

# LESSON PLAN: **BADMINTON**: YEAR 6: WEEK 5

**LESSON OBJECTIVE:** Students learn how a smash shot could win them a point in a game of badminton.

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

Students to serve and continue a rally using all the skills they have been learning with a partner using half of a court. If you do not have enough courts, use cones.

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

The teacher splits the class into groups of five and sits them down behind a marker one side of the gym space. The teacher places another marker five meters in front of where students are sitting. One student at a time students must walk up to this marker, throw the shuttlecock in the air and smash the shuttlecock towards a target. Students will then collect the shuttlecock and return back to their team.

Students continue to take part in the above game, but the teacher introduces a net. Students throw the shuttlecock in the air, smash the shuttlecock to the opposite side of the net. They collect the shuttlecock and return to their team.

**Develop:** The teacher adds targets in which students need to smash and hit. Team captain needs to keep a record of their teams score. The shuttlecock does not have to land still in the hoop, its first point of contact simply needs to be in the hoop.

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

Continue to work in the same groups from the main lesson. One student is nominated to be a server. The server serves the shuttlecock high to the individual whom is standing in their ready position by the marker. They must return the serve using a smash and try and win a point: explain how a point can be won. If the server can return the smash, no point is awarded and the shuttlecock is passed back to the server for the next person to perform the smash.

## **EQUIPMENT**

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

## **KEYWORDS**

- Smash
- Ready position
- Beneath the shuttle
- Racket
- Behind Shoulder

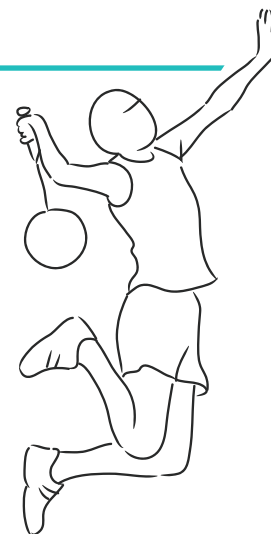
## **DIFFERENTIATION**

### **LESS ABLE**

- Do not use a net.

### **MORE ABLE**

- More able pupils as servers in the game/competition.
- Serve short and deep in game/competition.



# ASSESSMENT FOR LEARNING

CRITERIA		SKILLS
Fundamental Skills & Movement	8	Can they perform the smash skills to a high ability?
	7	Can they perform the smash skills with a degree of control?
	6	Can they show an understanding of the smash 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: the different skills required to play a smash to win a point?
	7	Can they show and link: the different skills required to play a smash shot?
	6	Show they can attempt the smash shot.
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.