#### **Badminton**



# **Prior Learning**

This unit will build on the children's existing knowledge of striking skills.

Prior learning will be the use of the terms 'opponent' and 'team-mate', the use of running and hitting skills in combination and the development of tactics.

### Key vocabulary for this unit

**Badminton Racket** 

Shuttlecock

Forehand Grip

**Backhand Grip** 

Chasse steps

Serve

Rally

## Learning Sequence

Racket Skills	To use a badminton racket to control an object.		
Accuracy and Aim	To use a badminton racket to strike a shuttlecock with accuracy and control.		
Footwork	To use different footwork to move across a space.		
Serve, Rally, Attack!	To use a badminton racket to control a shuttlecock in order to score points.		
Defending	To defend against an opponent scoring a point.		
Match Point	To compete in a full badminton match.		

#### Assessment milestones

### **Working Athletically:**

- Adopt the ready position and identify the importance of this.
- Evaluate their own performance and attempt to improve their skills in a badminton game.
- Use attacking and defensive skills in a game;

#### **Athletic Skills:**

- Use a forehand and backhand grip to strike a shuttlecock in a particular direction.
- Perform a badminton serve.
- Maintain a rally.

#### **Athletics**

# Prior Learning

This unit will build on the children's existing running, jumping and throwing skills.

Prior learning will be their own development in changing speed and direction when running, jumping for height and distance and throwing underarm accurately.

# Key vocabulary for this unit

Sprint

Hurdles

Standing jump

Push throw

Technique, rhythm and fluency

Modify and refine

## Learning Sequence

The Basics	To use running, jumping, throwing and catching in isolation and in combination in the context of athletics.		
Super Sprinting	<ul> <li>To develop flexibility, strength, technique, control and balance in order to sprint effectively.</li> <li>To compare performances with previous ones and demonstrate improvement to achieve personal best.</li> </ul>		
Heroic Hurdling	<ul> <li>To develop flexibility, strength, technique, control and balance when running over hurdles.</li> <li>To compare performances with previous ones and demonstrate improvement to achieve personal best.</li> </ul>		
Jumping Animals	<ul> <li>To develop flexibility, strength, technique, control and balance in the context of the standing long jump.</li> <li>To compare performances with previous ones and demonstrate improvement to achieve personal best.</li> </ul>		
Thorough Throwing	<ul> <li>To develop flexibility, strength, technique, control and balance when developing different throwing techniques.</li> <li>To compare performances with previous ones and demonstrate improvement to achieve personal best in the context of the underarm and overarm throw.</li> </ul>		
Push Throw Space	To develop flexibility, strength, technique, control and balance in the context of the shot put throw.		

Mission	To compare performances with previous ones and demonstrate improvement to achieve personal best.			
Assessment milestones				
Working Athletically:		Athletic Skills:		
Apply, improve and perform learnt skills and techniques with increasing success, control and confidence.		<ul> <li>Run over a longer distance, conserving energy in order to sustain performance.</li> <li>Use a range of throwing techniques (such as under arm, over arm and push throws) with control and accuracy.</li> <li>Perform the standing long jump using the correct techniques to achieve the furthest possible distance.</li> </ul>		