

| Curriculum area  | Topic  | Year | Session Number | Skill        |
|------------------|--------|------|----------------|--------------|
| Net & Wall Games | Tennis | 3/4  | #6             | Tennis Games |

### Equipment

- Tennis Rackets
- Tennis/small balls
- Cones for set up
- Hula Hoops

### Learning Objective

- To apply tennis skills in a game situation
- To follow the rules of the games

### Success Criteria

- I can combine tennis skills into a game.
- I can follow simple basketball rules.
- I can work as part of a team and show fair play.

### Key words

- Teamwork
- Rules
- Fair play
- Decision Making

### Preparation Ideas/Warm Up

#### Colour Tag

3 Different color dodgeballs for 3 different taggers. Each color ball will choose a "forfeit" for when you get tagged by their ball. For example, the blue ball will be 5-star jumps, red ball will be 5 seconds running on the spot and the yellow ball will be 5 tuck jumps. Once you have done this you are free to go. Change the taggers after every round and allow them to change the forfeits.

### Skill Development

#### Battleships-

Split the class into teams of 4 and give each team 4 hula hoops each. They will face against another team on a tennis court. In their area on the court, we want the team to spread their hula hoops. They may have some near to the net, some at the back, it is up to them. Each team and team members will then take it in turns striking the ball over the net to the other side, looking for the ball to land inside the hula hoop.

The first time the ball lands in the hula hoop, the team put a cone in that hoop. This means the battleship is damaged. The second time the ball lands in the same hoop, the team remove that battleship as it has been sunk.

The aim of the game is to remove the opposition teams battleships before they remove yours.

Progression:

- >Swap teams to have the winners of 1 court play the winners of another court
- >Use smaller hula hoops to make it more challenging

### Game

#### 2v2 Tennis Games

Have the class get into pairs and give each a tennis racket and ball 1 between 2. Give the children 4 cones to create a “net” they can use, and the ball must stay in between. Alternatively, you can use a bench.

Have the children rally with another pair using their shot selections. If the ball bounces 3 times or bounces first time out of bounds, the other team gets a point.

Progression:

- >Create a line behind each child that is a boundary line (again using cones). This will mean the children will have to be a little more accurate in their shots as they have a boundary line

### Teaching points

- We want to see the children using their skills from previous weeks. Remember we want to see accuracy in their strikes. Can they keep the ball inside of the playing area (remember the face of the racket and the direction it is facing)
- We want to see good technique when serving and ensuring that their serve is accurate and lands inside the playing area
- We want to see the children competing fairly with one another. We don't want to see any arguments or disagreements

### Key Questions

- How can we compete fairly with one another?
- Can anyone demonstrate the serving technique?
- How can we ensure we keep control when striking the ball across the net?
- What happens if we serve twice and neither serves land inside the serving area?

### National curriculum links:

- Playing competitive games with others
- Developing control and technique through tennis

### Social and environmental skills:

- Learning to compete fairly, following the rules of the game
- Improving listening and being able to follow instructions
- Developing good sportsmanship skills whilst playing against others