

KS3 Curriculum Overview: Badminton

Term / Length of Unit	Outline	Assessment	Resources	Knowledge/Skills End Points	Assessment End Point	Reading and Literacy
<p>Year 7 (6 lessons)</p>	<p>In this unit pupils will focus on how to use basic principles of attack and defence to plan strategies and tactics for badminton. Pupils will replicate the core skills necessary to outwit opponents with increasing pressure. To develop physical literacy. Pupil should begin to accurately score and officiate mini badminton games.</p>	<p>Assessment will be carried out at end of the activity block. Students will be graded in line with GCSE assessment criteria. Scores to be inputted into tracker at the end of each activity block. Maximum score of 15* in year 7. *Exceptional students may exceed this mark after consultation with other department members.</p>	<p>Rackets & shuttlecocks Nets + posts Cones Hoops (or similar targets..)</p>	<ol style="list-style-type: none"> 1. Demonstration of basic grip 2. Demonstration of basic stance 3. Ability to perform basic shots in isolation 	<p>Demonstrate the basic grip and stance whilst being able to play an underarm shot and overhead shot in isolation.</p>	<p>Subject Specific Words: -Grip -Stance -Ready Position -Service -Underarm -Overarm</p> <p>Academic vocabulary: -Technique -control -Accuracy</p> <p>Reading Strategy: - Visual Demonstration - Extended Questioning - Detailed Explanations - Live Modelling - Self/Peer Assessment - Group Discussion - Manual and Mechanical Guidance</p>

<p>Year 8 (6 lessons)</p>	<p>In this unit pupils will focus on consistently replicating core skills through conditioned situations. Pupils will develop the ability to land the shuttle in a target area and refining game strategies with the intention of outwitting an opponent. Pupil will develop confidence in movement and test mental capacity through scoring and officiating games.</p>	<p>Assessment will be carried out at end of the activity block. Students will be graded in line with GCSE assessment criteria. Scores to be inputted into tracker at the end of each activity block. Maximum score of 20* in year 8. *Exceptional students may exceed this mark after consultation with other department members.</p>	<p>Rackets & shuttlecocks Nets + posts Cones Hoops (or similar targets..</p>	<ol style="list-style-type: none"> 1.Replication of core skills (forehand, backhand, serve, smash, drop shot) 2. Outwitting Opponents in an attacking situation 3.Understanding of game rules and team play 4.Development of decision making/problem solving 	<p>Demonstrate a variety of attacking and defending core skills (forehand, backhand, serve, smash, drop shot) including serving in isolation and in a competitive situation to outwit your opponents and win points.</p>	<p>Subject Specific Words: -Forehand -Backhand -Service -The Smash -Drop Shot -Clears</p> <p>Academic vocabulary: -Technique -control -Accuracy -Decision making</p> <p>Reading Strategy: - Visual Demonstration - Extended Questioning - Detailed Explanations - Live Modelling - Self/Peer Assessment - Group Discussion - Manual and Mechanical Guidance</p>
<p>Year 9 (6 lessons)</p>	<p>In this unit pupils will focus on replicating and developing more advanced techniques</p>	<p>Assessment will be carried out at end of the activity block. Students will be graded in line with</p>	<p>Rackets & shuttlecocks Nets + posts Cones</p>	<ol style="list-style-type: none"> 1. Develop tactical use of clear and drop shot to beat opposition 	<p>Apply tactical awareness to outwit an opponent to win a point.</p>	<p>Subject Specific Words: -Tactics -Backhand/clear -Backhand flick</p>

	<p>as well as implementing and refining strategic play to outwit opponents. Pupils will be able to demonstrate the essential elements of attack and defence. Pupil will further develop confidence to get the shuttle to land in a target area so that the opponent cannot return it. Pupil should independently be able to score and officiate badminton games.</p>	<p>GCSE assessment criteria. Scores to be inputted into tracker at the end of each activity block. <i>Maximum score of 25* in year 9.</i> <i>*Exceptional students may exceed this mark after consultation with other department members.</i></p>	<p>Hoops (or similar targets..)</p>	<p>2.Replication of more advanced core skills (backhand flick/clear, serve variations & disguised drop shot)</p> <p>3.Develop peer and self assessment</p> <p>4.Developing Reflective learners/Creative thinkers/Self managers</p>	<ul style="list-style-type: none"> -Drop Shot -Clears -Singles -Doubles <p>Academic vocabulary:</p> <ul style="list-style-type: none"> -Technique -control -Accuracy -Decision making -Strategy -Team work -Communication <p>Reading Strategy:</p> <ul style="list-style-type: none"> - Visual Demonstration - Extended Questioning - Detailed Explanations - Live Modelling - Self/Peer Assessment - Group Discussion - Manual and Mechanical Guidance
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