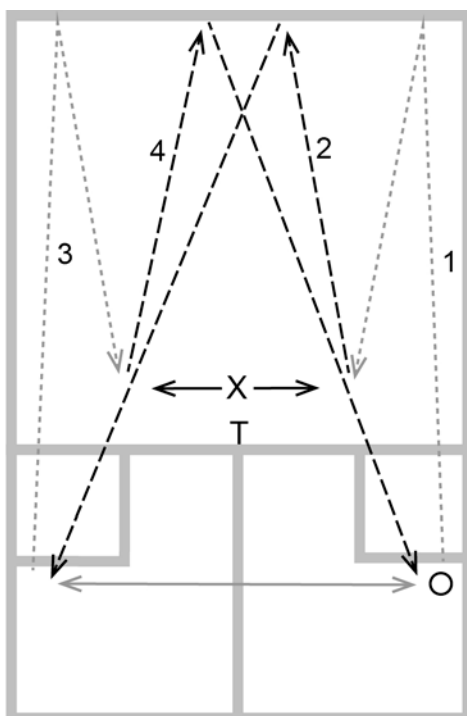
X = player	→ = feeder movement
O = feeder	⋯→ = feeder ball movement
	→ = player movement
	---→ = player ball movement

Drill description

1. O starts by playing the ball down the forehand wall.
2. X moves from 'T' and plays a forehand straight drive down forehand wall then moves back to the 'T'.
3. O plays a boast shot and player X plays a backhand drop shot.

See next page

Drill #3: Forehand volley drive – front court



- Key:**
- | | |
|------------|-----------------------------|
| X = player | → = feeder movement |
| O = feeder | ⋯→ = feeder ball movement |
| | → = player movement |
| | ---→ = player ball movement |

Drill description

1. O plays a drive down the wall into volley position
2. X moves from 'T' and plays a forehand volley drive to land behind service box on opposite court and then returns to 'T'. Ball should come off side wall
3. O plays a drive down the wall into volley position
4. X moves from 'T' and plays a backhand volley drive to land behind service box on opposite court and then returns to 'T'
5. Rally continues

See next page

SECTION TWO – Conditioned Performance (20 marks)

SCENARIO PLANNING	
DEFINE PLAYING AREA OR BOUNDARIES	Full court
SPECIFY NUMBER OF PLAYERS	1
SPECIFY TACTICAL PROBLEM(S) TO BE SOLVED	Player plays against a feeder for five minutes Feeder gives the player an opportunity to play a wide range of shots by not hitting winners
SPECIFY ROLES OR GOALS OF PLAYER(S)	Player plays a game keeping score for five minutes
SPECIFY OPTIONS, RULES &/OR RESTRICTIONS	No special rules apply

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PHYSICAL EDUCATION STUDIES

Practical (performance) examination Swimming

Time allocated

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

Materials required

To be provided at the venue

Non-personal equipment required for swimming

To be provided by the candidate

Bathers that conform to Swimming Australia regulations

<http://swimming.org.au/news/index.cfm?fuseaction=NewsItem&NewsID=6464>

Structure of the examination

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Structure of this practical (performance) examination

Sections and criteria	Marks available	Percentage of total exam
Individual skills		
• Skill 1	6	15
• Skill 2	6	
• Skill 3	6	
• Skill 4	6	
• Skill 5	6	
Conditioned performance	20	15
Total		30

Instructions to candidates

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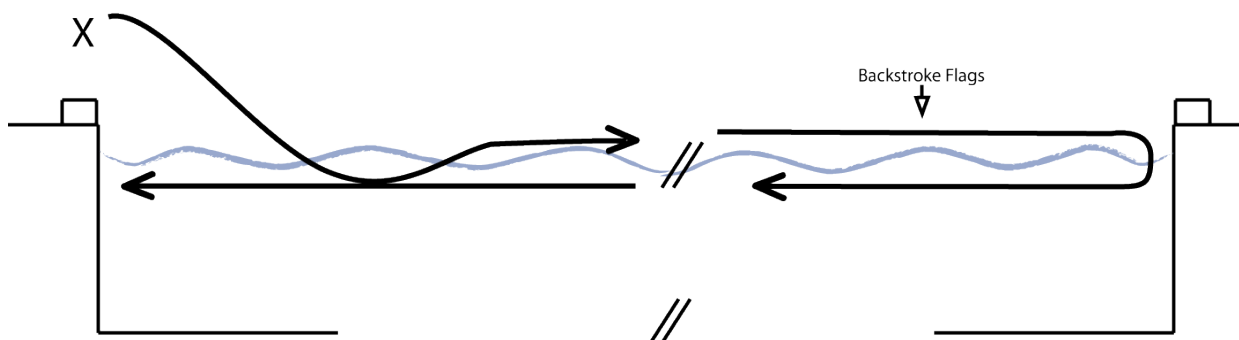
SECTION ONE – Skills Performance**1. Skills set**

