

# Physical Education

## Badminton

Assessment Opportunities	Literacy/Reading opportunities	CEIAG Links
<p>Self and Peer assessment tasks during lessons.</p> <p>End of topic summative assessment reflection from student and assessment from teacher.</p>	<p>Regular use of Tier 2 and 3 vocabulary.</p> <p>Key words on board every lesson.</p> <p>Homework tasks of rules and regulations made by governing body.</p>	<p>Opportunities to lead others.</p> <p>Different role opportunities in the lesson such as official, coach, player.</p>

### Curriculum vision:

“Our aim is to deliver a curriculum that is inclusive, relevant and progressive for all learners.”

## Year 7 Badminton Scheme of Learning

**Prior Learning:** The majority of pupils will have little or no experience of Badminton

**Expectations:** Pupils are expected to play an active role in all lessons regardless of injury or illness. Pupils are expected to make regular contributions as performers and leaders. Pupils are expected to take pride in their learning and show desire to improve and develop.

### 3 Pillars of Progress

#### Motor Competence

##### Functional Motor Skills

- SAQ Ladders
- SAQ Hurdles
- Footwork drills

Where necessary focus on:

- manipulation skills, such as throwing catching, 'keep up's' using the racket and shuttle

##### Warm Up/Skill Games

- Pac- man
- Line finder
- 1 v1 keep up game (front of court)

**Ready position, footwork, and stance**

##### Grip

- Shake Hands Grip
- Forehand grip

##### Service

- Short
- Long

##### Offensive Strokes

- Overhead clear
- Drop shot
- Underarm clear
- Smash

##### Doubles play

- Teamwork

#### Rules, Tactics and Strategies

- Tactics
- Basic attacking principles
- Basic defending principles
- Teaching points
- How to move
- When to move
- Where to move
- Basic attacking principles and shots
- Basic defending principles and shots

##### Rules of Service

- The serve must be hit diagonally over the net and across the court.
- The serve must be hit underarm and below the server's waist height.
- The whole of the shuttle should be below 1.15 metres from the surface of the court when it is hit by the server, with the racquet shaft pointing downwards.
- The shuttlecock is not allowed to bounce.
- Players must serve diagonally across the net to their opponent.

##### Scoring Rules of the Game

- A match consists of the best of three games of 21 points.
- The player/pair winning a rally adds a point to its score.
- At 20-all, the player/pair which first gains a 2-point lead wins that game.
- At 29-all, the side scoring the 30th point wins that game.
- The player/pair winning a game serves first in the next game.

#### Healthy Participation

Please see Healthy participation SOL

## Year 7 Badminton Scheme of Learning

### Risk Assessment

Check equipment, Check area and surface, appropriate footwear, appropriate kit, no chewing gum, long hair tied back, no jewellery, sufficient warm up, teach pupils how to operate tables safely

### Resources

- Rackets & shuttlecocks
- Nets + posts
- Cones
- Hoops
- Information on local clubs

### Language for Learning/Key Words/Vocabulary

*In addition to the key words and terms documented within the 3 Pillars of Progress.*

- tactics and techniques, *eg Body positioning, Service angle, flight of shuttle, angles, forehand, backhand, smash, overhead, drop shot, finishing the rally, tactics, game plan, success criteria, officiating/umpiring, captaincy, adjustments/variations, anticipation & fitness*

Speaking and listening – through the activities pupils could:

- solve a problem, consider alternatives, structure plans and organise group activity

### Assessment Methods

Formative Assessment

- I can statements, class discussion, quizzes, Q&A, recall activities, observation, peer-assessment, self-assessment, retrieval practice

Summative Assessment

- Data collect, school report, summative assessment

### Differentiation - SEN/G&T

All lessons start with badminton related warm-up and re-cap work of previous lesson.

Make learning as active as possible

Give opportunities to plan tactics & strategies

Research rules on internet

Tasks set to cater for levels of ability

Distance from target

Size of practice area

Size of target

### Extension and Enrichment

- Take part in afterschool badminton Club
- Opportunities for intra and inter school competition
- Play regularly outside of school
- Watch badminton coaching sessions on YouTube
- Watch badminton matches on YouTube

### Numeracy

Scoring games, scoring competitive drills, refereeing, managing tournament points etc.

