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Impact PE

Net Games: Badminton Unit of Work

This is a 15 week/lesson unit of work. It is arranged as 2 cycles of 7 lessons with a spare lesson in the middle. The spare lesson is for the teacher and/or the students to review and consider whether any features of the first cycle need to be revisited before moving on.

The second cycle allows students to revisit and add progression to learning introduced in the first cycle.

The unit supports teaching and learning in the 3 domains we use in Impact PE - Movement, Attitudinal/Affective, Thinking (MAT). These are indicated in each lesson.

This unit can be easily adapted for other net games or for a generic unit on this game category.

Lesson	Learning objective
A1	To increase consistency in sending the shuttlecock into your opponent's court. (M)
A2	To improve accuracy in sending the shuttle AWAY from your partner using shots of varied length. (T & M)
A3	To explore hitting for depth with varied trajectories (T & M)
A4	To develop the ability to use the first shot of the rally (serve) to gain an advantage
A5	(Meta-cognition: learning to practice) (A & M)
A6	To be able to use a range of tactics to respond to different game situations (M & A & T)
A7	To check the progress you have made up to this point (A & T)

Spare lesson	
B1	To increase consistency in sending the shuttle deep into your opponent's court with improved accuracy. (M)
B2	To further improve accuracy and decision making in sending the shuttle AWAY from your partner using shots of varied length and angles. (T & M)
B3	To refine hitting for depth with varied trajectories with greater consistency. (T & M)
B4	To further develop the ability to use the first shot of the rally (serve) to gain an advantage
B5	(Meta-cognition: learning to practice) (A & M)
B6	To be able to use a greater range of tactics to respond to different game situations (M & A & T)
B7	To check the progress you have made through the unit (A & T)