Skill 1	Skill 2	Skill 3	Skill 4	Skill 5
Backstroke start	Backstroke technique	Track start	Butterfly technique	Breaststroke technique

Drill #1: 100 m Backstroke start, Backstroke technique

Skills:

1. Backstroke start
2. Backstroke technique



Key

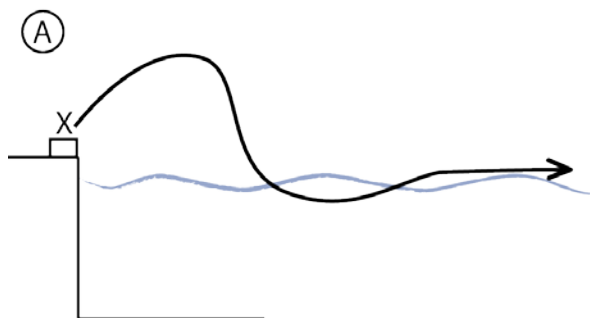
- X = swimmer
- = swimmer movement

Drill description

1. Swimmers will perform a 100 m backstroke swim showing good technique
2. The swim is completed in accordance with the relevant FINA rules.
3. The swimmer demonstrates relevant correct backstroke start, turn, finish and appropriate pacing and efficiency).

Drill #2: Track start, Butterfly technique**Skills:**

3. Track start
4. Butterfly technique

**Key**

- X = swimmer
→ = swimmer movement

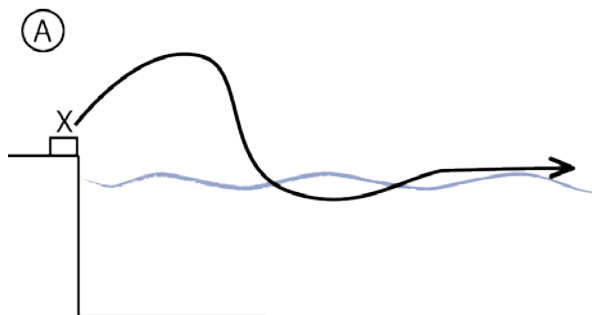
Drill description

1. Swimmer demonstrates a track start and transition to butterfly (diagram A).
2. Swimmers follow the starter's commands and demonstrate the correct starting technique and butterfly technique; finishing approximately 25 m from the starting wall.

Drill #3: Track start, Breaststroke technique

Skills:

5. Breaststroke technique



Key

- X = swimmer
- = swimmer movement

Drill description

1. Swimmer demonstrates a racing start and transition to breaststroke (diagram A).
2. Swimmers follow the starter's commands and demonstrate the correct starting technique and breaststroke technique; finishing at 50 m from the starting wall.

SECTION TWO – Conditioned Performance (20 marks)

SCENARIO PLANNING	
DEFINE PLAYING AREA OR BOUNDARIES	One lane of a swimming pool
SPECIFY NUMBER OF PLAYERS	1 person per lane
SPECIFY TACTICAL PROBLEM(S) TO BE SOLVED	Timed 100 m freestyle swim
SPECIFY ROLES OR GOALS OF PLAYER(S)	No special roles
SPECIFY OPTIONS, RULES &/OR RESTRICTIONS	Freestyle using gendered WA state school swimming standards.

