

East
Grades 6-12 Physical Education

Badminton Unit

Stage 1 Desired Results		
ESTABLISHED GOALS - Individual skill levels will increase - Positive communication and cooperative team settings will be evident amongst teams/doubles.	Transfer	
	<i>Students will be able to independently use their learning to properly participate in and score a pickleball doubles game.</i>	
	Meaning	
	UNDERSTANDINGS <i>Students will understand that...</i> - Proper form for individual skills is essential for mastery of the skill. - Different components of pickleball positively impact your overall health in different ways. - Teamwork skills and strategy are essential in a team/dual sport.	ESSENTIAL QUESTIONS - How can communication positively or negatively impact a doubles match? - How does working as a team instead of an individual enhance your performance? Both socially and physically. - How can I move effectively and efficiently in order to improve my skill levels?
	Acquisition	
	<i>Students will know...</i> - Pickleball specific skills: - Serve, underhand hit, smash, drop shot - Strategy: - Placement, drop shots, spin, “at the net” - Rules/Scoring of a game	<i>Students will be skilled at...</i> - Procedures for participating in skill drills/game play - Individual sport specific skills - Positive participants/team leaders - Scoring the game
Stage 2 - Evidence		
Evaluative Criteria	Assessment Evidence	
Participation/Sportsmanship	PERFORMANCE TASK(S): - Daily grade based on effort, active participation, teamwork, and positive sportsmanship - Improvement of skill level through station work & team setting participation through game play.	
Skill Stations/Game Play		
Pickleball Written Assignments	OTHER EVIDENCE: Weekly written assignment on skills, rules, impact on overall health (common core reading & writing support)	

Stage 3 – Learning Plan

Summary of Key Learning Events and Instruction

- Pickleball as a lifetime sport/part of the community
- Rules of the game & safety/purpose of the rules
- Individual and group skill work
- Game play/scoring