

LESSON PLAN: **BADMINTON**: YEAR 3: WEEK 6

LESSON OBJECTIVE: Demonstrate the skills learnt over the course of the term.

WARM UP (10 MINS)

Tagging game with laps: Set up a playing area. One pupil is chosen to be the 'chaser' and must try to 'tag' all the other players. If a pupil is 'tagged' / touched by the chaser they must complete two laps around the outside of the playing area before they can re-join the game. The game is over if the chaser has everybody running around the outside of the playing area and nobody left in the playing area.

MAIN LESSON (20 MINS)

Pupils work in groups and line up one behind the other. One pupil is the thrower, who stands opposite the group. The thrower throws the shuttle to the forehand side, pupils hit the shuttle back with the basic grip. After hitting the shuttle, the player returns to the back of the line. The next player rotates on and the sequence is repeated.

Develop: Pupils score points by hitting a target. Repeat this exercise with the backhand.

Pupils continue to work in groups. Pupils form a line in front of thrower. The thrower has the choice to throw to the left or right. The students have to choose whether or not to use the forehand or backhand return shot. They hit the shuttles towards the target with the appropriate grip. Next player in line starts and sequence is repeated. Pupils score points by hitting a target with the correct grip.

GAME/COMPETITION (15 MINS)

Merry-Go-Round on both sides of the net: Two teams stand one behind each other and play against each other. The court is the area between net and the service line. Player 1 of team A starts with a service or throw into the playing area, player 1 of team B returns, next shot by player 2 of team A and so on. Every player who misses the shuttle, hits into the net or are "out" loses one point. Once the students have hit the shuttle back to the other team, they go to the back of the line. If the class is large, create two games for this.

EQUIPMENT

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

KEYWORDS

- Forehand
- Backhand
- Shuttlecock
- V grip
- Thumb grip

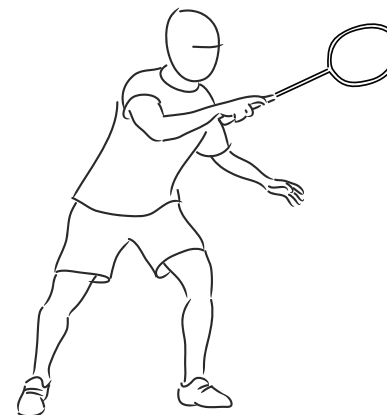
DIFFERENTIATION

LESS ABLE

- Bigger and closer targets.

MORE ABLE

- Different targets for more able students.
- Add a net.
- Use more able students as coaches.



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: all the skills they have learnt over the term to a high ability?
	4	Can they show and link: some of the skills learnt over the term with some degree of control?
	3	Can they show knowledge of the skills learnt but unable to perform them with control?
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.