Tin Ka Ping Secondary School

Physical Education Practical Exams Standards for Girls in the Second Term

| accunum | arate skills, 15 marks for achieving the standard aber of shot) | Item 2 Swimming: (1) holding-breath diving, (2) breathing rhythm, (3) starting dive, (4) 25 meters flutter kick with kick board, (5) 25 meters freestyle Freestyle: ❖ The kicks come from the hips. Strengthen the legs in downbeat and relax the legs in upbeat. ❖ The phases of the arm stroke are downsweep, catch, insweep, upsweep ❖ Streamlined position: gliding ❖ Proper rhythm of the arm stroke, the kick and the side breathing |
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| accunum | arate skills, 15 marks for achieving the standard aber of shot) ck calculation for achieving the standard aber of shot: th shot scores for 2 marks. The highest mark is ck calculation for accurate skills: Hold the ball in front of the chest in ready position Feet shoulder-width apart Bend knees Hold the ball in the shooting hand Hold the ball with the fingertips | rhythm, (3) starting dive, (4) 25 meters flutter kick with kick board, (5) 25 meters freestyle Freestyle: ♦ The kicks come from the hips. Strengthen the legs in downbeat and relax the legs in upbeat. ♦ The phases of the arm stroke are downsweep, catch, insweep, upsweep ♦ Streamlined position: gliding ♦ Proper rhythm of the arm stroke, the kick and |
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| \$\darksim\$ Form \$\darksim\$ | Hold the ball in front of the chest in ready position Feet shoulder-width apart Bend knees Hold the ball in the shooting hand Hold the ball with the fingertips | catch, insweep, upsweep |
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| 1 | Hold the ball with the fingertips | l I |
| \$ \\$ \\$ \\$ \\$ \\$ \\$ \\$ \\$ \\$ \\$ \\$ \\$ \\$ | • • | |
| \$ \\$ \\$ \\$ \\$ \\$ \\$ \\$ \\$ \\$ \\$ \\$ \\$ \\$ | Hand faces upward in line with the eyes | |
| \$\displays \displays \disp | 1 | |
| \$\dapprox\dapp | Fully extend the shooting arm with force | |
| 5 ma 4 ma 3 ma 2 ma 1 ma Swir | Strengthening the knees from the bent position | |
| 5 ma 4 ma 3 ma 2 ma 1 ma Swir | to provide more pressure to the arm | |
| 5 ma 4 ma 3 ma 2 ma 1 ma Swir | Flick the wrist to create backspin | |
| 4 ma 3 ma 2 ma 1 ma Swin rhytl | The path of the ball is parabolic in sharp to the | |
| 4 ma 3 ma 2 ma 1 ma Swin rhytl | goal | |
| 4 ma 3 ma 2 ma 1 ma Swin rhytl | | |
| 3 ma 2 ma 1 ma Swir | arks: able to do the above 10 items | |
| 2 ma 1 ma Swir | arks: able to do the above 8 items | |
| 1 ma Swii rhytl | arks: able to do the above 6 items | |
| Swii | arks: able to do the above 4 items | |
| rhytl | ark: able to do the above 2 items | |
| | | Football: Pass against the wall for 1.5 minutes(5 |
| | hm, (3) starting dive, (4) 25 meters frog kick | marks for accurate skills, 15 marks for achieving |
| With | n kick board, (5) 50 meters breaststroke | the standard number of pass) |
| Drog | aststroke: | Examines stands 2 metan anout from the well to |
| b iea | Knees flex at around 90 degrees and feet | Examinee stands 3-meter apart from the wall to pass against the wall for 1.5 minutes. The number |
| | move toward buttock. Then, the knees mover | of pass will be counted. No counting for the pass if |
| | away each other and the feet rotate outward. | the examinee has stepped inside the 3-meter area. A |
| | After then, sweep legs backwards and | weighted average will be used for mark calculation. |
| Form | outward. | weighted average will be used for many ententation. |
| 2 💠 | The pull has sculling movements | Mark calculation for accurate skills: |
| , ♦ | Do not stop the arm movements during the | ♦ Approach the ball at an angle of about 30 |
| | catch 4. The movements of the arm stroke and | degrees |
| | the frog kick are quite similar. The inweep of | ♦ Get the non-kicking foot close to the side of |
| | the frog kick should be slow, and the outweep | the ball |
| | should be rapid and powerful. | |
| \$ | • • | ♦ Keep the ankle firm |
| | 4. Cock the hips to generate power that | |
| | 4. Cock the hips to generate power that drive the strokes | ♦ Strike the center of the ball |
| * | • • | ♦ Keep the ankle firm ♦ Use the inside of the foot to make contact |

