



## Western Australian Certificate of Education ATAR course examination, 2016

# 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 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
<b>Total</b>		100

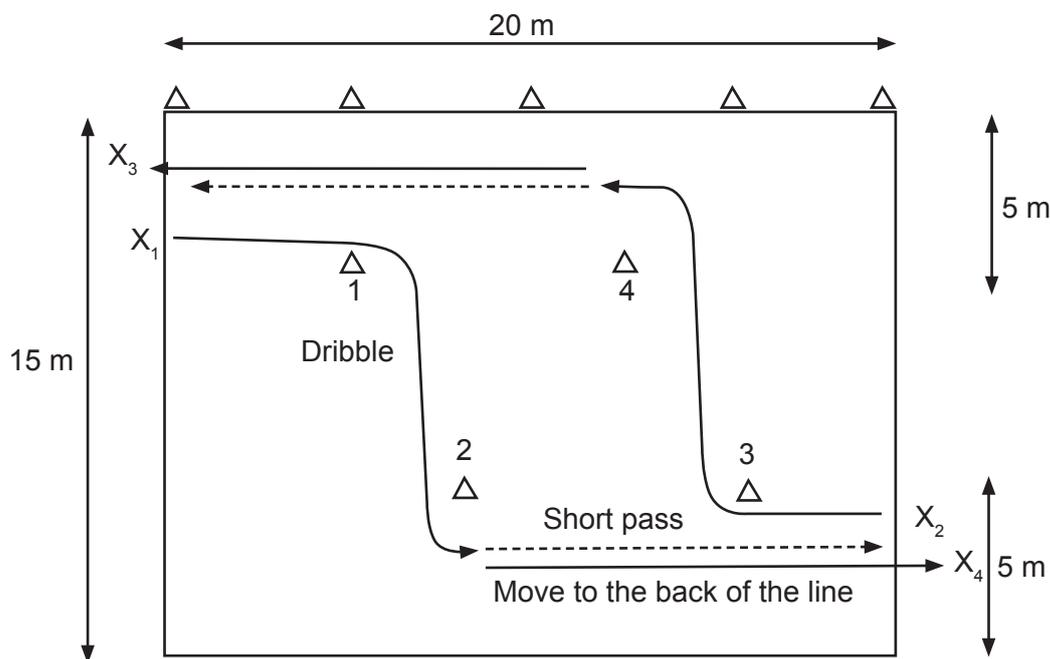
## Instructions to candidates

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
Dribbling	Short pass	Control low ball	Shooting	Heading attack

Drill #1: Dribbling, Short pass

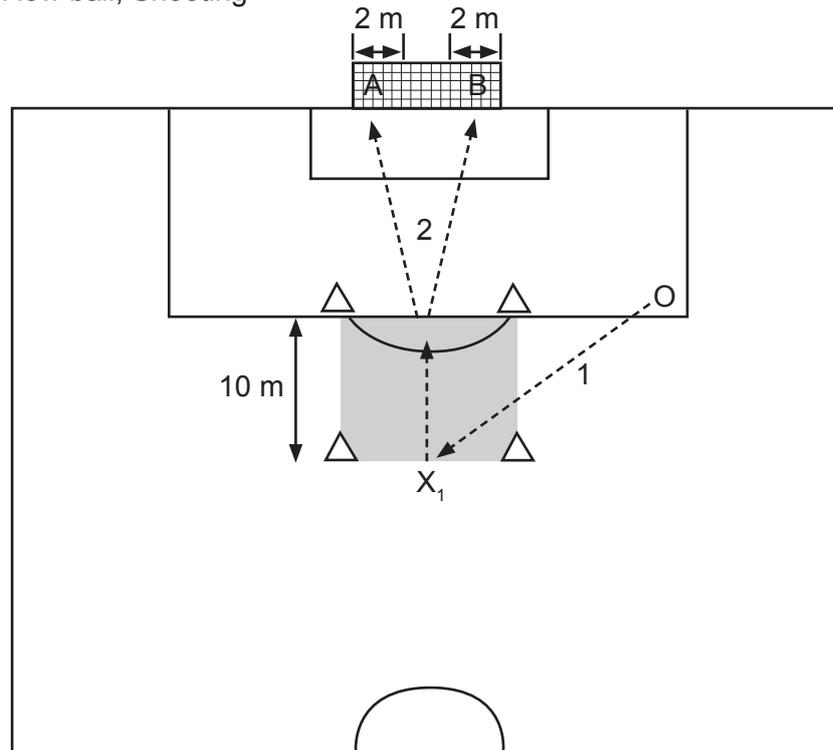


**Key:**

X	= player
O	= feeder
Δ	= marker
→	= player movement
- - - →	= ball movement
■	= target area

