

Year 5 Physical Education: Net and Wall Games Assessment

Learning objective: To evaluate understanding of tactical decision-making, spatial awareness, and the rules governing net and wall games.

Read each question carefully. Use your knowledge of game tactics and sportsmanship to answer. Max the monkey needs your help to analyse his game strategy!

Max the monkey is playing a competitive game of badminton. He notices that his opponent is standing very close to the net. Max knows that if he hits the shuttlecock with a high trajectory towards the back of the court, he can force his opponent to move quickly. By observing where his opponent stands, Max can decide whether to play a drop shot or a powerful smash.

Word bank: trajectory · tactical · court coverage · acceleration · anticipation · accuracy · rally · stamina

1. Identify two key physical skills required to participate effectively in a net and wall game. (2 marks)

2. Explain why 'court coverage' is essential when playing a singles match against a skilled opponent. (3 marks)

3. If your opponent consistently hits the shuttlecock to the same corner, how should you adjust your positioning? Justify your answer. (4 marks)

4. Compare and contrast a 'defensive' shot with an 'attacking' shot in a wall game like squash or tennis. (4 marks)

5. What might happen to the flow of a rally if both players fail to communicate or anticipate the other's movement? (3 marks)

6. Max decides to always aim for the centre of the court. Critically evaluate this tactic. Is it effective? Why or why not? (4 marks)

7. Write a short paragraph explaining the importance of sportsmanship and 'fair play' during a competitive rally. (5 marks)

Draw: Draw a bird's-eye view of a court. Use arrows to show the 'ideal' path a shuttlecock or ball should take to land in the most difficult spot for an opponent to reach.



Extension challenge: Design a new net game. Create three rules, a scoring system (using £ as points for a creative twist), and explain one tactical advantage a player could use. Total: /25