

# LESSON PLAN: **BADMINTON**: YEAR 3: WEEK 5

**LESSON OBJECTIVE:** Continue to develop the serve and rally.

## **WARM UP (10 MINS)**

Students warm up by playing Scatter-Shuttles. The teacher divides the space into quarters as well as the class into four teams. The four teams stand in corners of the space. The teacher places an equal amount of shuttlecocks in each area. The student's job is to throw shuttlecocks into the other teams areas. The team with the least shuttlecocks in their area at the end wins.

## **MAIN LESSON (20 MINS)**

The four teams compete against each other in a Serve-to-target Badminton game. The teacher sits the groups' one behind each other, in their own lines facing a wide amount of cones and a Badminton Net. The teacher also places a floor spot/marker which indicates where students serve from. One student at a time in each group serves from the floor spot, over the net and tries to serve to hit a cone. If they hit a cone, they need to collect the cone and return it back to their team. The team with the most cones at the end wins.

**Develop:** Take the cones away. The teacher then chooses a more able student/teaching assistant to stand at the opposite side of the net facing a team. The students need to serve the shuttlecock to the more able student who returns the shuttle using their forehand or backhand return shot. The individual who served the shuttle then catches the return and passes the shuttle to the next person.

## **GAME/COMPETITION (15 MINS)**

The teacher creates a square using cones. Half of the students stand on the outside of the square with a shuttlecock in their hand. The students in the middle must move around and find someone on the outside. The person on the outside throws/Serves them the shuttle to which they return accurately. Spots can be used to highlight where the pupils need to stand to receive the shuttles. Keep changing over. If the pupils misses a return they are out.

## **EQUIPMENT**

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

## **KEYWORDS**

- Thumb grip
- Shuttlecock
- Stance
- Bend knees
- Tapping

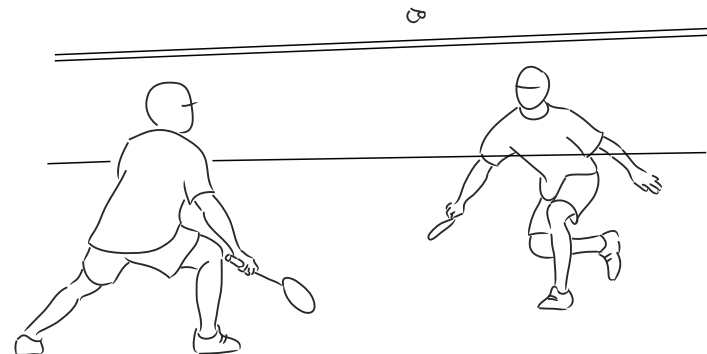
## **DIFFERENTIATION**

### **LESS ABLE**

- Use hands instead of rackets.
- Bigger shuttlecocks.
- Smaller serving distance.

### **MORE ABLE**

- Vary the distances.
- Moving targets.
- Return to the start if they miss the target.



# ASSESSMENT FOR LEARNING

CRITERIA		SKILLS
Fundamental Skills & Movement	5	Can they perform the skills to a high ability?
	4	Can they perform the skills with a degree of control?
	3	Can they show an understanding of the skills?
Tactics, Rules & Teamwork	5	Works with their partner & demonstrates knowledge & understanding of the task.
	4	Can work with a partner & understands the directions.
	3	Starts communicating with a partner.
Show & Link	5	Can they link: the skills to serve accurately to a high ability?
	4	Can they show and link: some of the skills to serve the shuttlecock?
	3	Can they show knowledge of how to serve using a shuttlecock, but unable to perform this skill?
Describe Ways to Improve	5	Are able to describe and improve performance.
	4	Are able to describe performance.
	3	Are able to see differences in performance against a simple model.
Fitness & Health	5	Shows a solid understanding of why physical activity has health benefits.
	4	Has some knowledge of why physical activity has health benefits.
	3	Has little knowledge of why physical activity has health benefits.