



## Western Australian Certificate of Education Examination, 2015

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# 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 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
	<b>Total</b>	30

## Instructions to candidates

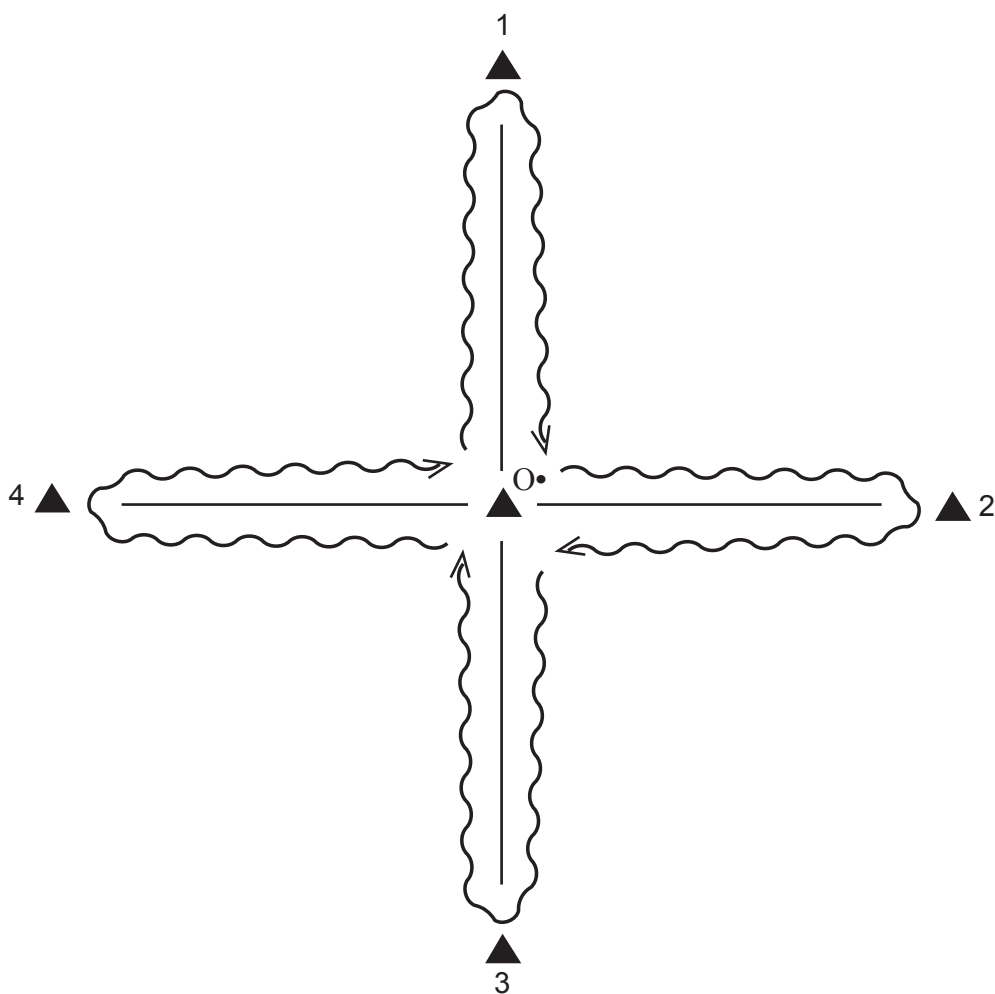
1. You are required to wear clothing and personal playing and safety equipment that is approved for competition by the sport's governing body.
2. Clothing must not identify you, your school, club or achievements, and it is requested that you wear black, navy or white shirts for the examination.
3. You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

<b>Skill 1</b>	<b>Skill 2</b>	<b>Skill 3</b>	<b>Skill 4</b>	<b>Skill 5</b>
Control dribble	Lay-up	Shoot-free throw	Shoot-one dribble jump shot	Screen-middle on ball