### ICT

iPads, YouTube, Video Analysis

## Year 8 Badminton Scheme of Learning

**Prior Learning:** Pupils will have prior knowledge and skills from Year 7

**Expectations:** Pupils are expected to play an active role in all lessons regardless of injury or illness. Pupils are expected to make regular contributions as performers and leaders. Pupils are expected to take pride in their learning and show desire to improve and develop.

### 3 Pillars of Progress

#### Motor Competence

##### Functional Motor Skills

- SAQ Ladders
- SAQ Hurdles
- Footwork drills

Where necessary focus on:

- manipulation skills, such as throwing catching, 'keepy ups' using the racket and shuttle

##### Warm Up/Skill Games

- Pac- man
- Line finder
- 1 v1 keep up game (front of court)

##### Ready position, footwork, and stance

##### Grip

- Shake Hands Grip
- Forehand grip
- Flick serve

##### Service

- Short
- Long

##### Offensive Strokes

- Overhead clear
- Drop shot
- Lift shot/ Underarm clear
- Smash
- Drive
- Net shots

##### Doubles play

- Teamwork

#### Rules, Tactics and Strategies

Knowledge of tactics

- Ball in play
- Movement pressure
- Shot selection and decision making
- Identifying weaknesses
- Opponent anticipation

##### Rules of Service

- The serve must be hit diagonally over the net and across the court.
- The serve must be hit underarm and below the server's waist height.
- The whole of the shuttle should be below 1.15 metres from the surface of the court when it is hit by the server, with the racquet shaft pointing downwards.
- The shuttlecock is not allowed to bounce.
- Players must serve diagonally across the net to their opponent.

##### Scoring Rules of the Game

- A match consists of the best of three games of 21 points.
- The player/pair winning a rally adds a point to its score.
- At 20-all, the player/pair which first gains a 2-point lead wins that game.
- At 29-all, the side scoring the 30th point wins that game.
- The player/pair winning a game serves first in the next game.

#### Healthy Participation

Please see healthy participation SOL

## Year 8 Badminton Scheme of Learning

### Risk Assessment

Check equipment, Check area and surface, appropriate footwear, appropriate kit, no chewing gum, long hair tied back, no jewellery, sufficient warm up, teach pupils how to operate tables safely

### Resources

- Rackets & shuttlecocks
- Nets + posts
- Cones
- Hoops
- Information on local clubs

### Language for Learning/Key Words/Vocabulary

*In addition to the key words and terms documented within the 3 Pillars of Progress.*

- tactics and techniques, *eg Body positioning, Service angle, flight of shuttle, angles, forehand, backhand, smash, overhead, drop shot, finishing the rally, tactics, game plan, success criteria, officiating/umpiring, captaincy, adjustments/variations, anticipation & fitness*

Speaking and listening – through the activities pupils could:

- solve a problem, consider alternatives, structure plans and organise group activity

### Assessment Methods

Formative Assessment

- I can statements, class discussion, quizzes, Q&A, recall activities, observation, peer-assessment, self-assessment, retrieval practice

Summative Assessment

- Data collect, school report, summative assessment

### Differentiation - SEN/G&T

All lessons start with badminton related warm-up and re-cap work of previous lesson.

Make learning as active as possible

Give opportunities to plan tactics & strategies

Research rules on internet

Tasks set to cater for levels of ability

Distance from target

Size of practice area

Size of target

### Extension and Enrichment

- Take part in afterschool badminton Club
- Opportunities for intra and inter school competition
- Play regularly outside of school
- Watch badminton coaching sessions on YouTube
- Watch badminton matches on YouTube

### Numeracy

Scoring games, scoring competitive drills, refereeing, managing tournament points etc.

### ICT

iPads, YouTube, Video Analysis

## Year 9 Badminton Scheme of Learning

**Prior Learning:** Pupils will have prior knowledge and skills from Year 8

**Expectations:** Pupils are expected to play an active role in all lessons regardless of injury or illness. Pupils are expected to make regular contributions as performers and leaders. Pupils are expected to take pride in their learning and show desire to improve and develop.

