

Unit: Racket Sports 9-10

Content Area: **Physical Education**
Course(s): **Physical Education I, Physical Education II**
Time Period: **3rd Marking Period**
Length: **3 weeks**
Status: **Published**

Unit Overview

Racket sports include pickleball, tennis, and badminton. They are individual sports/partner sports that develop movement, skills, and strategies that will help identify the importance of lifetime activity. Teamwork, cooperation, and good sportsmanship behaviors enhance game play resulting in more enjoyable and successful movement experiences for all. Participating in an individual sport will help promote one's overall well-being by improving their overall fitness level in the following fitness areas: cardiorespiratory endurance, muscular strength, muscular endurance, and flexibility.

Transfer

Students will be able to independently use their learning to...

- continue participating in individual sports to benefit their physical, social, and mental well-being.
- understand how movement concepts are essential to continued self-correction and improvement.
- encourage them to participate in an individual sport outside of the PE class.

For more information, read the following article by Grant Wiggins.

http://www.authenticeducation.org/ae_bigideas/article.lasso?artid=60

Meaning

Understandings

Students will understand...

- how to compare and contrast offensive and defensive strategies with teammates during a game.
- how to demonstrate proper sportsmanship and cooperation during the game.
- safety issues associated with racket sports.

Essential Questions

Students will keep considering...

- How can participating in racket sports contribute to overall wellness?
- How can understanding movement concepts improve my skill performance?
- What does good sportsmanship and teamwork look like and how does it positively affect game play?

Application of Knowledge and Skill

Students will know...

Students will know...

- the rules/ penalties and their impact on safety and game play.
- historical and cultural influences on the different racket sports.
- movement skills and error detections to improve the various skills used.
- transfer of movement skill concepts from one activity to another.
- using movement concepts to enhance performance- center of gravity/ base of support, weight transference.

Students will be skilled at...

Students will be skilled at...

- applying the rules, safety, and scorekeeping during game play.
- using the proper grip for each racket sport
- performing the forehand, backhand, overhead hit, smash, and serve using the proper form and technique.
- explaining the history of each racket sport.
- applying offensive and defensive strategies during game play.
- demonstrating service rotation for the different racket sports.

Academic Vocabulary

Forehand

Backhand

Serve

Lob

Smash

Volley

Overhead volley

Cross-court

Service box

Sideline

Endline

Serve rotation

Let

Fault

Learning Goal 1

Utilize motor skills safely and efficiently for effective movement in racket sports.

- Utilize motor skills safely and efficiently for effective movement in racket sports.

| | |
|------------------|---|
| HPE.2.5.12.A.1 | Explain and demonstrate ways to apply movement skills from one game, sport, dance, or recreational activity to another (e.g., striking skills from/to tennis, badminton, ping pong, racquetball). |
| HPE.2.5.12.A.2 | Analyze application of force and motion (weight transfer, power, speed, agility, range of motion) and modify movement to impact performance. |
| HPE.2.5.12.A.4 | Critique a movement skill/performance and discuss how each part can be made more interesting, creative, efficient, and effective. |
| HPE.2.5.12.A.CS1 | Movement skill performance is primarily impacted by the quality of instruction, practice, assessment, feedback, and effort. |
| HPE.2.5.12.B.CS1 | Individual and team execution in games, sports, and other activity situations is based on the interaction of tactical use of strategies, positive mental attitudes, competent skill levels, and teamwork. |
| HPE.2.5.12.C.CS1 | Self-initiated behaviors that promote personal and group success include safety practices, adherence to rules, etiquette, cooperation, teamwork, ethical behavior, and positive social interaction. |

Target 1

Students will be able to demonstrate the grip, forehand, backhand, overhead hit, smash, and serve using the proper form and technique.

- Students will be able to demonstrate the grip, forehand, backhand, overhead hit, smash, and serve using the proper form and technique.

Target 2

Students will be able to perform the skills for rackets sports in a controlled and safe manner.

- Students will be able to perform the skills for rackets sports in a controlled and safe manner.

Learning Goal 2

Demonstrate the importance of applying weight transference to enhance performance and improve success.

- Demonstrate the importance of applying weight transference to enhance performance and improve success.

| | |
|------------------|---|
| HPE.2.5.12.A.2 | Analyze application of force and motion (weight transfer, power, speed, agility, range of motion) and modify movement to impact performance. |
| HPE.2.5.12.B.3 | Analyze factors that influence intrinsic and extrinsic motivation and employ techniques to enhance individual and team effectiveness. |
| HPE.2.5.12.B.CS1 | Individual and team execution in games, sports, and other activity situations is based on the interaction of tactical use of strategies, positive mental attitudes, competent skill levels, and teamwork. |

Target 1

Students will be able to implement movement skills in isolated and applied settings.

- Students will be able to implement movement skills in isolated and applied settings.

Learning Goal 3

Differentiate when to use competitive and cooperative strategies in games, sports, and other movement activities.

- Differentiate when to use competitive and cooperative strategies in games, sports, and other movement activities.

| | |
|------------------|---|
| HPE.2.5.12.B.1 | Demonstrate and assess tactical understanding by using appropriate and effective offensive, defensive, and cooperative strategies. |
| HPE.2.5.12.B.CS1 | Individual and team execution in games, sports, and other activity situations is based on the interaction of tactical use of strategies, positive mental attitudes, competent skill levels, and teamwork. |
| HPE.2.5.12.C.1 | Analyze the role, responsibilities, and preparation of players, officials, trainers, and other participants and recommend strategies to improve their performance and behavior. |
| HPE.2.5.12.C.CS1 | Self-initiated behaviors that promote personal and group success include safety practices, adherence to rules, etiquette, cooperation, teamwork, ethical behavior, and positive social interaction. |

Target 1

Students will be able to apply effective offensive and defensive strategies during game play keeping in consideration the opponent's strengths and weaknesses.

- Students will be able to apply effective offensive and defensive strategies during game play keeping in consideration the opponent's strengths and weaknesses.

Target 2

Students will be able to respect different levels of individual skill while participating in activity.

- Students will be able to respect different levels of individual skill while participating in activity.

Summative Assessment

* Skill Performance

> Teacher Observation

> Skill Checklist

* Participation Performance

> Teacher Observation

> Self and Peer assessments

* Written Assessment

> Open-ended questions

21st Century Life and Careers

CRP.K-12.CRP1

Act as a responsible and contributing citizen and employee.

CRP.K-12.CRP3

Attend to personal health and financial well-being.

CRP.K-12.CRP12

Work productively in teams while using cultural global competence.

Formative Assessment and Performance Opportunities

During drills and game play:

- Teacher observation

- Class participation

- Skill performance

- Self and peer assessments

- Open-ended questions

Differentiation/Enrichment

Each student is provided an opportunity to be successful through the use of monitoring, repetition, and practice.

Unit Resources

- * Rackets/ paddles
- * shuttlecocks/ tennis balls/ pickleballs
- * Nets/ courts
- * Cones