



# Physical Education

## Badminton Year 5

### Unit Purpose

The unit of work will challenge pupils to apply their understanding of how to **create space** to win a point. Pupils will refine their understanding of when to apply the **forehand** and **backhand** in a game situation to win a point and how to take control of the game from the beginning (serve).

### Inspire Me

**Badminton** has been contested at the Summer Olympic Games since its introduction in 1992. The mixed doubles badminton tournament started in the 1996 Summer Olympics.



### Key Success Criteria

- P** Pupils will be able to execute the backhand and forehand technique with accuracy and consistency. Pupils will be able to use and apply the serve in games.
- C** Pupils will demonstrate an understanding of where to play the shuttle and why. Pupils will understand the consequences if shots are not accurate and controlled.
- S** Pupils will develop life skills such as communication and respect as they collaborate with others and play by the rules.
- W** Pupils will apply self motivation and integrity as they strive to always try their best, even when they are losing or finding the skills difficult to apply.



### Vocabulary for Learning

- Outwit:** means using your intelligence to trick or out smart your opponent to win a point.
- Space:** is an open area on the court that is unoccupied by your opponent. This could be at the side, front or back of the court.
- Return:** means successfully hitting a shuttlecock back over the net, landing it in, on your opponents side of the court
- Recover:** means returning to a position on the court, usually in the middle of the court on the baseline, ready to receive a shot from your opponent.



### Sport Specific Vocabulary

- Forehand:** A forehand is a shot in which the palm of your hand faces the direction in which you are hitting the shuttlecock.
- Backhand:** A backhand is a shot in which you hit the shuttlecock with your arm across your body and the back of your hand facing the ball.
- Serve:** Is the method of starting a game of tennis. A serve is from the baseline and the shuttlecock must be hit diagonally into the opponent's service box.

