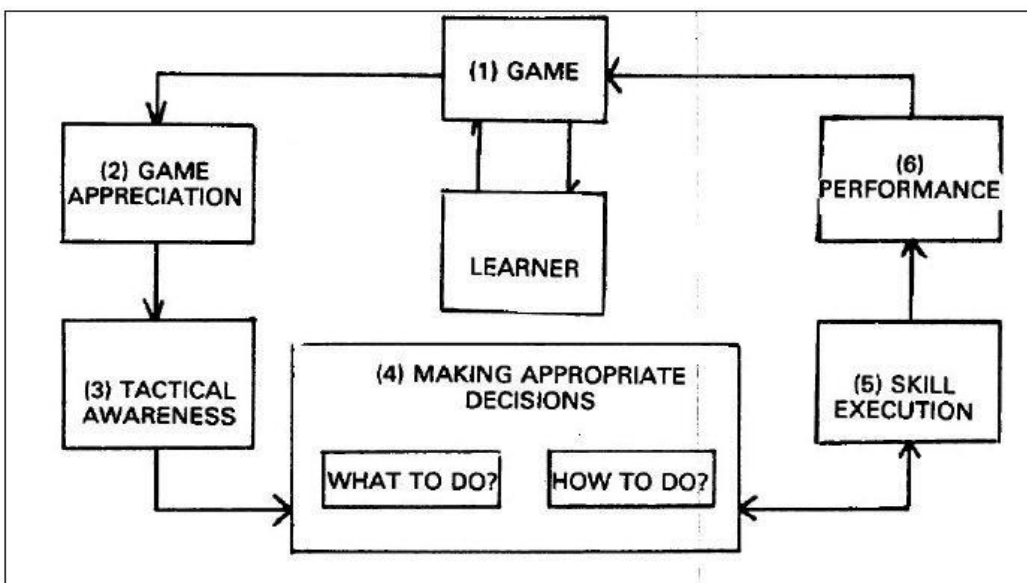


Badminton Unit Plan Overview

(February 24th - March 7th)

Unit Rationale

This unit will be focused around 2 on 2 games. It is within these small sided games that the students will be encouraged, motivated, and given the opportunities to learn the fundamental movement patterns, on and off- ball movements, and specific techniques to enhance their Badminton game playing ability. By introducing aspects of the game, with-in a game context, the students will be able to apply them immediately and practice them in a game setting. At any given time throughout this unit there will be students who are observing their peers play. This will need to be an active process. Checklists and GPAI forms will give the observers something to specifically look for. The observers can then share their feedback with the performer as well as consciously observe good and poor example of tactical decisions and awareness. By essentially playing in small games every day there will be no isolated skill development. The skills will be developed in game, with peer and teacher demonstrations and feedback. The games will be adapted slightly to ensure the desired skill is being performed frequently throughout. Using concepts from the “Net/Wall” games of the TGfU model it is desired that the concepts and skills students learn in this unit will transfer to other Net/Wall games (Pickleball, tennis, etc.). This unit will focus on the concepts of Recovery and Base, Serving and Receiving, Clear and Drop shots, and doubles play.



This is the basic idea of how the lessons will be planned. By understanding what/how to do things within a game setting before focusing on particular skills in isolation or game situations.

Content Analysis

Tactical Problems	Off-the-ball Movement	On-the-ball Movement
Offense and Scoring	<ul style="list-style-type: none"> - Recover to middle of court - Recover to side, front/back (doubles) - Use proper footwork - React, respond and have a good base 	<ul style="list-style-type: none"> - Use correct footwork for shot - Pick appropriate shot - Hit away from the opponent - Get opponent moving - Accuracy of shot - Aim opponents inside hip
Transition	<ul style="list-style-type: none"> - Recover after hitting the shot - Anticipate where you think it will be - Move to good court position - Have a ready base to move 	<ul style="list-style-type: none"> - Finish shot and recover quickly - Hit a shot that forces your opponent to return where you want them to
Defense and Shape	<ul style="list-style-type: none"> - Be in the ready position, good base - Anticipate the opponents shot - Have good court positioning - Use footwork for quickest response 	<ul style="list-style-type: none"> - Hit the bird to open space - Try to fool the opponent with your shot - Keep them guessing and off-balance
Doubles	<ul style="list-style-type: none"> - Position yourself with your teammate - Appropriate court coverage - Communicate positions and shot taker - Find the weakness of the opposing team 	<ul style="list-style-type: none"> - Communicate who's shot it is - Discuss shot choice tactics - Have a strategy for offense and defense
Starting and Restarting the Game	<ul style="list-style-type: none"> - Know where the bird is coming to - Restart after a point - Switch court positions on offense when serving consecutively 	<ul style="list-style-type: none"> - Score in the opponents side - Serve to the correct box - No reserves - Announce score before serve

Block Plan

The Unit will consist of 8 separate lessons with 2 run/fitness days dispersed in between, for a total of 10 days.

Lesson #1 Theme - Creating Space, Movement, and Base

Lesson #2 Theme - Serving and Receiving

Lesson #3 Theme - Clear Shots (Overhead and Back-court)

Lesson #4 Theme - Short Shots (Strategic and Drop)

Lesson #5 Theme - Doubles Rules and Skills Day

Lesson #6 Theme - Skills Assessment Part 2

Lesson #7 Theme - Tournament Round Robin

Lesson #8 Theme - Tournament Round Robin

****Specific PLO's, Learning Outcomes, Equipment, and Management Strategies can be found in each individual lesson plan****

See Assessment tool folder for Assessment tools used throughout the Unit