**Drill description:**

1. Player X<sub>1</sub> dribbles the ball around marker 1 and marker 2.
2. Player X<sub>1</sub> completes a short pass to Player X<sub>2</sub>, then moves to the back of the line.
3. Player X<sub>2</sub> controls the pass then dribbles the ball around marker 3 and marker 4.
4. Player X<sub>2</sub> completes a short pass to Player X<sub>3</sub>, then moves to the back of the line.
5. Drill continues with all players dribbling and passing the ball to the next player at the front of the opposite line.

**Drill #2:** Control low ball, Shooting

**Key:**

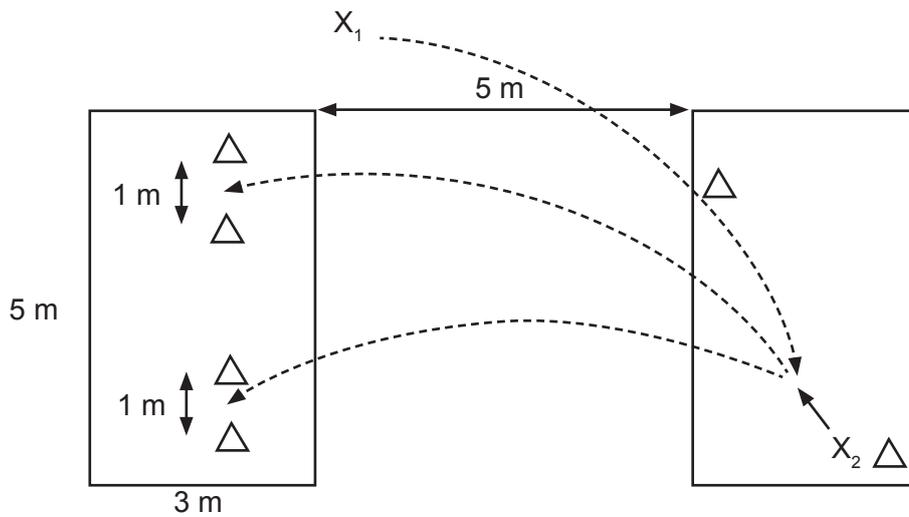
X	= player
O	= feeder
△	= marker
→	= player movement
- - - →	= ball movement
■	= target area

**Drill description:**

1. Feeder (O) makes a low pass to Player  $X_1$ .
2. Player  $X_1$  controls the low pass and moves to the edge of the penalty area.
3. Player  $X_1$  shoots at goal aiming for the target areas A and B.
4. Players rotate through controlling a low pass and shooting for goal.
5. Players can take the shot at goal using right or left foot.

**See next page**

Drill #3: Heading attack



**Key:**

X	= player
O	= feeder
△	= marker
→	= player movement
- - - - - →	= ball movement
■	= target area

**Drill description:**

1. Player  $X_1$  is positioned outside the grid. Player  $X_2$  starts in the grid, next to the marker.
2. Player  $X_1$  will feed the ball with an underarm throw that enables Player  $X_2$  to head the ball with a downward trajectory in between either target areas in the opposite grid.
3. Player  $X_2$  receives ten feeds then players change positions.

## 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"> <li>• Attackers will start play outside the penalty area.</li> <li>• Defensive players must start play at the top of the penalty box.</li> <li>• Play commences with a feed from the half way to one of the attackers.</li> <li>• The attacker must take immediate control.</li> <li>• Defensive players cannot move until the attacker has taken their first touch.</li> <li>• Play continues until the ball is out or after a shot on goal.</li> <li>• Players then set up and re start play again.</li> <li>• 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.</li> </ul>
SPECIFY OPTIONS, RULES &/OR RESTRICTIONS	Change offence and defence after 5 minutes.

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