



Western Australian Certificate of Education Examination, 2015

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PHYSICAL EDUCATION STUDIES

Practical (performance) examination Soccer

Time allowed

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

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

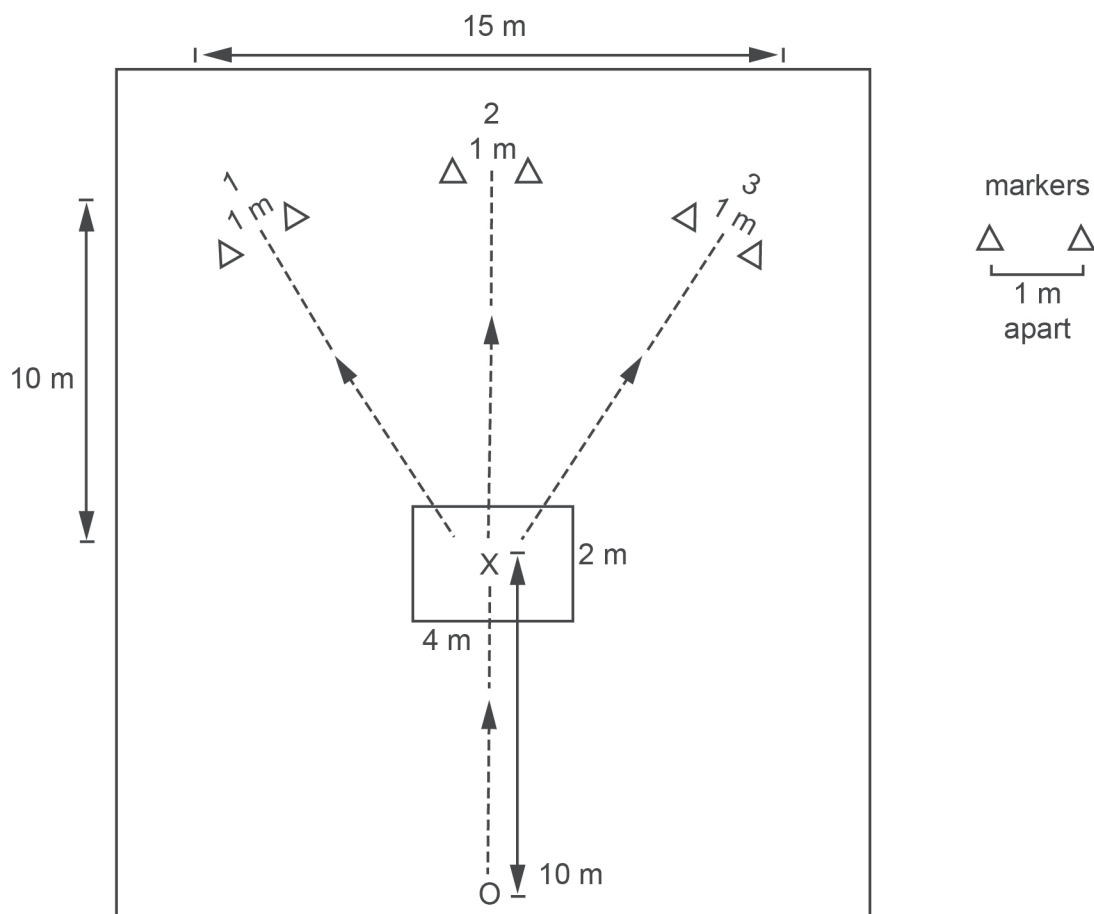
Instructions to candidates

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 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
Control high ball	Short pass	Dribble	Long lofted pass	Throw in