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27 Walters Drive
OSBORNE PARK WA 6017*



Western Australian Certificate of Education Examination, 2013

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PHYSICAL EDUCATION STUDIES

Practical (performance) examination Tennis

Time allocated

Warm-up: 30 minutes
Skills and Drills: 70 minutes

Materials required

To be provided at the venue

Non-personal equipment required for tennis

To be provided by the candidate

Tennis racquet, enclosed shoes suitable for a hard surface

Structure of the examination

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

Structure of this practical (performance) examination

Sections and criteria	Marks available	Percentage of total exam
Individual skills		
• Skill 1	6	15
• Skill 2	6	
• Skill 3	6	
• Skill 4	6	
• Skill 5	6	
Conditioned performance	20	15
Total		30

Instructions to candidates

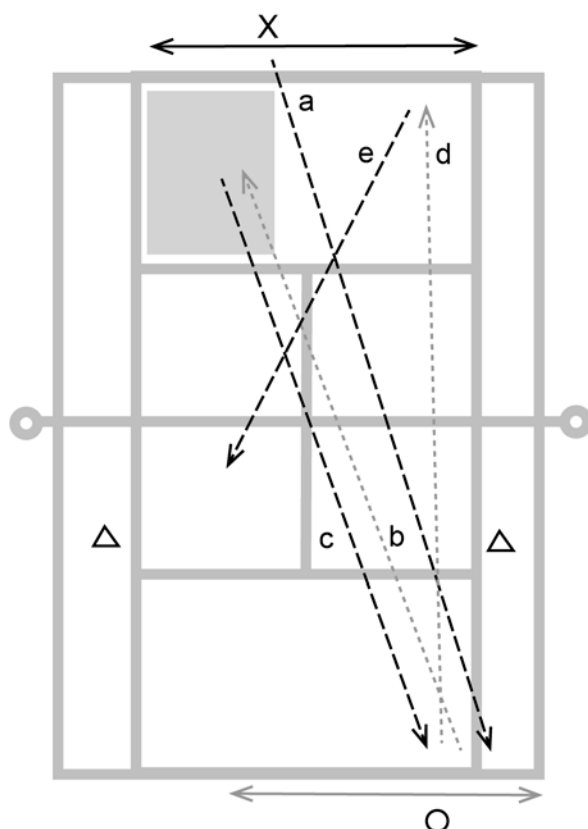
1. You are required to wear clothing and personal playing and safety equipment that is approved for competition by the sport's governing body.
2. Clothing must not identify you, your school, club or achievements, and it is requested that you wear black, navy or white shirts for the examination.
3. You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

SECTION ONE – Skills Performance**1. Skills set**

Skill 1	Skill 2	Skill 3	Skill 4	Skill 5
Slice serve	Forehand ground stroke	Backhand drop shot	Forehand approach shot	Backhand volley

See next page

Drill #1: Slice serve, forehand ground stroke, backhand drop shot

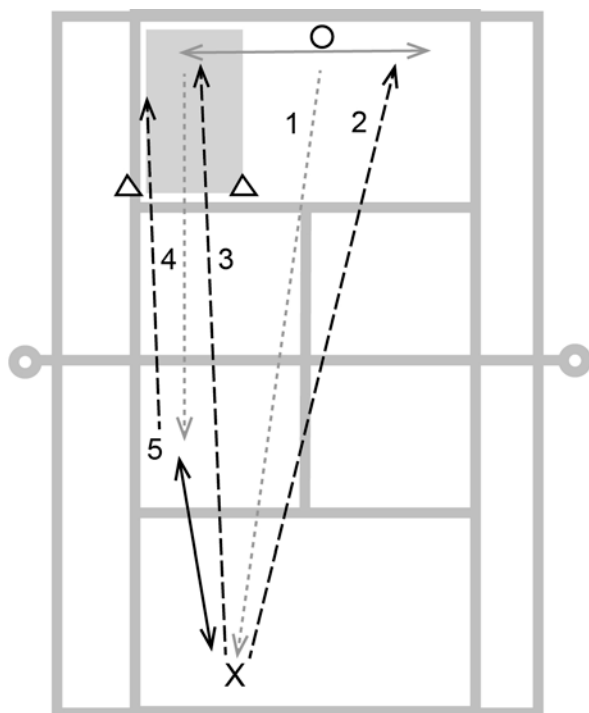


Key:	X = player	→ = feeder movement
	O = feeder	⋯→ = feeder ball movement
	■ = target area	→ = player movement
	△ = marker	- - -> = player ball movement

Drill description

1. X hits the slice serve into deuce court to Feeder's (O) forehand (a).
2. Feeder (O) returns cross-court (b) into target area (■).
3. A cross-court forehand rally then occurs with feeder hitting three (3) cross-court forehands (c).
4. The player X returns using forehand ground stroke.
5. On the fourth stroke, the feeder hits forehand down the line (d).
6. X then hits a backhand drop shot (e).

