

# Unit 3a-Badminton

Content Area: **P.E. & Health**  
Course(s): **Phys. Ed. 7**  
Time Period: **Marking Period 3**  
Length: **MP3**  
Status: **Published**

## Essential Question

---

How do teamwork and sportsmanship affect gameplay?

Is badminton an aerobic or anaerobic activity?

## Big Ideas

---

Effective execution of movements is determined by the level of related skills and provides the foundation for physical competency and literacy to participate with confidence in a broad range of physical activities (e.g., games, sports, aerobics, martial arts, recreational activities).

Feedback from others and self-assessment impacts performance of movement skills and concepts.

Individual and team goals are achieved when applying effective tactical strategies in games, sports, and other physical fitness activities.

A variety of effective fitness principles applied consistently over time, enhance personal fitness levels, performance, and health status (e.g., Frequency, Intensity, Time, Type (F.I.T.T)).

Effective Fitness principles combined with mental and emotional endurance over time will enhance performance and wellness

## Technology Connection

---

8.2.2.ITH.3: Identify how technology impacts or improves life.

## Technology Integration

---

8.1.8.A.4 Graph and calculate data within a spreadsheet and present a summary of the results.

Activity:

Using excel or google sheets, the students will graph and calculate the data from our badminton tournament. They can choose to focus on team wins and losses or margin or victory.

## **Enduring Understandings**

---

### Movement Skills and Concepts

2.2.8.MSC.1: Explain and demonstrate the transition of movement skills from isolated settings (e.g., skill practice) into applied settings (e.g., games, sports, dance, recreational activities).

2.2.8.MSC.2: Demonstrate control of motion in relationship between force, flow, time, and space in interactive dynamic environments.

2.2.8.MSC.4: Analyze, and correct movements and apply to refine movement skills.

2.2.8.MSC.5: Predict the impact of rules, etiquette, procedures, and sportsmanship on players' behavior in small groups and large teams during physical activities and games.

2.2.8.MSC.6: Demonstrate offensive, defensive, and cooperative strategies in a variety of games and settings.

2.2.8.MSC.7: Effectively manage emotions during physical activity (e.g., anger, frustration, excitement) in a safe manner to self and others.

### Physical Fitness

2.2.8.PF.1: Summarize the short and long-term physical, social, mental, and emotional health benefits of regular physical fitness activity.

### Lifelong Fitness

2.2.8.LF.5: Engages in a variety of physical activities (e.g., aerobic-fitness, strengthen, endurance-fitness activities) using technology and cross-training, and lifetime activities.