

- **NET/WALL GAMES**

Badminton

Squash

Tennis

Volleyball

The candidate is assessed in the selection and application of acquired and developed skills in conditioned competitive situations which focus on:

- attacking play;
- defensive play.

Assessment is based on performance in a conditioned competitive situation where the candidate performs the acquired and developed skills under pressure in a strategic situation. The level of success of the acquired and developed skill are measured through the movement phases identified below:

- preparation
- execution
- recovery
- results
- overall efficiency

These assessment phases are used in conjunction with the following assessment criteria for the conditioned competitive situations.

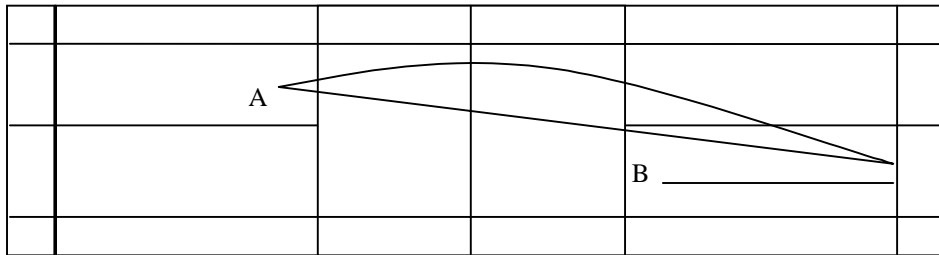
Game Activities: Net/Wall Games**Unit 2564**

| Marks | Description |
|--------------|--|
| 25-30 | Candidate demonstrates a very high level of acquired and developed skills that show a consistently high standard of accuracy, control and fluency. There is successful selection and application of more advanced techniques where accuracy, control and fluency remain despite competitive pressures. The candidate introduces appropriate strategies and demonstrates an understanding of tactics to outwit the opposition. Performances in the conditioned competitive situations are excellent and progress has allowed them to achieve their performance-based targets. |
| 19-24 | Candidate demonstrates a high level of acquired and developed skills that illustrates a very good standard of skill production. There is consistent success in the selection and application of advanced techniques. Under competitive pressure the level of technical accuracy, control and fluency is normally good. The candidate shows a good understanding of the perceptual requirements to perform and introduces a range of tactics and strategies to use successfully against the opposition. Performances in the conditioned competitive situations are very good and improvement has been such as to allow a high standard of learning and understanding. |
| 13-18 | Candidate demonstrates a good level of acquired and developed skills that allows for a sound standard of performances. There is a sound level of success in the selection and application of advanced techniques in the events and under competitive pressure the level of accuracy, control and fluency is reliable. The candidate is able to introduce and use tactics and strategies to show a sound understanding of the performance requirements against opposition. Performances in the conditioned competitive situations are good and improvement reflects satisfactory learning and understanding. |
| 7-12 | Candidate demonstrates an improving level of acquired and developed skills that allows for an average level of performances. There is an attempt to select and apply advanced techniques and under competitive pressure accuracy, control and fluency are usually achieved. The candidate has a basic perception of the requirements of performance and is able to introduce and use tactics and strategies at satisfactory level. Performances in the conditioned competitive situations become more consistent and progress has allowed some in learning and understanding. |
| 0-6 | Candidate demonstrates a moderate level of acquired and developed skills that allows for a moderate level of performances. There is an attempt to select and apply advanced techniques and under pressure there is a level of technical accuracy, control and fluency. The candidate is able to incorporate some tactics and strategies with a limited perception of the requirements of performance. Performances in the conditioned competitive situations have some consistency with a degree of learning and understanding. |

NET/WALL GAMES – conditioned competitive situation exemplars

Badminton

1. High Serve

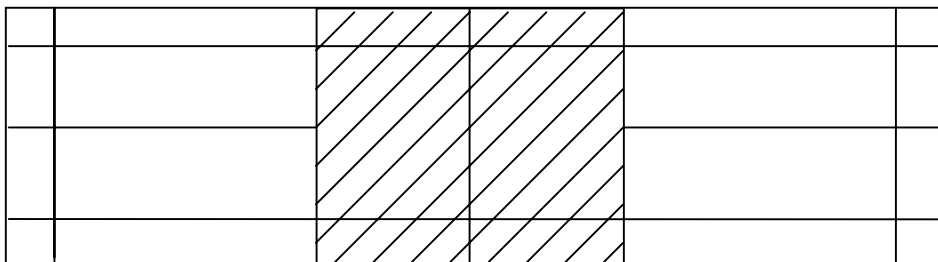


A has five high serves to B. Each time B must adopt the 'normal' receiving serve stance and position and attempt, if possible, to return A's serve.

