	Lesson Description: NCPE Location: 1.1a 2.1a; 2.1b; 2.2c; 2.2 a; 2.2b; 2 2.4c; 2.4d; 3.b; 3.c; 3.d; 4a; 4	; 1.1b; 1.1c; 1.2c; 1.2d; 1.3a; 1.3b, 2.2c; 2.2d;2.3a; 2.3b; 2.4a; 2.4b; b; 4c; 4d; 4e; 4f; 4g	Year: Ability: Duration:		Group: Period: w/c	Total No.: SEN:	M:	
the sidelines an								le to move from the middle of the court to ork and body position whilst returning the
Key Aspect of Transfers of Skills and Analysis Throughout every aspect of this session : - Discuss and analyse the different types of attacking skills that gain an instant advantage and outwits an opponent - Identify the similarities and the teaching points found in each of these attacking skills to gain a strategic advantage when performing them - Enhance knowledge, understanding and the ability to transfer the range of attacking skills, tactics and approaches to gain ascendency in practices and games								
Activity	Description	Objective		✓	Teaching Points	Evaluation / Performance		Differentiation and Creativity
Student led warm up	The pairs chosen last lesson lead the warm up	To be able to lead the group raising exercises.	through heart		- listen to and follow instructions of those leading the warm-up	Observe pupils performances		• Ask students how they could make warm up easy / harder / intense / relaxed
Intro into backhand drive games	Students learn new concepts and ideas of an area of concern or weaknesses of the backhand drive within a small sided game. Discuss how they gain ascendancy using this skill	To develop their knowledge, and performance of backhar sided games To be able to perform a rang shots to start and keep a gam	nd drive in small e of skills and		Focus on backhand drive Must constantly use the skills to gain ascendancy over opponents within the game	Observe and evaluate the students backhand drive within the small sided gam	ie	Cr –Are the students being creative in the backhand drive skills ???? Are the students outwitting their opponent ???? Are they being creative with the skills within the small sided games
Backhand drive	 Pairs backhand rally (backhand shots only), diagonally across court. (Start rally with a backhand serve) Feeder serves to workers backhand. A rally is played out where the worker must use only backhand shots to move the feeder around the court as much as possible. The feeder must return the shuttle to the workers backhand each time. 	To know that the shot should and low to the net as possibl enough to be smashed back To be able to move from the court to the sidelines and pla down the sidelines of the cor cross-court away from your To be able to use the correct and body position whilst rett with an accurate backhand d To perform the drive at spee with strength and accuracy,	e, and not high by the opponent. middle of the y the shuttle urt, or diagonally opponent. grip, footwork urning the shuttle rive.		 Hold racket up and in front of chest. Reach with racket foot. Forward swing led with elbow. Pivot and turn upper body in direction of shuttle. Punch shuttle so that return is fast and flight is flat 	Pupils highlight weaknesse and good points for their Backhand drive shots Peer evaluation sessions – Pupils state strength and weaknesses of partners and own backhand drive shots	i	 Slowly loop passes and gradually increase tempo and drive Remove net Play forehand drive shots only Put spin and slice on the shot Evaluate grip, stance, execution and technique with partner Serve – drive – drive – drive till win point Serve – backhand drive – backhand – forehand drive – forehand hand. Serve – drive – rally – smash Serve – drive – drive – clear – smash – block - drive – rally
Doubles games	- Doubles games with student umpires.	To be able develop their kno understanding of the laws wi To develop their communica play To incorporate all the skills, techniques to play a competi doubles To improve their knowledge understanding of doubles play	hilst officiating tion and doubles shots and tive game of and		 Use any shot Move to mid court after each shot Disguise shots Anticipate shots from opponents Know where opponent is before and after each shot Pupils must constantly 	Video games and evaluate backhand drives in double and make pupils observe drives:: Did they outwit opponent Gain ascendancy in rally. Win point Was is a good shot	S .	 Increase size of court Award extra points for winning points with drives and blocks Decrease size of court Give points difference start M/C - Discuss with students the tactics and strategies used when driving M/C - Evaluate the BH Drives against their opponents

		improve their performance To be able to outwit opponen To outwit the opponents whe skills, techniques, shots and a within a game To use a variety of shots and the defenders / opponents wh To be creative when attacking individually or in the game To gain an advantage from the techniques, shots and approace situation	look to outwit the defenders using various skills, techniques, shots and approaches - Pupils as a unit must try to be creative to outwit the opponents and opposing team to create a scoring opportunity from skill / strategy		using the back hand drive ??? Are the students gainin ascendancy from the skills and strategy? ??? Are the students gettir into positive scoring positions? ??? Are they being creativ when attacking?	 ng / gain ascendancy over an opponents Cr - Discuss the skills used to gain ascendancy Discuss, observe, evaluate and listen to the student's feedback of how you transfer these skills when outwitting the opponents and defenders Observe, evaluate and listen to the students feedback of how creative these skills and tactics are when outwitting the opponents and defenders 			
Student led Cool Down	The 2 students chosen to lead the cool down do so.	To understand the importance down at the end of a session. To be able to lead a cooling of	 listen to and follow instructions of those leading the cool down complete exercises and stretches 		Q & A on the teaching points and objectives of th skill, activity and lesson	Ask pupils questions why a Cool down is essential after exercise			
Informed Choices and Lifestyle	Discuss the numerous jobs available in Badminton e.g. Referee, Coach, Manager, Physiotherapist, Masseur, Development officer, Liaison officer, Sport Rehabilitation, Sports Doctor, Sports Psychologist, Dietician, Sports Journalist, Sports Analyst, Sports Designer - Discuss one role								
Equipment	t Rackets Shuttles Nets & Posts Badminton Chart Peer evaluation Sheets Cones Chalk for targets Pen Whiteboard TV Video Laptop								
ICT	Assessment	Citizenship	Peer Evaluatio	on	Literacy	Numeracy	Pupil planning		
Analysis of pe	erf. Evaluation	Feedback Q & A	Mathematics	s Ar	t English	Science	Technology		

HEALTH AND SAFETY THROUGHOUT THIS LESSON

- Play should not begin until the court is clear of stray shuttles - Ensure that all jewelry is removed before the lesson.

- All students should be wearing the correct clothing and footwear, appropriate for the game of badminton

- Check the workspace before the lesson for any hazards, i.e. wet gym floor

- All nets and posts should be correctly erected and secure. - Encourage students to get into the habit of protecting the face with the racket head, particularly in doubles play.

ADDITIONAL COMMENTS FOR LESSON, SCHEME AND PLANNING DEVELOPMENT						
Competence	Performance	Creativity	Health and Active Lifestyle			
Developing Skills	Making and Applying	Physical and Mental Capacity	Evaluating and Improving			
Developing Skins	truining and ripplying	i hybreat and Wientar Capacity	Evenueing and improving			