Note: If the player struggles to complete the backhand drop shot, this part of the drill could be repeated.

Drill #2: Forehand approach shot and backhand volley

Key:

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

Drill description

1. Player X is fed a ball to the backhand side from feeder (O).
2. Player X returns ball using backhand cross-court to feeder (O).
3. Feeder returns to player X who runs around the backhand and hits a forehand approach shot down the line to land in the target area.
4. Feeder moves across the court and returns the ball mid court.
5. Player moves forward toward the net to play a backhand volley into the target area.

See next page

SECTION TWO – Conditioned Performance

(20 marks)

SCENARIO PLANNING	
DEFINE PLAYING AREA OR BOUNDARIES	Full court
SPECIFY NUMBER OF PLAYERS	2 vs 2
SPECIFY TACTICAL PROBLEM(S) TO BE SOLVED	Play out rally in a doubles match as normal.
SPECIFY ROLES OR GOALS OF PLAYER(S)	Players matched in terms of ability across all courts. Incorporate a 'slice serve' into doubles matches. Players are paired up and matched to opponents of similar ability. Players must demonstrate strategies/tactics to deal with each unique situation.
SPECIFY OPTIONS, RULES &/OR RESTRICTIONS	No special rules apply.

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PHYSICAL EDUCATION STUDIES

Practical (performance) examination Touch

Time allocated

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

Materials required

To be provided at the venue

Non-personal equipment required for touch

To be provided by the candidate

Enclosed shoes or boots free of screw-in studs or cleats

Structure of the examination

The WACE Physical Education Studies examination consists of a written component worth 70 per cent of the total examination score and a practical (performance) component worth 30 per cent of the total examination score.

Structure of this practical (performance) examination

Sections and criteria	Marks available	Percentage of total exam
Individual skills		
• Skill 1	6	15
• Skill 2	6	
• Skill 3	6	
• Skill 4	6	
• Skill 5	6	
Conditioned performance	20	15
Total		30