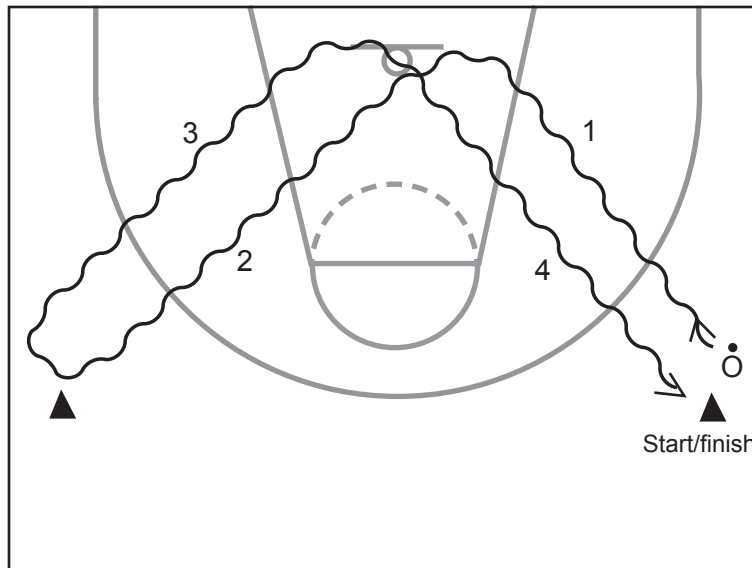
Drill #1: Control dribble



- Key**
- X = defensive player
  - O = offensive player
  - O• = offensive player has ball
  - = ball movement pass
  - = player movement
  - ▲ = marker
  - ~~~~ = dribble

**Drill description**

1. Player faces the basket and executes a control dribble moving to all markers. Preferred hand then non-preferred hand using various dribble skills when changing directions.

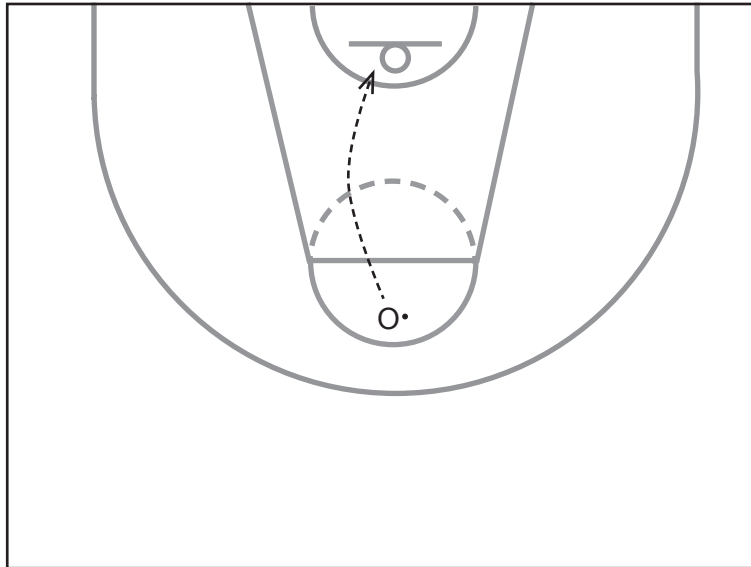
**Drill #2:** Lay-up

<b>Key</b>	X	= defensive player
	O	= offensive player
	O•	= offensive player has ball
	-----	= ball movement pass
	→	= player movement
	▲	= marker
	~~~~~	= dribble

**Drill description**

1. The player faces the basket from the right wing.
2. Dribble with the right hand to perform a right-hand lay-up (1), rebound the ball and dribble with the left hand to the marker at the left wing (2).
3. Turn and drive to the basket, dribbling with the left hand for a left-hand lay-up (3). Rebound the ball and dribble with the right hand to starting point, turn and repeat the drill (4).

