



Western Australian Certificate of Education ATAR course examination, 2016

PHYSICAL EDUCATION STUDIES

Practical (performance) examination Netball

Time allowed

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 Physical Education Studies ATAR course examination consists of a written component and a practical (performance) component.

Criteria for marking the practical (performance) examination

Criteria	Marks available	Percentage of practical examination
Skills performance	30	50
Conditioned performance	20	50
Total		100

Instructions to candidates

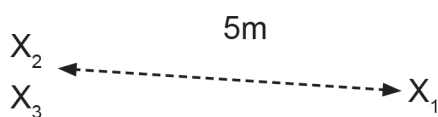
1. You are required to wear clothing and personal playing and safety equipment that is approved for competition by the sport's governing body.
2. Clothing must not identify you, your school, club or achievements, and it is requested that you wear black, navy or white shirts for the examination.
3. You 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.
6. You must follow the requirements for this examination published in the *Physical Education Studies ATAR course Practical (performance) examination requirements 2016* document.

SECTION ONE – Skills Performance

1. Skills set

Skill 1	Skill 2	Skill 3	Skill 4	Skill 5
Bounce pass	Split and re-offer	Outside foot land and pivot	Dodge	Shadowing

Drill #1: Bounce pass

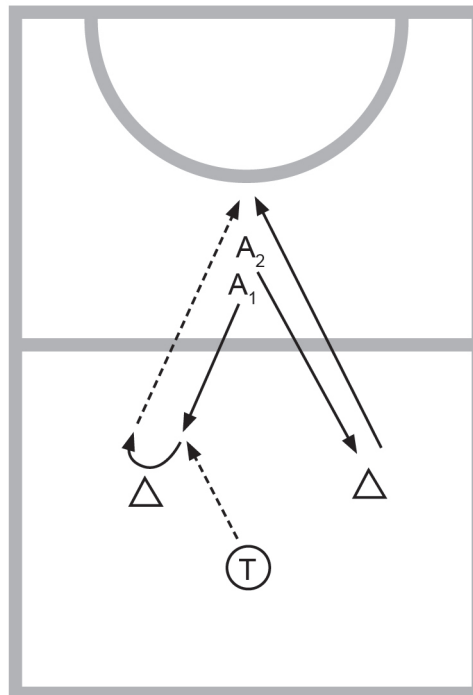


Key:

X ₁	= player
X ₂	= attacker
X ₃	= defender
△	= marker
————→	= player movement
- - - - ->	= ball movement

Drill description:

1. Players X₁ and X₂ face each other 5m apart.
2. Player X₃ is a defender and is positioned next to X₂.
3. Player X₁ starts with the ball and performs a bounce pass to X₂ away from the defender. Player X₂ must hold position to receive the bounce pass.
4. Player X₁ performs 3 bounce passes to the right side of X₂.
5. Player X₂ then positions themselves on the other side of X₃. Player X₁ then performs 3 bounce passes to the left side of X₂.

Drill #2: Split and re-offer, Outside foot land and pivot

Key:

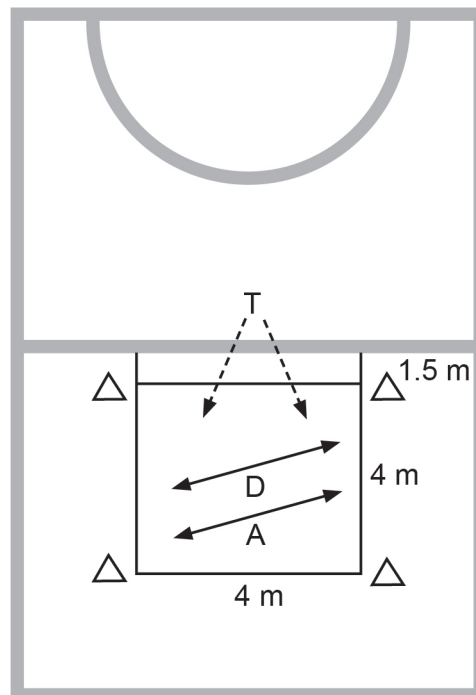
A or D	= player
T	= thrower
△	= marker
————→	= player movement
- - - - ->	= ball movement

Drill description:

1. Set up in the centre third of the court with Thrower (floor supervisor) in the centre circle.
2. A_1 and A_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 A_1 and A_2 offer a split lead for the ball. A_1 has the choice of leading to the left or right but must use a combination of both.
5. Thrower passes to A_1 .
6. A_1 completes the split lead then executes an outside foot land and pivot.
7. A_2 completes the split lead then re-offers back down court on an angle.
8. A_1 passes a shoulder pass to A_2 on the re-offer lead.
9. Candidates have four attempts and then swap skills.
10. Remaining candidates line up 3, 4, 5, 6, 7 and 8 – the next rotation, 3 and 4 will then perform the drill.

See next page

Drill #3: Dodge, Shadowing



Key:

A	= attacker
D	= defender
T	= thrower (floor supervisor)
△	= marker
—————→	= player movement
- - - - ->	= ball movement

Drill description:

1. Dodge and shadow skills are to be performed inside the 4 m x 4 m grid set up with markers.
2. The thrower (T) is positioned 1.5 m outside the grid. T throws ball to self to create timing for the attacker and defender to begin.
3. Starting position for A and D is in the centre of the grid. D takes up a defensive stance with their back to A.
4. On the catch by the thrower, A is to use a dodge using the grid indicated by the markers to evade D and receive a pass. A must receive the pass inside the marked grid.
5. D is to shadow defend A's dodge.
6. D must maintain their head position, cover A's movements and intercept or deny the pass.

See next page

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.

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