Follow through with the kicking leg \diamond Use the arms to maintain body balance \diamond Put proper weight on the pass Control the passing direction 5 marks: able to do the above 10 items 4 marks: able to do the above 8 items 3 marks: able to do the above 6 items 2 marks: able to do the above 4 items 1 mark: able to do the above 2 items Basketball: dribble to layup for 1.5 minutes(5 Handball: making 5 stride jump shots (5 marks for marks for accurate skills, 15 marks for achieving accurate skills, 15 marks for achieving the standard the standard number of shot) quality of shot) 3 cones are placed at the 3-point line (2 cones are The exam is starts at the 9-meter line. Examinee placed 45 degree to the basket on both sides, 1 cone has to make and toss and catch it, and then executes is placed on the top of the 3-point line). Examinee the stride jump shot immediately. After making the has to dribble around one of the cones to do the shot, examinee has to pick up the ball and dribble aback to the 9-meter line and ready for the next layup. shot. Mark calculation for achieving the standard Mark calculation for the standard quality of shot: number of shot: 1 mark for goal, 2 marks for goal with power or has Each shot scores for 2 marks. The highest mark is Form 15. good angle, and 3 marks for goal which is powerful 3 and also has good angle . No mark will be given if Mark calculation for accurate skills: the examinee steps on or crosses the 6-meter line, \diamondsuit Accurate dribbling skills has double dribbling, or shoot without jumping \diamond The dribbling is smooth and effective \diamond Using both hands to hold the ball in the first Mark calculation for accurate skills: step of the layup \diamond The dribbling is smooth and effective \diamond \diamond Step to get into the easy shooting range Correct 3-stride \diamond Proper angle of the approach Non-takeoff leg drives up in the jump \diamond Step toward the basket with 2 steps Hold the ball with single hand \diamond Jump off the bring the ball up Left up the shooting elbow above shoulders \diamond \diamond Pull back the shooting elbow Pulling the non-takeoff leg upward \diamond Arch the arm toward the basket Hip should go backward at the same time and \diamond Pick up the ball as quick as possible to make in the same direction as the shooting arm. another shot Follow through Dancing – Waltz: Softball: 2 examinees in a group to design their own-Having 10 pitches (5 marks for accurate skills, 1-minute waltz dance (12 marks for accurate skills , 10 marks for achieving the standard number of 4 marks for cooperation and communication, 4 strike). The strike zone is drawn on the wall. marks for the pattern of dance) Examinee has to stand 6-meter apart from the wall to execute the pitch. Form Mark calculation for accurate skills: 2 examinees in a group to execute the passing 4 (5 marks for accurate skills) Forward steps \diamondsuit Box steps Left turn Pitching Mark calculation for accurate skills: Right turn \diamond Correct grip and ♦ Hips square to home plate Mark calculation for cooperation

Bring the ball back with straight arm communication: \diamond \diamondsuit Experienced and smooth steps Kick the non-pitching leg forward and push \diamondsuit Able to follow the rhythm off the rubber with the pitching leg \diamondsuit Open the hips Mark calculation for the pattern of dance: \diamond Extend the arm down past the hips and release \diamondsuit Make good use of the whole room the ball on hip level \diamond Creativity Snap the wrist forward \diamond Follow through \diamondsuit Use different types of pitching Passing Mark calculation for accurate skills : : Pass with elbow up \diamond Apply proper weight on the ball \diamond Aim to the chest of the partner \diamond Ready for the catch Pass the ball back to the partner as quick as possible after received the ball Dancing: 4 examinees in a group to create an one Softball: Batting The examinee holds the bat to get ready to hit the minute dance (10 marks for the pattern of dance, 10 pitch delivered by a student helper from 3 marks for cooperation and expression) meter away. The examinee has to judge the pitch is a strike or not. The examinee can obtain Mark calculation for the pattern of dance: 1 mark if he/she gets a hit, 2 marks if the hit | ❖ Creativity goes 6 meters or farther, and 3 marks if the hit Less repeat of the steps goes 9 meters or farther. Each examinee has 5 | ♦ Using different formations trials. (5 marks for accurate skills, 15 marks for \diamondsuit Different upper limb movement achieving relative distance of the hit) • \diamond Different lower limb movement \diamond Have the change of level Mark calculation for accurate skills: \diamond Able to cooperate to each other \diamond Accurate grip of the bat Able to cater teammates' different ability Feet are lined up with home-plate with the \$\diangle\$ The pops can match the theme of the dance Form knees slightly bent The clothing can match the theme of the dance \diamond Feet shoulder-width apart and parallel to each Mark calculation for cooperation and expression: other \diamondsuit Bat is held roughly over the shoulder Have passion and stay focus \diamondsuit Eyes on the pitch Stay relax \diamond Hips rotation Have experienced and smooth steps Shoulders commence rotation after hips > Have emotional communication \diamondsuit rotation The facial expressions match the music Apply great weight on the ball \diamondsuit The steps are able to match the rhythm \diamond \diamondsuit Get a hit Able to follow the rhythm \diamond Follow through: bath finishes above the ♦ The music is able to show the theme of the shoulder \diamond Make good use of the center of the stage

 \diamond

Do not turn the back to the audiences

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