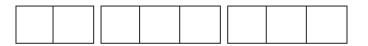




Western Australian Certificate of Education Examination, 2015



PHYSICAL EDUCATION STUDIES

Practical (performance) examination Softball

Time allowed

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 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

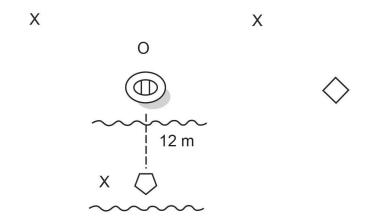
- 1. You are required to wear clothing and personal playing and safety equipment that is approved for competition by the sport's governing body.
- 2. Clothing must not identify you, your school, club or achievements, and it is requested that you wear black, navy or white shirts for the examination.
- 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 |
|---------|---------|---------|------------------------|---------|
| Hit | Bunt | Throw | Field (ground ball) | Tag |

Drill #1: Hit



Key: X = player

O = feeder

 \triangle = marker

= player movement

----> = ball movement

= pitching machine

= home plate

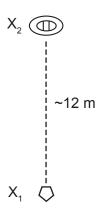
♦ = 1st, 2nd and 3rd base

 $\sim = net$

Drill description

- 1. Set up a pitcher or pitching machine/thrower 12 m 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: Bunt



Key: X = player

O = feeder

 \triangle = marker

= player movement

----> = ball movement

= pitching machine

= home plate

 $\sim \sim$ = net

Drill description

1. X_1 sets up in the batter's box facing the pitcher/pitching machine.

2. X₁ puts down a sacrifice bunt.

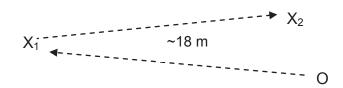
Drill #3: Throw



Drill description

1. Two players stand facing each other about 18 m apart and throw the ball back and forth to each other.

Drill #4: Field (ground ball)

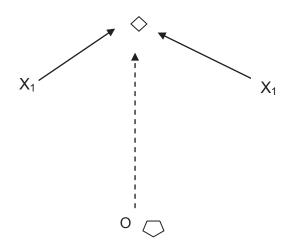


Key:X= player= pitching machineO= feeder \bigcirc = home plate \triangle = marker \diamondsuit = 1st, 2nd and 3rd base----> = player movement= net

Drill description

- 1. X_1 starts in the ready position, about 18 m from the feeder.
- 2. The feeder hits ground balls directly to X_1 , then progresses to hit them off to the side.
- 3. X_1 fields the ball and throws it in to X_2 .

Drill #5: Tag



Key: X = player

O = feeder

 \triangle = marker

= player movement

----> = ball movement

= pitching machine

= home plate

= net

Drill description

- 1. X_1 starts in the short-stop position.
- 2. The feeder says 'go' to indicate an imaginary hit so X₁ knows when to start the run to second base.
- 3. The feeder throws the ball to second base.
- 4. X_1 receives the ball, and places a tag on the ground just before the base.
- 5. Repeat the same drill approaching from second base position.

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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CANNINGTON WA 6107