

# COMPLETE EDSTART

## Year 6 - Badminton Unit of Work

Pupils will be taught...

### Overall Learning Outcomes (Endpoints)

**Children can:**

- **Use a forehand or backhand grip to strike the shuttlecock**
- **Use a badminton racket to hit a shuttlecock in a particular direction**
- **Strike a shuttlecock using both forehand and backhand shots**
- **Alter the distance the shuttlecock travels**
- **Use running and chasse steps to move around a space**
- **Adopt the ready position but may need reminding**
- **Attempt different serving techniques with some success**
- **Attempt a rally with a partner**
- **Attempt an attacking shot during a rally**
- **Compete in a badminton game**
- **Attempt to use attacking and defensive shots**

# Year 6 - Badminton

## Unit of Work

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### Learning Objective

### Learning Outcomes

#### 1 To rally with a partner

Children can:

- Use the ready position instinctively, to gain advantage in their game
- Attempt a rally with a partner
- Consistently return to a centre point and explain why this can be important

#### 2 To play attacking shots in matches

Children can:

- Know which grip to use (Forehand or backhand grip) to strike a shuttlecock
- Attempt an attacking shot during a rally

#### 3 To split step and lunge when playing a specific shot

Children can:

- Demonstrate a split step and understand its use
- Demonstrate a lunge with good range and the front foot pointing forward
- Consistently strike net shots using a pushing action and appropriate grip

#### 4 To serve consistently and accurately

Children can:

- Use a forehand or backhand grip to strike the shuttlecock
- Perform a forehand and backhand serve
- Know how to vary the serve to gain an advantage

#### 5 To play defensive shots when needed

Children can:

- Position themselves in a defensive stance
- Know that they need to move their opponent around the court

#### 6 To play doubles matches

Children can:

- Attempt to use attacking and defensive shots
- Keep score
- Compete in a doubles badminton game

Assessment Mark	Requirements
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### Working Towards

- Use fundamental movements (Jog, jump, hop, balance, skip, side to side, change of direction)
- Can perform a variety of passes
- Retain key information
- Understand basic rules of the game

### On Target

- Can grip the racket correctly
- Can hit the shuttle up with the racket a number of times
- Can stand in the ready position and move towards the ball
- Move in a comfortable and controlled way, with the racket
- Can serve underarm
- Consistently demonstrate an understanding of spatial awareness

### Above Target

- Can perform a range of shots in a game situation
- Can serve accurately
- Can use different shots during a rally
- Can direct the shuttle into different spaces on the court
- Effectively apply some elements of strategy and tactics
- Uses spatial awareness and observational skills to determine their own and others court positions

### Excelling

- Competes/demonstrates an ability to compete at an elite level
- Understand where they need to stand to be in the best position to play the shots needed
- Can officiate small games between themselves and are able to restart the game after a stoppage in play
- Can analyse skills and techniques to modify and improve performance
- Effectively use spatial awareness to achieve success in game situations

To be **ON TARGET**, pupils must achieve all bullet points from **WORKING TOWARDS** and at least 3 bullet points from **ON TARGET**.

To be working **ABOVE TARGET**, pupils must achieve all points from **WORKING TOWARDS** and **ON TARGET** as well as at least 3 bullet points from **ABOVE TARGET**.

To achieve **EXCELLING**, pupils must achieve all bullet points from **WORKING TOWARDS**, **ON TARGET** and **ABOVE TARGET** as well as at least 3 bullet points from **EXCELLING**.