

## Equipment (1)

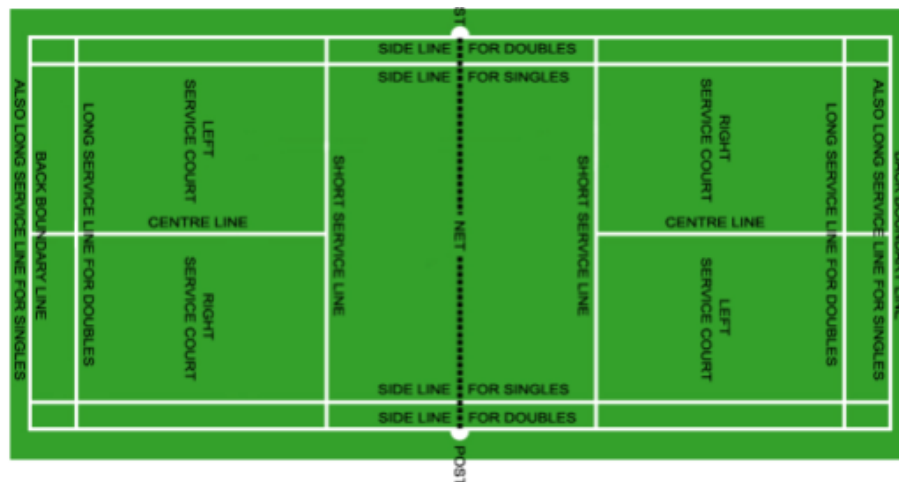
Rackets

Shuttlecocks

Court (Correct Markings)

Posts & Nets

Umpires Chair



## Key Terms (2)

Short Serve  
Long Serve  
Forehand  
Backhand  
Clear Shot  
Smash Shot  
Net Shot  
Drop Shot  
Rally  
Singles  
Doubles

## Key Rules (3)

- A game can take place with either two (singles) or four (doubles) players.
- To score a point the shuttlecock must hit within the parameters of the opponent's court.
- If the shuttlecock hits the net or lands out then a point is awarded to your opponent.
- Players must serve diagonally across the net to their opponent. As points are won then serving stations move from one side to the other. There are no second serves so if your first serve goes out then your opponent wins the point.
- A serve must be hit underarm and below the servers waist. No overarm serves are allowed.
- Each game will start with a toss to determine which player will serve first and which side of the court the opponent would like to start from.
- Once the shuttlecock is 'live' then a player may move around the court as they wish. Shuttlecock can be hit outside of playing area.
- If a player touches the net with any part of their body or racket then it is deemed a fault and their opponent receives the point.
- A fault is also called if a player deliberately distracts their opponent, the shuttlecock is caught in the racket then flung, the shuttlecock is hit twice or if the player continues to infract with the laws of badminton.

	Skill 1: Serving	Skill 2: Clear Shot	Skill 3: Drop Shot	Skill 4: Net Shot	Skill 5: Smash	Game Situation
<b>Olympian</b> (Skilful)	Can use correct technique consistently for both short and long serves. Is able to select which serve to use in a variety of situations, and can direct serve to corners of service boxes.	Is able to play a clear shot using correct technique on both forehand and backhand sides. Generates enough power so shuttlecock travels to the back of opponent's court.	Is able to play a drop shot using correct technique on both forehand and backhand sides. Shuttlecock stays close to net and falls before opponents service line.	Is able to play a net shot using correct technique on both forehand and backhand sides. Shuttlecock stays close to net and falls before opponents service line.	Is able to play a smash shot using correct technique on both forehand and backhand sides. Shuttlecock stays close to net and travels with power so opponent is unable to return it.	Can apply a wide-range of shots using the correct techniques for all. Is able to tactically outwit their opponent to win points. Knows all rules for singles and doubles.
<b>Gold</b> (Able)	Can use correct technique for both short and long serves. Is able to select which serve to use in most situations, and can direct serve to corners of service boxes.	Is able to play a clear shot using correct technique on both forehand and backhand sides. Sometimes generates enough power so shuttlecock travels to the back of opponent's court.	Is able to play a drop shot using correct technique on both forehand and backhand sides. Shuttlecock sometimes stays close to net and falls before opponents service line.	Is able to play a net shot using correct technique on both forehand and backhand sides. Shuttlecock sometimes stays close to net and falls before opponents service line.	Is able to play a smash shot using correct technique on both forehand and backhand sides. Shuttlecock sometimes stays close to net and travels with power so opponent is unable to return it.	Can apply a range of shots using the correct techniques for all. Is able to tactically outwit their opponent to win points. Knows all rules for singles and doubles.
<b>Silver</b> (Developing)	Can use correct technique occasionally for both short and long serves. Is sometimes able to select which serve to use in different situations, and can attempt to direct serve to corners of service boxes.	Is able to play a clear shot using correct technique on forehand side but struggles with backhand. Shuttlecock lacks power so only travels as far as opponents mid-court.	Is able to play a drop shot using correct technique on forehand side but not backhand. Shuttlecock sometimes stays close to net and falls before opponents service line.	Is able to play a net shot using correct technique on forehand side but not backhand. Shuttlecock sometimes stays close to net and falls before opponents service line.	Is able to play a smash shot using correct technique on forehand side but not backhand. Shuttlecock sometimes stays close to net and travels with power so opponent is unable to return it.	Can apply most types of shot using the correct techniques for all. Is sometimes able to tactically outwit their opponent to win points. Knows most rules for singles and doubles.
<b>Bronze</b> (Emerging)	Can attempt correct technique for both short and long serves. Is sometimes able to select which serve to use in different situations, but is unable to direct serve to corners of service boxes.	Is sometimes able to play a clear shot using correct technique on forehand side but fails to execute with backhand. Shuttlecock lacks power so only travels as far as opponents mid-court.	Is able to play a drop shot using correct technique on forehand side but not backhand. Shuttlecock rarely stays close to net and falls before opponents service line.	Is able to play a net shot using correct technique on forehand side but not backhand. Shuttlecock rarely stays close to net and falls before opponents service line.	Is able to play a smash shot using correct technique on forehand side but not backhand. Shuttlecock rarely stays close to net and lacks power so opponent is able to return it.	Can apply some shots using the correct techniques. Is rarely able to tactically outwit their opponent to win points. Knows some rules for singles and doubles.

*Use the above criteria to self and peer assess during PE lessons. Identify what steps you can take to achieve the next level.*