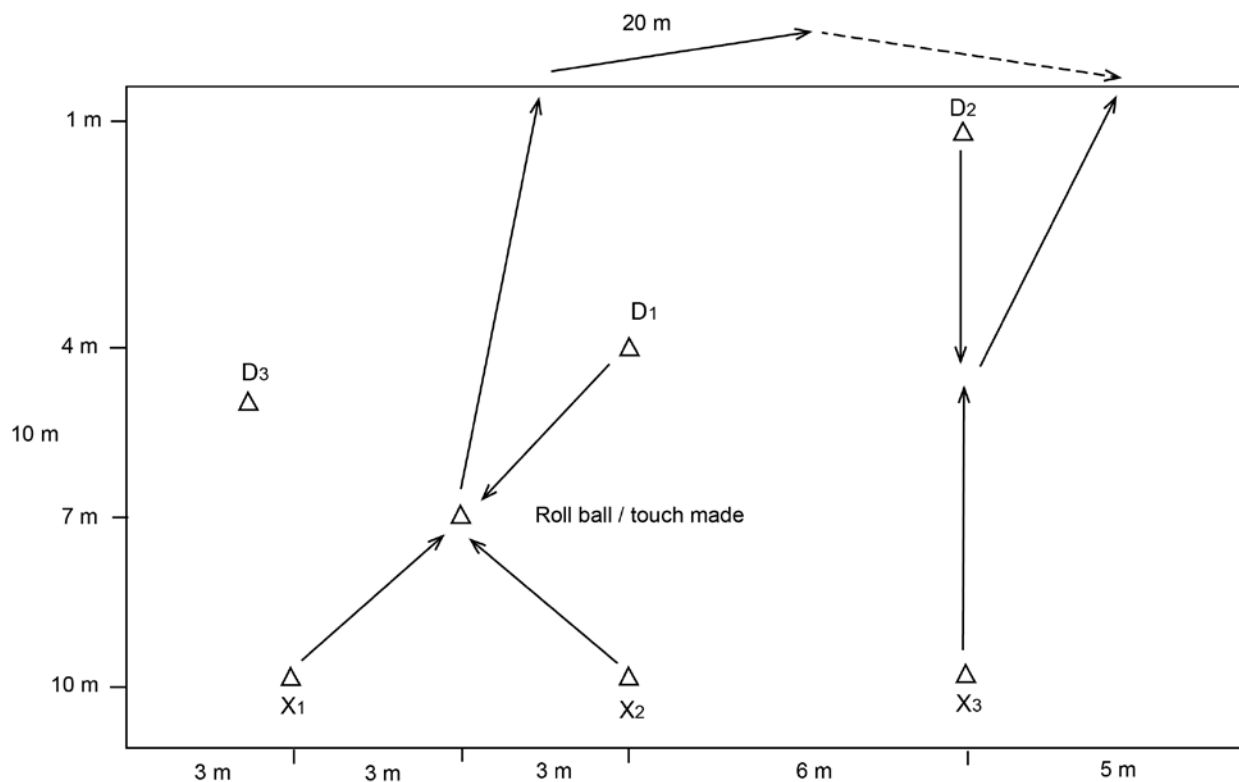
Instructions to candidates

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.

SECTION ONE – Skills Performance**1. Skills set**

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

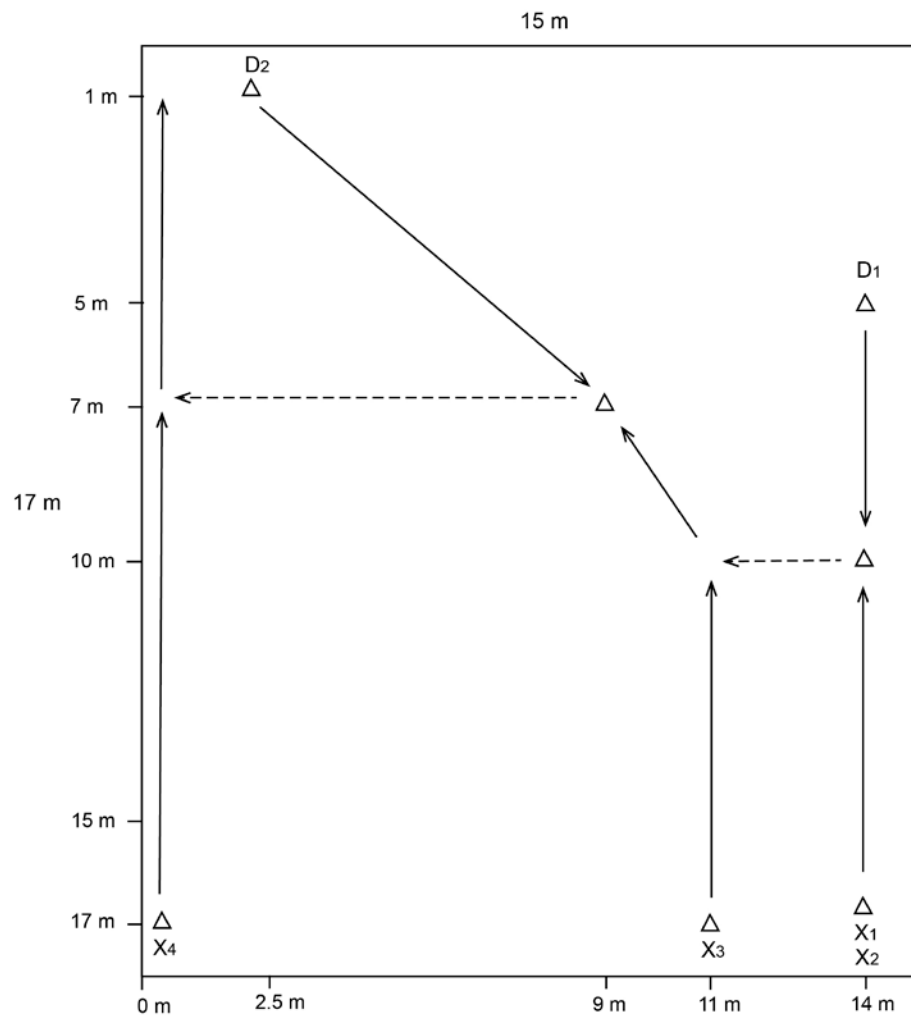
Drill #1: Effecting a touch-defender; scoop