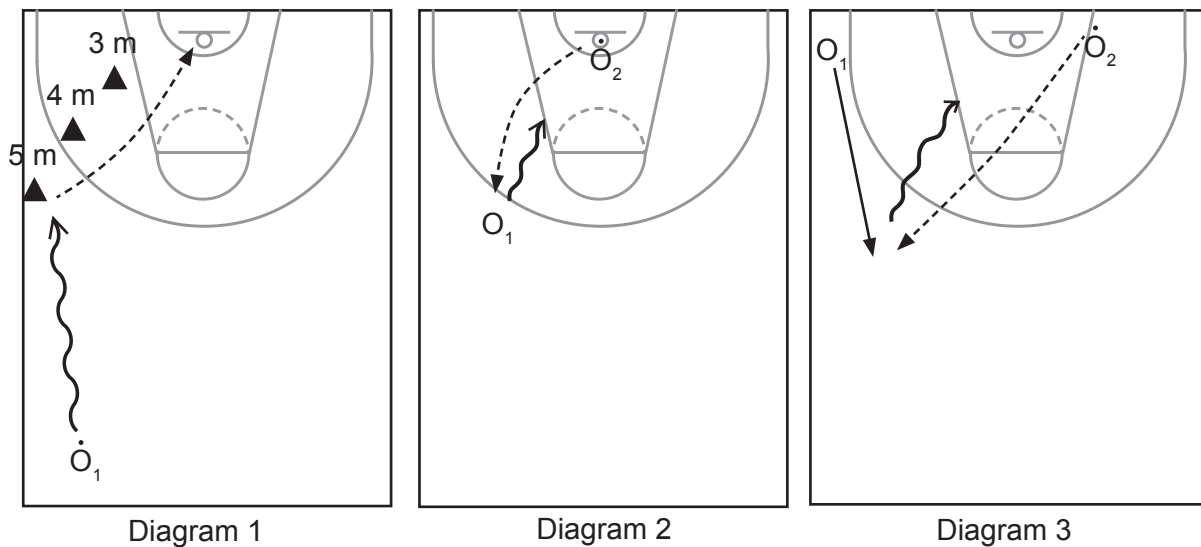
**Drill #3:** Shoot-free throw



- Key**
- X = defensive player
  - O = offensive player
  - O• = offensive player has ball
  - = ball movement pass
  - = player movement
  - ▲ = marker
  - ~~~~ = dribble

**Drill description**

1. Player lines up at the free throw line.
2. Player performs a series of free throws to the basket.

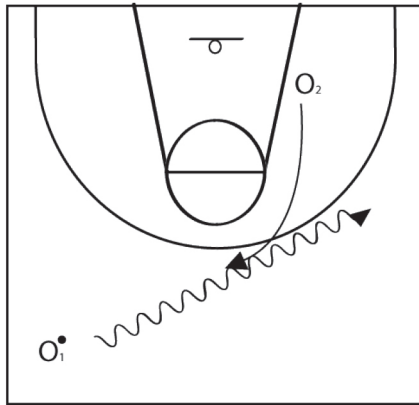
**Drill #4:** Shoot-one dribble jump shot

<b>Key</b>	X	= defensive player
	O	= offensive player
	O•	= offensive player has ball
	-----	= ball movement pass
	→	= player movement
	▲	= marker
	~~~~~	= dribble
	⇒	= shot

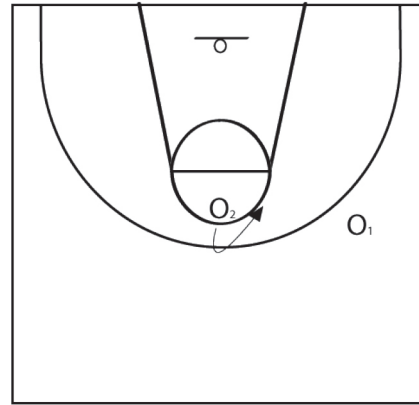
**Drill description**

1.  $O_1$  dribbles in to shoot a jump shot from markers at 3 m, 4 m and 5 m (diagram 1).
2. In the second phase,  $O_2$  is under the basket.  $O_1$  starts above the extension of the free throw line, runs forward to receive a pass on the wing from  $O_2$ .  $O_1$  catches and executes an inside dribble before shooting a jump shot (diagram 2).
3. Finally,  $O_2$  is level with the basket and on the edge of the keyway.  $O_1$  starts in the opposite corner, runs forward to receive a pass from  $O_2$  and then executes a cross-over dribble before shooting a jump shot (diagram 3).

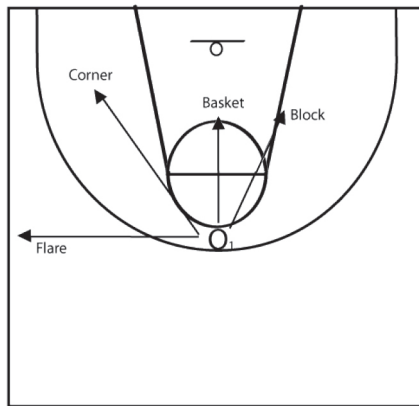
Drill #5: Screen-middle on ball



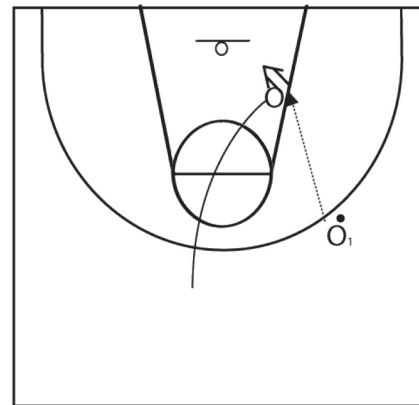
Screen



Reverse Pivot



Roll Options



Roll to block (low post)

- Key**
- X = defensive player
  - O = offensive player
  - O• = offensive player has ball
  - = ball movement pass
  - = player movement
  - ▲ = marker
  - ~~~~ = dribble
  - | = screen
  - == = block
  - ⇒ = shot



**Drill description**

1. O<sub>2</sub> (screener) starts on block (low post).
2. O<sub>1</sub> (dribbler) starts on opposite side, near halfway line.
3. O<sub>2</sub> sprints from block to top of circle to set screen.
4. O<sub>1</sub> dribbles towards basket until level with screen.
5. O<sub>2</sub> jump stops facing the dribbler.
6. O<sub>1</sub> dribbles past screener 'shoulder to shoulder'.
7. O<sub>2</sub> reverse pivots to face 'belly to ball' then rolls to either the low post block, the basket, the corner or the flare.
8. O<sub>1</sub> can pass to O<sub>2</sub> at the low post block for a 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	<p>Create scoring opportunities starting with an out of bounds pass-in from the half way line.</p> <p>Defence aims to restrict offence and attempt to gain possession in order to move the ball over the half line to end the play.</p>
SPECIFY ROLES OR GOALS OF PLAYER(S)	<p>Maximise points for the team.</p> <p><b>or</b></p> <p>Restrict offensive players.</p>
SPECIFY OPTIONS, RULES AND/OR RESTRICTIONS	Change offence and defence after a minimum of 5 minutes.

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