Year 5/6 Spring 1 PE Dynamic Dance



Prior Learning	708
A range of not/wall based games including short tennish and	toppio
A range of net/wall-based games including short tennish and tennis.	
Key vocabulary for this unit	
Shuttle	Shot
Racket	Overhead
Court	Clear
Net	Rally
Shot	Opponent
Rally	Back line
Ready position	Overhead clear
Serve	Contact
High/low	Pressure
Short/long	Disguise
Low/high serve	Attack
Drop shot	Outwit
Shot selection and application	Doubles
Game play	Aim
Basic racket handling	Target
Learning Sequence	
To demonstrate and use the correct grip of the	Hit the shuttle with reasonable consistency and accuracy in a
racket and underdstand how to get into the	co-operative rally.
ready position.	55 Sp. 5.5
To use good hand/eye co-ordination to be able	
to contact the shuttle with the face of the racket.	

 Understand how to serve the shuttle in order to start the game. Recognise the difference between the low serve and the high serve. 	 Demonstrate the correct technique when serving the shuttle to start a game.
3. To develop children's ability to perform and understand the 'overhead clear' shot and the impact that playing this shot can have on winning points during game play.	 Be able to explain and demonstrate the coprrect technique for the overhead clear shot. To know the purpose and benefits of playing the overhead clear shot to outwit an opponent.
 To understand that the drop shot is an attacking shot and why. To know where the drop should be aimed for, for it to be most productive and why. 	 Develop children's ability to perform a 'drop shot' and their understanding of when to play the shot in a game in order to win a point.
5. To understabd how to use different shots to outwit an opponent in a game.	 Be able to select and apply a range of shots in a game situation to win points.
6. To develop knowledge, understanding and principles within a doubles game, including tactics and strategies used.	 Be able to demonstrate a variety of badminton shots in order to perform rallies and clearly understand, know how, and be able to win a point.
Assessment milestones	

- play competitive games, modified where appropriate [badminton], and apply basic principles suitable for attacking and defending
- compare their performances with previous ones and demonstrate improvement to achieve their personal best.