Drill #1: Control high ball, Short pass



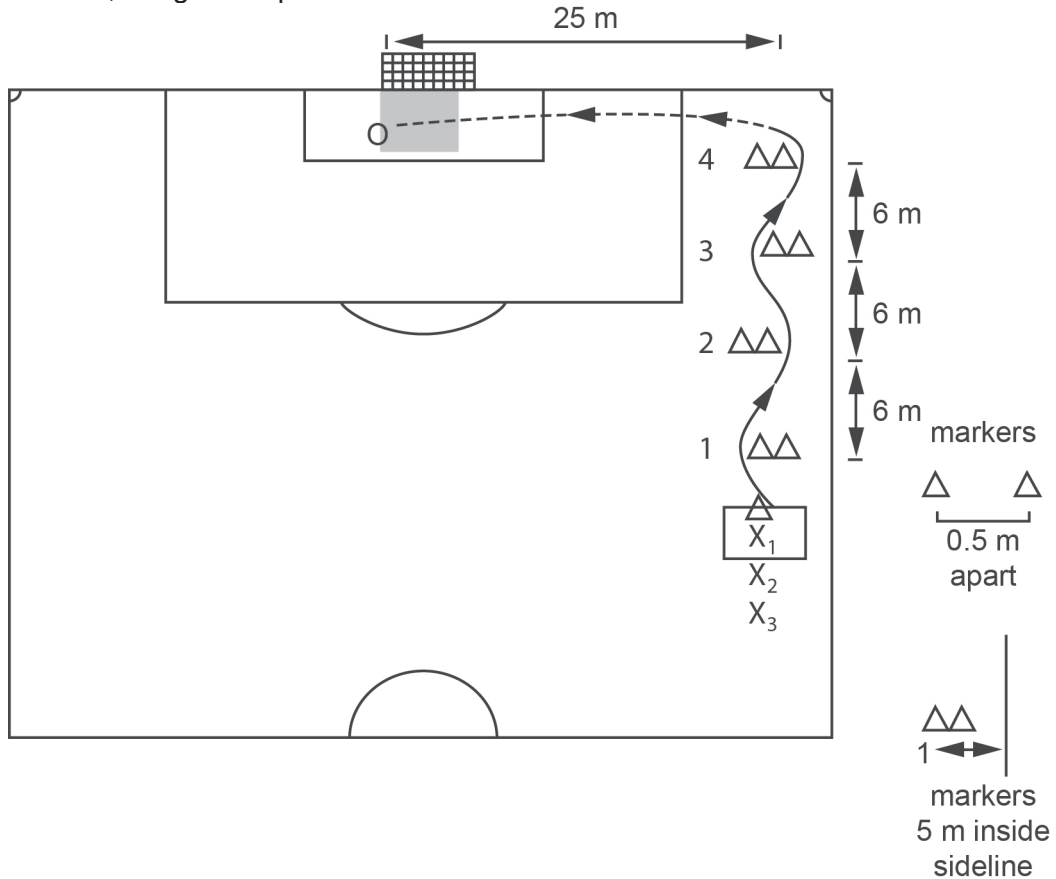
- Key:**
- X = player
 - O = feeder
 - △ = marker
 - = player movement
 - - - → = ball movement
 - = target area

Drill description:

1. Feeder (O) passes the ball with a throw in to player (X) over a distance of 10 m aimed at waist to head height.
2. Player (X) controls the high pass from the feeder (O).
3. Player (X) then turns around and completes a short pass over a distance of 10 m through the markers at 1.
4. The drill is repeated with player (X) controlling a high ball then completing a short pass through markers 2 and then 3 (along the ground).
6. Player (X) then performs the drill in the opposite direction i.e 3, 2 and then 1.
7. Left foot players may choose to perform this drill in the opposite order.

See next page

Drill #2: Dribble, Long lofted pass

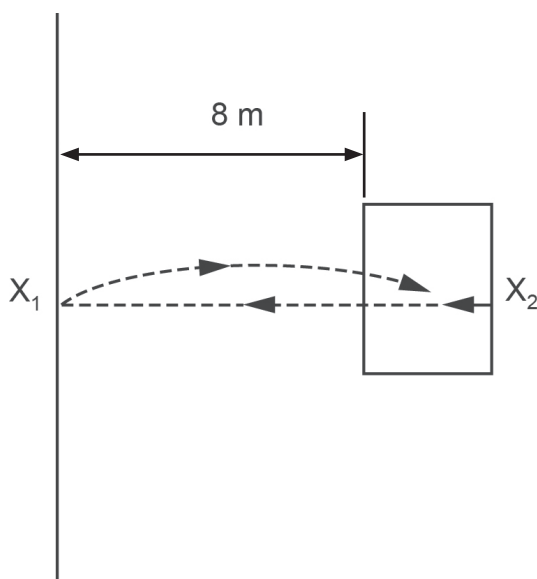


- Key:**
- X = player
 - O = feeder
 - △ = marker
 - = player movement
 - - - → = ball movement
 - = target area

Drill description:

1. Player (X) dribbles the ball around the left side of marker 1 – positioned 5 m inside the sideline.
2. Player (X) continues to dribble around the markers 2 (right side) then marker 3 (left side) and marker 4 (right side)
3. With the ball still in motion, player (X) performs a long lofted pass on an angle over a distance of 25 m to a feeder (O) positioned in the goal area and in line with the far post.
4. Left foot players are permitted to perform this drill on the opposite sideline.

Drill #3: Throw in



- Key:**
- X = player
 - O = feeder
 - △ = marker
 - = player movement
 - - - → = ball movement
 - = target area

Drill description:

1. Player (X_1) stands behind the sideline and performs a throw in to the feet of player (X_2) over a distance of 8 m.
2. Player (X_2) moves forward to control the throw in and then passes back to player (X_1) who has moved into the field of play.

SECTION TWO – Conditioned Performance

(20 marks)

SCENARIO PLANNING	
DEFINE PLAYING AREA OR BOUNDARIES	Length is equivalent to two penalty boxes. Width is to the edges of the penalty area. One goal
SPECIFY NUMBER OF PLAYERS	4 v 4
SPECIFY TACTICAL PROBLEM(S) TO BE SOLVED	Create and defend scoring opportunities.
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 play outside the penalty area. • Defensive players must start play at the top of the penalty box. • Play commences with a feed from the half way 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 after a shot on goal. • Players then set up and re start play again. • Defence attempts to restrict attacking plays and/or win the ball and get it over half way back to the 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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