### 3 Pillars of Progress

#### Motor Competence

<p><b>Warm Up/Skill Games</b></p> <ul style="list-style-type: none"> <li>• Pac- man</li> <li>• 1 v1 keep up game (front of court)</li> <li>• 2v2 keep up game</li> </ul> <p><b>Ready position, footwork, and stance</b></p> <p><b>Grip</b></p> <ul style="list-style-type: none"> <li>• Shake Hands Grip</li> <li>• Forehand grip</li> <li>• Flick serve</li> </ul> <p><b>Service</b></p> <ul style="list-style-type: none"> <li>• Short</li> <li>• Long</li> <li>• Disguising your serve</li> </ul> <p><b>Return of serve</b></p> <ul style="list-style-type: none"> <li>• Attack it</li> <li>• Placement</li> </ul>	<p><b>Offensive Strokes</b></p> <ul style="list-style-type: none"> <li>• Overhead clear</li> <li>• Drop shot</li> <li>• Lift shot/ Underarm clear</li> <li>• Smash</li> <li>• Drive</li> <li>• Net shots</li> </ul> <p><b>Backhand shots</b></p> <ul style="list-style-type: none"> <li>• Overhead clear</li> <li>• Drop shot</li> <li>• Lift/ underarm clear</li> <li>• Smash</li> <li>• Drive</li> </ul> <p><b>Doubles play</b></p> <ul style="list-style-type: none"> <li>• Teamwork</li> <li>• Footwork</li> <li>• Court positioning</li> <li>• Tactics front and back/ side to side</li> </ul>
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#### Rules, Tactics and Strategies

- Selection of appropriate shot
- Principles of attack and defending eg roles and positioning.
- Understanding of positions and roles in attack and defence
- Applying tactics in different competitive situations (singles/ doubles tactics)
- Applying different systems/ formations of play in different situations eg attack and defence formations in doubles.
- Applying other plays/ tactics to outwit opponent
- Intercepting other plays/ tactics to outwit opponent.
- Intercepting in doubles, disguising your shot, switching positions.
- Awareness of the rules and regulations of the sport and heir application.

#### Rules of Service

- The serve must be hit diagonally over the net and across the court.
- The serve must be hit underarm and below the server's waist height.
- The whole of the shuttle should be below 1.15 metres from the surface of the court when it is hit by the server, with the racquet shaft pointing downwards.
- The shuttlecock is not allowed to bounce.
- Players must serve diagonally across the net to their opponent.

#### Healthy Participation

Please see healthy participation SOL

<p><b>Risk Assessment</b></p> <p>Check equipment, Check area and surface, appropriate footwear, appropriate kit, no chewing gum, long hair tied back, no jewellery, sufficient warm up, teach pupils how to operate tables safely</p>	<p><b>Resources</b></p> <ul style="list-style-type: none"> <li>• Rackets &amp; shuttlecocks</li> <li>• Nets + posts</li> <li>• Cones</li> <li>• Hoops</li> <li>• Information on local clubs</li> </ul>
<p><b>Language for Learning/Key Words/Vocabulary</b></p> <p><i>In addition to the key words and terms documented within the 3 Pillars of Progress.</i></p> <ul style="list-style-type: none"> <li>• tactics and techniques, eg <i>Body positioning, Service angle, flight of shuttle, angles, forehand, backhand, smash, overhead, drop shot, finishing the rally, tactics, game plan, success criteria, officiating/umpiring, captaincy, adjustments/variations, anticipation &amp; fitness</i></li> </ul> <p>Speaking and listening – through the activities pupils could:</p> <ul style="list-style-type: none"> <li>• solve a problem, consider alternatives, structure plans and organise group activity</li> </ul>	<p><b>Assessment Methods</b></p> <p>Formative Assessment</p> <ul style="list-style-type: none"> <li>• I can statements, class discussion, quizzes, Q&amp;A, recall activities, observation, peer-assessment, self-assessment, retrieval practice</li> </ul> <p>Summative Assessment</p> <ul style="list-style-type: none"> <li>• Data collect, school report, summative assessment</li> </ul>
<p><b>Differentiation - SEN/G&amp;T</b></p> <p>All lessons start with badminton related warm-up and re-cap work of previous lesson.          Make learning as active as possible          Give opportunities to plan tactics &amp; strategies          Research rules on internet          Tasks set to cater for levels of ability          Distance from target          Size of practice area          Size of target</p>	<p><b>Extension and Enrichment</b></p> <ul style="list-style-type: none"> <li>• Take part in afterschool badminton Club</li> <li>• Opportunities for intra and inter school competition</li> <li>• Play regularly outside of school</li> <li>• Watch badminton coaching sessions on YouTube</li> <li>• Watch badminton matches on YouTube</li> </ul>
<p><b>Numeracy</b></p> <p>Scoring games, scoring competitive drills, refereeing, managing tournament points etc.</p>	<p><b>ICT</b></p> <p>iPads, YouTube, Video Analysis</p>

**Prior Learning:** Pupils will have prior knowledge and skills from Year 9

**Expectations:** Pupils are expected to play an active role in all lessons regardless of injury or illness. Pupils are expected to make regular contributions as performers and leaders. Pupils are expected to take pride in their learning and show desire to improve and develop.

