

KS3 Curriculum Overview: Badminton

Term / Length of Unit	Outline	Assessment	Resources	Knowledge/Skills End Points	Assessment End Point	Reading and Literacy
Year 7 (6 lessons)	In this unit pupils will focus on how to use basic principles of attack and defence to plan strategies and tactics for badminton. Pupils will replicate the core skills necessary to outwit opponents with increasing pressure. To develop physical literacy. Pupil should begin to accurately score and officiate mini badminton games.	Assessment will be carried out at end of the activity block. Students will be graded in line with GCSE assessment criteria. Scores to be inputted into tracker at the end of each activity block. Maximum score of 15* in year 7. *Exceptional students may exceed this mark after consultation with other department members.	Rackets & shuttlecocks Nets + posts Cones Hoops (or similar targets..	<ol style="list-style-type: none"> Demonstration of basic grip Demonstration of basic stance Ability to perform basic shots in isolation 	Demonstrate the basic grip and stance whilst being able to play an underarm shot and overhead shot in isolation.	Subject Specific Words: -Grip -Stance -Ready Position -Service -Underarm -Overarm Academic vocabulary: -Technique -control -Accuracy
Year 8 (6 lessons)	In this unit pupils will focus on consistently replicating core skills through conditioned situations. Pupils will develop the ability to land the shuttle in a target area and refining game strategies with the intention of outwitting an opponent. Pupil will develop confidence in movement and test	Assessment will be carried out at end of the activity block. Students will be graded in line with GCSE assessment criteria. Scores to be inputted into tracker at the end of each activity block. Maximum score of 20* in year 8. *Exceptional students may exceed	Rackets & shuttlecocks Nets + posts Cones Hoops (or similar targets..	<ol style="list-style-type: none"> Replication of core skills (forehand, backhand, serve, smash, drop shot) Outwitting Opponents in an attacking situation Understanding of game rules and team play Development of decision making/problem solving 	Demonstrate a variety of attacking and defending core skills (forehand, backhand, serve, smash, drop shot) including serving in isolation and in a competitive situation to outwit your opponents and win points.	Subject Specific Words: -Forehand -Backhand -Service -The Smash -Drop Shot -Clears Academic vocabulary: -Technique -control

	mental capacity through scoring and officiating games.	<i>this mark after consultation with other department members.</i>				-Accuracy -Decision making
Year 9 (6 lessons)	In this unit pupils will focus on replicating and developing more advanced techniques as well as implementing and refining strategic play to outwit opponents. Pupils will be able to demonstrate the essential elements of attack and defence. Pupil will further develop confidence to get the shuttle to land in a target area so that the opponent cannot return it. Pupil should independently be able to score and officiate badminton games.	Assessment will be carried out at end of the activity block. Students will be graded in line with GCSE assessment criteria. Scores to be inputted into tracker at the end of each activity block. <i>Maximum score of 25* in year 9.</i> <i>*Exceptional students may exceed this mark after consultation with other department members.</i>	Rackets & shuttlecocks Nets + posts Cones Hoops (or similar targets..	1. Develop tactical use of clear and drop shot to beat opposition 2.Replication of more advanced core skills (backhand flick/clear, serve variations & disguised drop shot) 3.Develop peer and self assessment 4.Developing Reflective learners/Creative thinkers/Self managers	Apply tactical awareness to outwit an opponent to win a point.	Subject Specific Words: -Tactics -Backhand/clear -Backhand flick -Drop Shot -Clears -Singles -Doubles Academic vocabulary: -Technique -control -Accuracy -Decision making -Strategy -Team work -Communication