- Key:**
- X = player
 - D = defender
 - O = feeder
 - △ = marker
 - = a player movement
 - = ball movement

Drill description

1. X₂ starts with the ball and runs toward marker
2. D₁ intercepts X₂ and effects the touch
3. X₂ rolls ball and splits outward
4. X₁ moves toward the roll ball and runs into open space as the scooper
5. Scooper (X₁) finds an open player (X₃) who is being defended by D₂
6. D₃ pressures scooper toward tryline.

Drill #2: Pop pass (half); effecting a touch-attacker; spiral pass

- Key:**
- X = player
 - D = defender
 - O = feeder
 - △ = marker
 - = a player movement
 - = ball movement

Drill description

1. X₁ runs forward to the marker and effects the touch on D₁
2. X₂ is acting half and X₃ runs as support player
3. X₂ pop-passes to X₃
4. X₃ runs toward the second marker where D₂ moves in defense
5. X₃ spiral passes to X₄ who is running as a support player

See next page

SECTION TWO – Conditioned Performance

(20 marks)

SCENARIO PLANNING	
DEFINE PLAYING AREA OR BOUNDARIES	40 m x 50 m
SPECIFY NUMBER OF PLAYERS	4 vs 4
SPECIFY TACTICAL PROBLEM(S) TO BE SOLVED	Play a ten minute game from a roll ball in the centre to start
SPECIFY ROLES OR GOALS OF PLAYER(S)	No special roles
SPECIFY OPTIONS, RULES &/OR RESTRICTIONS	Normal Touch rules apply

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PHYSICAL EDUCATION STUDIES

Practical (performance) examination Volleyball

Time allocated

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

Materials required

To be provided at the venue

Non-personal equipment required for volleyball

To be provided by the candidate

Non-marking athletic shoes

Structure of the examination

The WACE Physical Education Studies examination consists of a written component worth 70 per cent of the total examination score and a practical (performance) component worth 30 per cent of the total examination score.

Structure of this practical (performance) examination

Sections and criteria	Marks available	Percentage of total exam
Individual skills		
• Skill 1	6	15
• Skill 2	6	
• Skill 3	6	
• Skill 4	6	
• Skill 5	6	
Conditioned performance	20	15
Total		30

Instructions to candidates

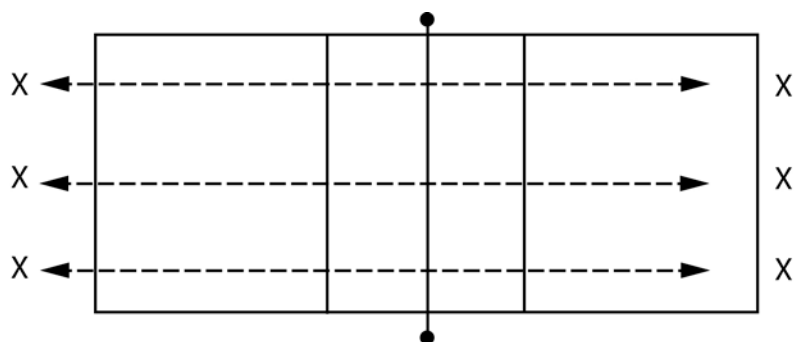
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2. Clothing must not identify you, your school, club or achievements, and it is requested that you wear black, navy or white shirts for the examination.
3. You are required to report to a supervisor to register for the practical examination 30 minutes before your scheduled examination time.
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5. Just prior to the scheduled examination time you will be escorted from the warm up area to the examination area.