**3 Pillars of Progress**

**Motor Competence**

**Warm Up/Skill Games**

- Pac- man
- 1 v1 keep up game (front of court)
- 2v2 keep up game

**Ready position, footwork, and stance**

**Grip**

- Shake Hands Grip
- Forehand grip
- Flick serve

**Service**

- Short
- Long
- Disguising your serve

**Return of serve**

- Attack it
- Placement

**Offensive Strokes**

- Overhead clear
- Drop shot
- Lift shot/ Underarm clear
- Smash
- Drive
- Net shots

**Backhand shots**

- Overhead clear
- Drop shot
- Lift/ underarm clear
- Smash
- Drive

**Doubles play**

- Teamwork
- Footwork
- Court positioning
- Tactics front and back/ side to side

**Rules, Tactics and Strategies**

- Selection of appropriate shot
- Principles of attack and defending eg roles and positioning.
- Understanding of positions and roles in attack and defence
- Applying tactics in different competitive situations (singles/ doubles tactics)
- Applying different systems/ formations of play in different situations eg attack and defence formations in doubles.
- Applying other ploys/ tactics to outwit opponent
- Intercepting other ploys/ tactics to outwit opponent.
- Intercepting in doubles, disguising your shot, switching positions.
- Awareness of the rules and regulations of the sport and heir application.

**Rules of Service**

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- The whole of the shuttle should be below 1.15 metres from the surface of the court when it is hit by the server, with the racquet shaft pointing downwards.
- The shuttlecock is not allowed to bounce.
- Players must serve diagonally across the net to their opponent.

**Healthy Participation**

**Please see healthy participation SOL**



**Year 10/11 Badminton Scheme of Learning**

<p><b>Risk Assessment</b></p> <p>Check equipment, Check area and surface, appropriate footwear, appropriate kit, no chewing gum, long hair tied back, no jewellery, sufficient warm up, teach pupils how to operate tables safely</p>	<p><b>Resources</b></p> <ul style="list-style-type: none"> <li>• Rackets &amp; shuttlecocks</li> <li>• Nets + posts</li> <li>• Cones</li> <li>• Hoops</li> <li>• Information on local clubs</li> </ul>
<p><b>Language for Learning/Key Words/Vocabulary</b></p> <p><i>In addition to the key words and terms documented within the 3 Pillars of Progress.</i></p> <ul style="list-style-type: none"> <li>• tactics and techniques, <i>eg Body positioning, Service angle, flight of shuttle, angles, forehand, backhand, smash, overhead, drop shot, finishing the rally, tactics, game plan, success criteria, officiating/umpiring, captaincy, adjustments/variations, anticipation &amp; fitness</i></li> </ul> <p>Speaking and listening – through the activities pupils could:</p> <ul style="list-style-type: none"> <li>• solve a problem, consider alternatives, structure plans and organise group activity</li> </ul>	<p><b>Assessment Methods</b></p> <p>Formative Assessment</p> <ul style="list-style-type: none"> <li>• I can statements, class discussion, quizzes, Q&amp;A, recall activities, observation, peer-assessment, self-assessment, retrieval practice</li> </ul> <p>Summative Assessment</p> <ul style="list-style-type: none"> <li>• Data collect, school report, summative assessment</li> </ul>
<p><b>Differentiation - SEN/G&amp;T</b></p> <p>All lessons start with badminton related warm-up and re-cap work of previous lesson.          Make learning as active as possible          Give opportunities to plan tactics &amp; strategies          Research rules on internet          Tasks set to cater for levels of ability          Distance from target          Size of practice area          Size of target</p>	<p><b>Extension and Enrichment</b></p> <ul style="list-style-type: none"> <li>• Take part in afterschool badminton Club</li> <li>• Opportunities for intra and inter school competition</li> <li>• Play regularly outside of school</li> <li>• Watch badminton coaching sessions on YouTube</li> <li>• Watch badminton matches on YouTube</li> </ul>
<p><b>Numeracy</b></p> <p>Scoring games, scoring competitive drills, refereeing, managing tournament points etc.</p>	<p><b>ICT</b></p> <p>iPads, YouTube, Video Analysis</p>