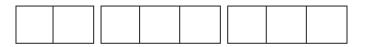




Western Australian Certificate of Education Examination, 2015



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 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 Skill 2 Skill 3 Skill 4 Skill 5	6 6 6 6	15
Conditioned performance	20	15
	Total	30

Instructions to candidates

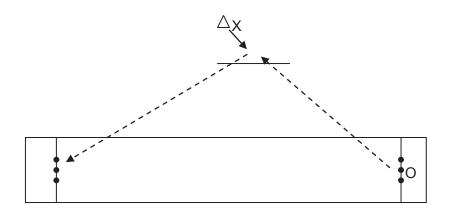
- 1. You are required to wear clothing and personal playing and safety equipment that is approved for competition by the sport's governing body.
- 2. Clothing must not identify you, your school, club or achievements, and it is requested that you wear black, navy or white shirts for the examination.
-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

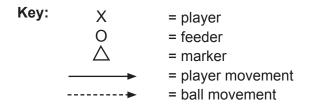
SECTION ONE - Skills Performance

1. Skills set

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

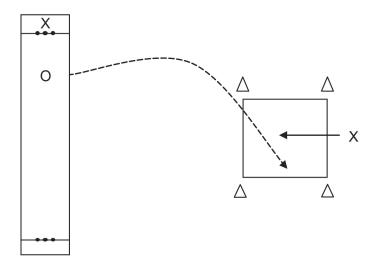
Drill #1: Infielding: ground fielding and overarm throw

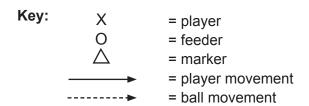




- 1. Stumps set up with a marker 30m from stumps at a position mid-pitch (cover or midwicket fielding positions).
- 2. Line marked 20m from stumps at striker's end.
- 3. Participant nominates which arm they intend to throw with.
- 4. Ball is struck firmly along the ground towards fielder by the feeder from the striker's end.
- 5. Fielder X fields the ball and throws overarm at stumps at the non-striker's end.

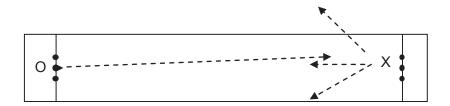
Drill #2: Outfield catch

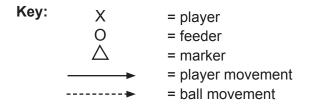




- 1. Feeder strikes a high ball to land in 20 m square which is 50 m from the batting crease.
- 2. The fielder starts 10 m from the furthest side of the square and must move and catch the ball after it has been struck.
- 3. The ball is to be caught inside the 20 m square.
- 4. Fielder throws ball to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

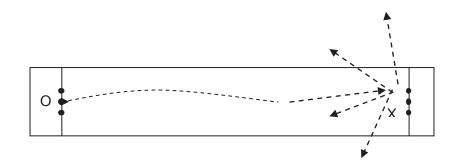
Drill #3: Front foot stroke production

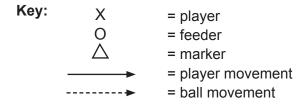




- 1. Feeder to deliver a straight, full length ball on the line of off stump, landing 3 m to 4 m from stumps.
- 2. The batter is to execute a front foot stroke from the delivery.

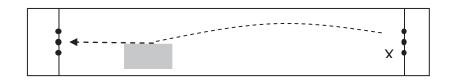
Drill #4: Back foot offensive stroke production





- 1. Feeder 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



- 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 BOUND- ARIES	Cricket pitch
SPECIFY NUMBER OF PLAYERS	8 (can be done with 6).
SPECIFY TACTICAL PROBLEM(S) TO BE SOLVED	The field is set with all candidates with markers placed in the position of: mid-off, mid-on, square leg and point.
	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.
	Bowler places the field and bowls the ball so as not to allow the batsman to score a run/s.
	Batter places the ball where he/she can score a run/s.
SPECIFY ROLES OR GOALS OF PLAY- ER(S)	Placement of ball to allow runs and attempted outs by fielders and bowler.
	One batter is off the field padding up.
SPECIFY OPTIONS, RULES &/OR RE- STRICTIONS	Normal rules apply.

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