

# COMPETING

# EDSTART

## Year 3 - Intro to Net & Wall Games

## Tennis & Badminton - Unit of Work

Pupils will be taught...

### Overall Learning Outcomes (Endpoints)

**Children can:**

- **Keep control of a ball when on a racket, by balancing and bouncing**
- **Judge the flight/bounce of the ball and meet it with their racket**
- **Play a simple forearm pass to a partner**
- **Stand in the ready position and move towards the ball**
- **Be in a good position and are able to move around freely**
- **Attempt a badminton serve with some success**
- **Keep the racket head below waist height when striking a serve**
- **Know how to keep score**
- **Know how to move on the court and take turns serving**

# Year 3 - Intro to Net & Wall Games

## Tennis & Badminton - Unit of Work

COMPETING  
EDSTART

### Learning Objective

### Learning Outcomes

**1 To introduce playing a rally with a partner using the forearm shot in tennis**

Children can:

- Meet the tennis ball in front of them, at about waist height
- Track the ball all the way from once it leaves their partners racket
- Be ready with their racket back before the ball has bounced

**2 To introduce the underarm serve over a net in tennis**

Children can:

- Stand sideways to the intended target and hold the racket and ball together out in front
- Drop the ball onto the floor and make contact before it bounces a second time
- Move the racket in a swinging action from low to high

**3 To introduce games of doubles tennis using the techniques shown and be able to follow the basic rules**

Children can:

- Play a modified version of the game using the techniques shown
- Understand where they need to stand to be in the best position to play the shots needed

**4 To introduce the serving technique in badminton**

Children can:

- Attempt a badminton serve with some success
- Keep the racket head below waist height when striking a serve
- Understand where to stand and how to position their body to serve

**5 To introduce the ready position and play small rallies with a partner**

Children can:

- Use the ready position
- Attempt a rally with a partner
- Know where they need to stand on the court and work with their partner

**6 To introduce the rules of badminton and be able to play doubles matches**

Children can:

- Attempt to use attacking and defensive shots
- Know how to keep score
- Know how to move on the court and take turns serving

Assessment Mark	Requirements
-----------------	--------------

<b>Working Towards</b>	<ul style="list-style-type: none"><li>Understand basic rules</li><li>Retain key information</li><li>Use fundamental movements (Jog, jump, hop, balance, skip, side to side, change of direction)</li></ul>
------------------------	--

<b>On Target</b>	<ul style="list-style-type: none"><li>Can hold racket correctly</li><li>Can balance a ball on the racket and move</li><li>Can hit the ball up with the racket</li><li>Moves in a comfortable and controlled way, with the racket</li><li>Can hit a bouncing ball</li></ul>
------------------	--

<b>Above Target</b>	<ul style="list-style-type: none"><li>Understands how to score points within a game</li><li>Is confident when hitting a bouncing ball</li><li>Can direct the ball in space on the court</li><li>Uses spatial awareness to judge court positions</li></ul>
---------------------	---

<b>Excelling</b>	<ul style="list-style-type: none"><li>Competes/demonstrates an ability to compete at an elite level</li><li>Demonstrates leadership qualities</li><li>Effectively apply some elements of strategy and tactics</li><li>Consistently demonstrate an understanding of spatial awareness</li></ul>
------------------	--

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**.