

LESSON PLAN: **BADMINTON**: YEAR 6: WEEK 6

LESSON OBJECTIVE: Learn how to play a competitive game of badminton using all the skills students have learnt.

WARM UP (10 MINS)

Pulse raising activities involving movement's specific to badminton: side-stepping, jumping lunging in an area. Students perform stretches when the game pauses.

MAIN LESSON (20 MINS)

With a partner, try and perform a serve and rally. This rally must start with a serve and then students need to use all the shots they have learnt to keep the shuttlecock in the air. The teacher then adds a net and students must keep a rally over the badminton net.

The teacher reminds students how to win a point in badminton (partner hits shuttle out/in net/you play a winning shot). Students now pair up and using cones or badminton courts play competitive games against their partner. Change partners.

GAME/COMPETITION (15 MINS)

The teacher splits the class into two groups and sits one team behind each end of the court. The teacher numbers the children in the group from number one to however many people there is in a group. For example, if a group consists of ten pupils, each pupil would have a separate number ranging from one to ten. The teacher calls out loud a number or two and those students come onto the court. They play a rally until a point is awarded and then they return to their team. The team with the most points win.

Ensure students know the correct court markings depending upon if the game is singles or doubles.

EQUIPMENT

- Cones
- Hoops
- Shuttlecocks
- Badminton racket
- Badminton court
- Badminton net

KEYWORDS

- Ready position
- Serve
- Rally
- Forehand
- Backhand
- Net shot
- Smash

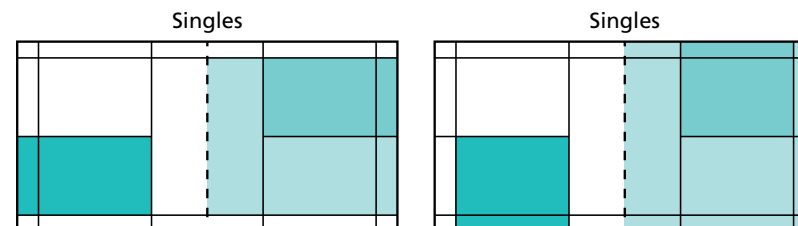
DIFFERENTIATION

LESS ABLE

- Do not use a net. Balls of feet.
- Compete against someone of the same ability.

MORE ABLE

- Compete against someone of the same ability.
- More able students to umpire and coach.



Server stands in this area



Shuttle must land in this area



Area of play after service

ASSESSMENT FOR LEARNING

CRITERIA		SKILLS
Fundamental Skills & Movement	8	Can they perform the skills to a high ability?
	7	Can they perform the skills with a degree of control?
	6	Can they show an understanding of the skills?
Tactics, Rules & Teamwork	8	Works with their partner & demonstrates knowledge & understanding of the task.
	7	Can work with a partner & understands the directions.
	6	Starts communicating with a partner.
Show & Link	8	Can they link: all the skills they have learnt to compete in a competitive game of badminton?
	7	Can they show and link: some of the skills they have learnt to compete in a game of badminton?
	6	Show they can play in a game of badminton.
Describe Ways to Improve	8	Are able to describe and improve performance.
	7	Are able to describe performance.
	6	Are able to see differences in performance against a simple model.
Fitness & Health	8	Shows a solid understanding of why physical activity has health benefits.
	7	Has some knowledge of why physical activity has health benefits.
	6	Has little knowledge of why physical activity has health benefits.