Each serve is scored as follows:

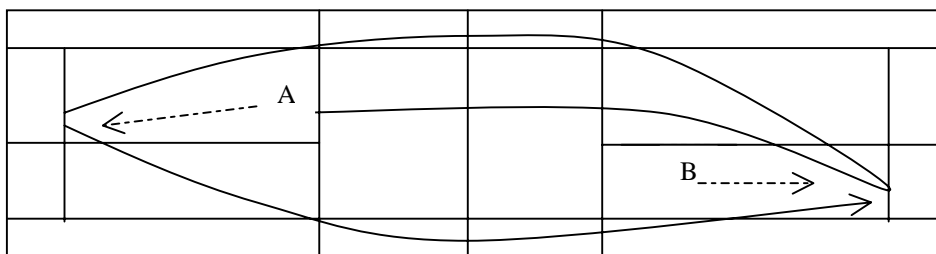
- 4 Points B unable to return serve
- 3 Points B returns serve but A is able to attack return
- 2 Points B returns serve but A has to defend
- 1 Point Serve is good but B returns and kills

2. Net Play



Only net shots to be used.
 Play confined to area between service lines.
 Twenty points to be played for.
 Usual rules relating to change of service and scoring.

3. Overhead Clear



From the normal serving position A high serves to B who then forehand overhead clears to the diagonally opposite back court tramlines. A returns with a forehand overhead clear to the diagonally opposite back court from tramlines. This rally continues and a point is won when either player:

- (i) Fails to return the shuttle.
- (ii) Return falls short of backcourt tramlines.
- (iii) Return falls beyond backcourt tramlines.
- (iv) Fails to play forehand overhead clear.

Overhead clear to the diagonally opposite back court from tramlines. This rally continues and a point is won when either player:

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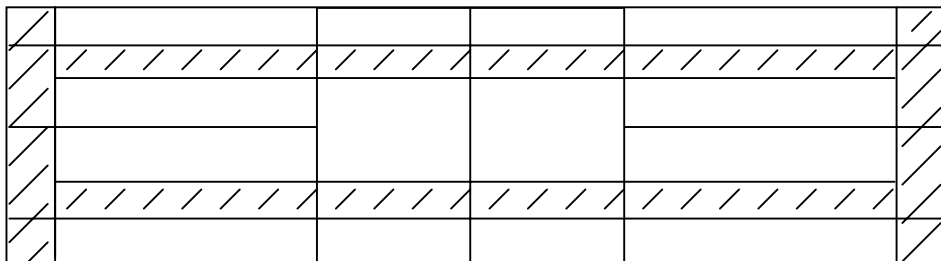
Winner of point serves to start to next rally.

4. Stroke Restriction

Eg. Underarm shots only to be used in a singles game. Normal rules apply apart from scoring when player who wins the rally wins one point. Round robin competition, each game best of five points.

5. Court Restriction

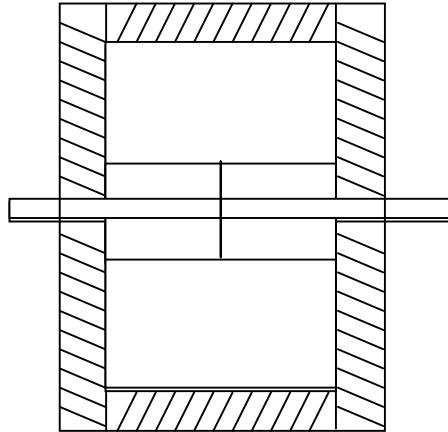
Eg. Singles conditioned game to develop length and width.



Only shots in the shaded area are good.

TENNIS

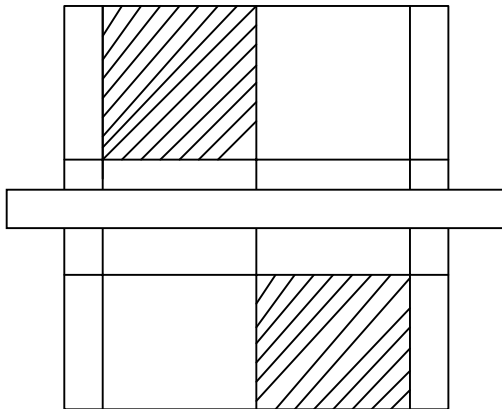
1. Court Restriction



SINGLES ////
 DOUBLES \\\

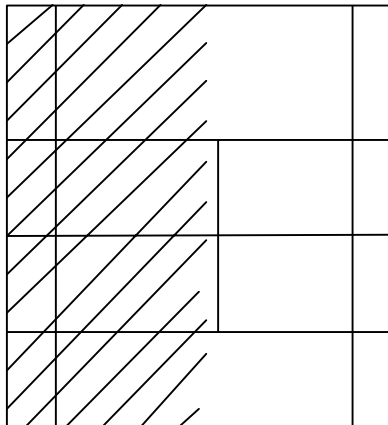
Adjust scoring system so that players gain one point for winning the normal rally, three points for playing a shot into the shaded area and five points for playing a winning shot into the shaded area.

2. Shot Restriction



Forehand drive is the only permitted stroke after the serve. Ball must land in the shaded area or is 'out'.

3. Half cover singles (shaded area)



Scoring

Winning – 1 pt No volley played
 2 pts with volley played
 3 pts overhead shot played

Lose 0 pts.