



Australian Government

Department of Education, Employment and Workplace Relations

SISSTOU201A Perform the intermediate skills of Touch

Release: 2

SISSTOU201A Perform the intermediate skills of Touch

Modification History

Not Applicable

Unit Descriptor

This unit describes the performance outcomes, skills and knowledge required to perform the intermediate skills of Touch. This unit focuses on the development and performance of Touch skills at an intermediate level during drills, activities, games and or competitions.

Application of the Unit

This unit applies to current, junior or aspiring athletes who are competing in Touch at a local, state or national level. It may also apply to those in sports development programs.

Licensing/Regulatory Information

No licensing, regulatory or certification requirements apply to this unit at the time of endorsement.

Pre-Requisites

Nil

Employability Skills Information

This unit contains employability skills.

Elements and Performance Criteria Pre-Content

Elements and Performance Criteria

ELEMENT

PERFORMANCE CRITERIA

Elements describe the essential outcomes of a unit of competency.

Performance criteria describe the performance needed to demonstrate achievement of the element. Where bold italicised text is used, further information is detailed in the required skills and knowledge section and the range statement. Assessment of performance is to be consistent with the evidence guide.

- | | |
|--|--|
| <p>1. Prepare for Touch drills, activities, games and competitions.</p> | <p>1.1. Access and interpret Touch <i>rules, regulations and policies</i>.</p> <p>1.2. Determine <i>basic biomechanical principles</i> as they apply to Touch.</p> <p>1.3. Identify <i>intermediate skills of Touch</i> and determine observable body movements for each stage of these skills in priority of importance when performing the skills.</p> <p>1.4. Identify the intermediate skills of Touch players as applicable to each position and or player, and their purpose.</p> |
| <p>2. Participate in Touch drills, activities, games and competitions.</p> | <p>2.1. Undertake <i>drills, activities, games and competitions</i> in a safe manner according to <i>relevant legislation</i> and <i>organisational policies and procedures</i>.</p> <p>2.2. Link and perform the intermediate skills of Touch to form a sequence of movements in competition conditions.</p> <p>2.3. Maintain <i>effective communication</i> with team members and coach during drills, activities, games and competitions.</p> |
| <p>3. Review intermediate skills performance.</p> | <p>3.1. Review skills practiced throughout drills, activities, games and competitions, and identify strengths and areas requiring improvement.</p> <p>3.2. Identify <i>conditions and external influences</i> affecting conduct of activities and identify contingency strategies to improve future sessions.</p> |

Required Skills and Knowledge

This section describes the skills and knowledge required for this unit.

Required skills

- communication skills on and off the Touch field to:
 - determine other player's intentions and movements
 - clarify positions, rules and play set-ups
 - seek feedback and instructions from team members, coaches, support staff and referees
- teamwork skills to:
 - encourage and support team members
 - share the ball with others
 - respect other player's decisions
 - participate effectively in training activities
- language and literacy skills to access, interpret and apply information about the rules and regulations of Touch games and competitions
- problem-solving skills to respond appropriately to changing conditions during training and game situations
- self management skills to:
 - review and reflect on own performance
 - organise time and priorities effectively
 - set short, medium and long term goals.

Required knowledge

- legislation and organisational policies and procedures to enable safe participation during drills, activities, games and competitions
- rules, regulations and policies of Touch, including laws of the game and best practice codes to participate appropriately
- positions and players of Touch and their roles and responsibilities on the field, during games
- communication systems used between players, coaches, support staff and referees during Touch drills, activities, games and competitions
- equipment and technological aids used in Touch drills, activities, games and competitions to enhance intermediate skills
- biomechanical principles that apply to the game of Touch
- self reflection principles to enable effective self-evaluation for future improvement.

Evidence Guide

The evidence guide provides advice on assessment and must be read in conjunction with the performance criteria, required skills and knowledge, range statement and the Assessment Guidelines for the Training Package.

Overview of assessment

Critical aspects for assessment and evidence required to demonstrate competency in this unit

Evidence of the following is essential:

- utilises knowledge and interpretation of Touch skills, rules, regulations and policies to perform and apply the skills at an intermediate level
- determines observable body movements for each stage of intermediate skills and links together and practices these during drills, activities, games and competitions
- communicates appropriately with team members, coach, referees and support staff throughout drills, activities, games and competitions, and responds to feedback
- reviews own and team's performance to identify strengths and areas requiring improvement or modifications.

Context of and specific resources for assessment

Assessment must ensure performance of skills relevant to position requirements and conditions on multiple occasions to demonstrate competency and consistency of performance.

Assessment must also ensure access to:

- Touch training and competition facilities, with marked out fields
- groups or teams of players to play intermediate Touch
- a coach to instruct and address players
- suitably qualified referees
- support staff, such as trainers
- technological aids and Touch equipment, such as Touch balls
- rules and regulations such as the International Activity Organisation laws and best practice codes of conducts such as Australian Touch Association Incorporated Code of Conduct

- current relevant legislation and organisational policies and procedures that impact on the conduct of drills, activities, games and competitions.

Method of assessment

A range of assessment methods should be used to assess practical skills and knowledge. The following examples are appropriate for this unit:

- observation of performance of intermediate level Touch skills during drills, activities, games and competitions
- oral or written questioning to assess knowledge of relevant rules, regulations and policies of Touch, and their application to performance
- third-party reports from coaches or referees detailing performance.

Holistic assessment with other units relevant to the industry sector, workplace and job role is recommended, for example:

- SISSTOU202A Perform the intermediate tactics and strategies of Touch.

Range Statement

The range statement relates to the unit of competency as a whole. It allows for different work environments and situations that may affect performance. Bold italicised wording, if used in the performance criteria, is detailed below. Essential operating conditions that may be present with training and assessment (depending on the work situation, needs of the candidate, accessibility of the item, and local industry and regional contexts) may also be included.

Rules, regulations and policies may include:

- International Activity Organisation laws
- Australian Touch Association Incorporated Code of Conduct
- Australian Touch Association Incorporated anti doping policy
- Australian Sports Commission Harassment-free Sport policy.

Basic biomechanical principles may include:

- balance
- motion
- force
- momentum
- power.

Intermediate skills of Touch may include:

- running
- passing and catching:
 - catch and pass
 - acting half pass
 - switch pass
- positional play:
 - the wrap
- touching
- play the ball:
 - roll ball
- effecting a touch.

Drills, activities may include:

- those showing a sequential progression to an 'on field' situation or starting with the 'on field' situation and then breaking down skills
- games
- assessment of opposition
- intermediate skill drills
- warm-ups and cool-downs
- grid work
- manual work.

Games and competitions may include:

- modified games
- practice matches:

- inter-club or team games
 - competition games.
- Relevant legislation*** may include:
- occupational health and safety
 - authority or permission from land owners, local council or Touch clubs.
- Organisational policies and procedures*** may include:
- occupational health and safety
 - conflict resolution
 - communication protocols
 - use, care and maintenance of equipment and field
 - training and scheduling commitments
 - code of ethics.
- Effective communication*** may include:
- calls
 - hand signals
 - eye signals
 - signs.
- Conditions and external influences*** may include:
- environmental and weather conditions
 - other facility users
 - support staff
 - spectators
 - parents
 - referees and administrators
 - other coaches.

Unit Sector(s)

Sport

Competency Field

Touch Football