

Racket Pack Badminton Festival

Teams/Gender:	Teams of 8 working in pairs across a variety of scoring stations. These activities are aimed at aged 7 + Year 3/4 with no or very limited experience of badminton.
Event Format:	The Racket Pack Festival is the ideal introduction to badminton. Festival activities are intended to provide success for all and opportunity for differentiation. This festival enables opportunities for young people to meet and experience participating in fun activities. Activities are differentiated by outcome and can be refined to reflect the needs of all young people, with the opportunity to simplify. There will be scoring stations based around the Racket Pack resources and the Team Work Festival. These might include Back and Forth, Hit the Spot, Go Fish, Throw and Go and Racketeers from the Team work Festival resource. Alongside these will be activities from the Racket Pack Smash Festival such as Switch, Catch the Bird and Back Hand Taps ups.
Scoring / Results:	Every player will record a score on each scoring station. As each scoring station is different the points scoring will also reflect this for example Record the highest rally achieved by any pair in the team or 1 point per serve directly into the hoop or A catch from the nearest spot scores 1 point, and the furthest spot scores 2 points. All points from all players will be added together to form a school team score.
Results:	The achievements of all children will be recognised.
Health & Safety:	All activities will take place in the Sportshall at the Pods, and a risk assessment will be available for all schools. A school team must be accompanied by a member. At least one staff member from each school must supervise their team and individuals whilst at the event site. Schools are responsible for their own first aid requirements.
Target Group:	Those children who have no or very limited experience of badminton skills, who would benefit from an opportunity to represent their school in a less competitive environment and experience a community setting.
Intent:	DEVELOP: Develop character and life skills; engage in new activities; foster social connections; develop new skills; increase physical activity levels; increase confidence.