

BADMINTON GAME ASSESSMENT RUBRICS

Student is able to play a singles badminton game with appropriate rules.

Offence Defence	Quality Criteria to Indicate Student's level of attainment							
Level 4	Able to serve away from the opponent and close to the space near the boundary		Able to hit the shuttle to the forecourt, away from the opponent		Able to hit the shuttle into space after a setting up of an attack	Able to hit the shuttle to the rearcourt, away from the opponent		Able to move to a ready position in preparation for the next return
Level 3	Able to serve low to create space at the rearcourt [LO2]	Able to serve high to create space at the forecourt [LO3]	Able to hit the shuttle low over the net, from the forecourt to opponent's forecourt (to create space in the rearcourt) [LO4] *Students may meet this level using net shot.	Able to hit the shuttle from the rearcourt to opponent's forecourt (to move the opponent to the front) [LO5] *students may meet this level using drop shot	Able to hit the shuttle into space or at opponent to score [LO1] *Students may also meet this level using net shot, net lift, drop shots or overhead clear.	Able to hit the shuttle from the forecourt to opponent's rearcourt (to push opponent to the back) [LO6] *Students may meet this level using overhead clear.	Able to hit the shuttle from the rearcourt to opponent's forecourt (to move opponent back to the back) [LO7] *Students may meet this level using net lift.	Able to move to centre court area after every contact with shuttle [LO8]
Level 2	Able to execute a low serve	Able to execute a high serve	Able to hit the shuttle low over the net to the forecourt	Able to hit the shuttle downwards to opponent's forecourt	Able to hit the shuttle away from the opponent	Able to hit the shuttle high into opponent's rearcourt		Able to move to hit the shuttle
Level 1	Able to serve over the short service line		Able to hit the shuttle to opponent's forecourt		Able to hit the shuttle over the net	Able to hit the shuttle to opponent's rearcourt		Able to move to hit the shuttle when within reach
Indicator	Serve (Start the game / Set up an attack)		Forecourt shots (Set up an attack)		Attack shots (Win a point)	Rearcourt shots (Defend against an attack)		Footwork (Court Coverage)