SECTION ONE – Skills Performance**1. Skills set**

Skill 1	Skill 2	Skill 3	Skill 4	Skill 5
Serve – overhead float serve	Front Set	Forearm pass – free ball	Spike	Block

See next page

Drill 1; Overhead float serve



- Key:**
- X = player
 - = feeder
 - △ = marker
 - = player movement
 - = ball movement
 - = net poles

Drill description

1. Players are to serve over the net demonstrating serving technique.
2. Players on opposite side roll the ball back to the servers.

Drill 2: Front set

X_1 ----- \rightarrow X_2

Key

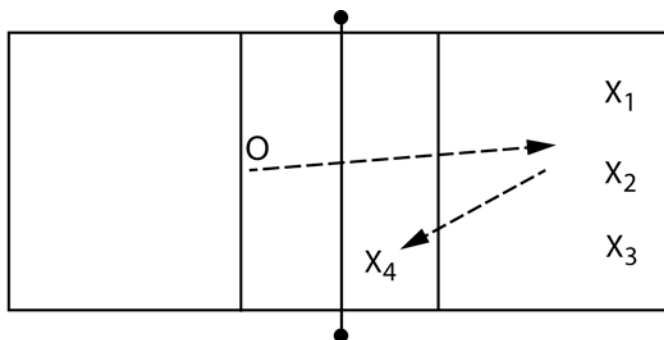
X = player
O = feeder
 Δ = marker

\rightarrow = player movement
----- = ball movement

Drill description

1. X_1 front sets the ball to X_2 .
2. X_2 front sets the ball back to X_1 .
3. Drill is repeated.

Drill 3: Forearm pass: free ball

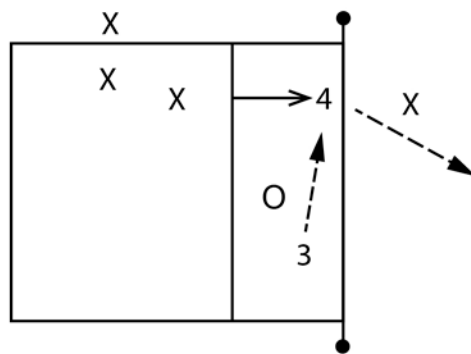


- Key:**
- X = player
 - O = feeder
 - △ = marker
 - = player movement
 - = ball movement
 - = net poles

Drill description

1. Feeder feeds the ball into the area where there are three passers.
2. Players forearm pass the ball to the setter.

Drill 4: Spike



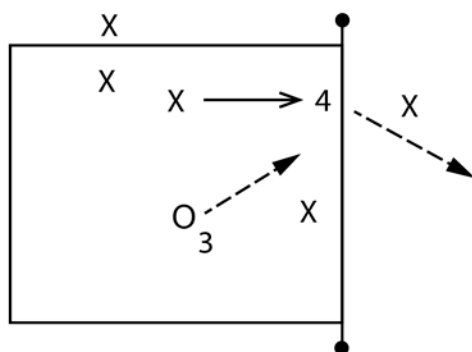
Key:

- X = player
- O = feeder
- △ = marker
- = player movement
- = ball movement
- = net poles

Drill description

1. Feeder stands in position 3 and throws a ball up that resembles a high outside set.
2. Players are lined up outside the court ready to spike the ball from position 4.
3. Player on opposite side of the net attempting to block.
4. Player spikes the ball, retriever feeds it back to the feeder.
5. Drill may performed from position 4 for left handed players.

Drill 5: Block



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

Drill description

1. Feeder stands in position 3 and throws a ball up that resembles a high outside set.
2. Players are lined up outside the court ready to spike the ball from position 4.
3. Player on opposite side of the net attempting to block.
4. Player attempts to block the ball and retriever feeds it back to the feeder.
5. Drill may be performed from position 4 for left handed players.

SECTION TWO – Conditioned Performance (20 marks)

SCENARIO PLANNING	
DEFINE PLAYING AREA OR BOUNDARIES	Full court
SPECIFY NUMBER OF PLAYERS	6 vs 6 (2 examination rooms combine for this drill).
SPECIFY TACTICAL PROBLEM(S) TO BE SOLVED	Create the most effective attack from opportunities in a game situation.
SPECIFY ROLES OR GOALS OF PLAYER(S)	Two rotation points off/on court.
SPECIFY OPTIONS, RULES &/OR RESTRICTIONS	No special rules apply.

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