

DISCLAIMER: The course outline below serves as a general informational guide for students. Course content and assessment modes may vary for different lecturers. Actual course outlines will be made known to students on GeNIEus by the individual lecturers. **DO NOT** purchase textbooks based on the information contained in this document.

IPE3109 BADMINTON

COURSE DESCRIPTION

This course is designed to provide student teachers with the opportunity to develop movement skills and strategies required in badminton and acquire lesson ideas, content development/progressions and teaching strategies for the teaching of badminton in primary schools.

Student teachers will be introduced to developmentally appropriate teaching styles/strategies/approaches/models that develop their pupils into confident and active participants of the game.

Relevant Sports Science knowledge behind effective techniques, skills, tactics and their development in the game, various game-specific assessment tools of skills and game performance as well as the use of information technology (IT) will also be introduced.

COURSE OBJECTIVES

At the completion of this course, student teachers shall be able to:

1. Develop competency in badminton to effectively demonstrate and teach the various movement skills and strategies used in badminton.
2. Design developmentally appropriate lesson ideas, content & progressions and plans that maximize opportunities for pupils to participate and acquire game knowledge and skills.
3. Understand and apply developmentally appropriate teaching styles/strategies/approaches/models to develop their pupils into confident and active participants of the game.
4. Understand and apply sports science knowledge in the teaching of techniques and skills and the development of game performance in their pupils.
5. Employ appropriate formative and summative assessment tools.
6. Infuse information technology (IT) effectively into their lessons to engage their pupils in learning the game.

COURSE CONTENT

Week	Outline
1	Course Introduction Introductory/Lead-up Games (modified rules, space, no. of players, equipment, scoring etc.) Focus on locomotor skills
2	Lead-up Games (modified rules, space, no. of players, equipment, scoring etc.) Focus on manipulative skills
3	Lead-up Games – involving principles of teaching and learning in Net barrier games and about racket handling skill.
4	Skill Development –underarm strokes such as netplay (Co-operative Play activities)
5	Skills Development –underarm strokes such as netplay (extending Co-operative Play activities to modified competitive game play)
6	Skill Development for overarm strokes such, dropshots and overarm clear
7	Skills Development using Modified Games –over arm strokes u (extending Co-operative Play activities to modified competitive game play)
8	Skills Development for attacking and defensives strokes such smashes and overarm drives
9	Analysis of skills Observe a video of primary school pupil (preferred) performing a series of games skills perform a diagnostic analysis. Then, a. Provide appropriate feedback b. Plan activities to improve the performance
10	Introduce concepts of Singles and Doubles games
11	Modified Game Play and competition. (Sports Education Model).
12	Practical Assessment (Technique, Tactics, Game Performance) Course Recap and Evaluation

COURSE ASSESSMENT

	Component weightage	Due Dates
Practical Assessment	60 %	dd-mm-yr
Unit Planning & Theoretical Knowledge	30 %	dd-mm-yr
Professional Qualities	10%	

COURSE REFERENCES

Recommended Texts

1. Chen, G. and Chen, C. (2009) Coaching Badminton. Coaches Choice: Monterey, CA.
2. Hughes J.D. (2003) No standing around in my gym. Human Kinetics: Champaign, IL
3. Kim, S. & Walker, M. (2002) Badminton Today. Belmont: Wadsworth / Thomson Learning.
4. Wetton, P. (1987). Bright Ideas Games for PE, Scholastic Ltd: Warwickshire, GB.

Additional References

1. International Badminton Federation (IBF) - <http://www.internationalbadminton.org/>
2. Singapore Badminton Assn - www.singaporebadminton.org.sg/