

GAME, SET & MATCH!

Numeracy & Literacy

ACTIVITY OBJECTIVES

- To work together in a group on a team task.
- To be able to read and understand factual information.
- To develop speaking and listening skills.
- To present information in a clear, innovative way.

Explain to the children that they are going to help each other learn how to score in tennis. You will need to have cut up and separated the information sheet into 8 sections.

- Divide the class into small groups and present each group with a section of the following information. (Sections 6 and 7 are more suitable for less able children)
- Give them a short, set amount of time to work out an innovative way for their group to present their information! This could be as a TV-type report, a rap, a mime, a poem, a drama, in pictures, on a computer or interactive whiteboard or using a blackboard or traditional teaching method! etc.
- Bring the class back together and watch the various presentations in numerical order.
- If time allows each group should provide two or three questions to ask the rest of the class about their information.
- This activity could also be completed individually, rather than in pairs or groups, with the child presenting back to parent/carer.

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Information Sheet

Tennis has an unusual scoring system – points make games, games make sets and sets make a match. Let's look at how it all works:



1 POINTS MAKE GAMES

The first point in a game is called 15 and the next 30. So you'd think that the next point should be 45 – but it isn't, it's 40. And the score of a player who has not won any points is not 'nil' or 'zero', but 'love'.

This is said to come from the French word l'oeuf, which means the egg and is shaped like a zero.

2 THE SERVER'S SCORE IS ALWAYS CALLED FIRST BY THE UMPIRE.

So if Player A is serving to Player B and Player B wins the point, the score is love-15. If Player A wins the next point the score is 15-all, and so on.

The first player to win four points wins a game.

So if a player wins four points straight their scoring will go 15-0, 30-0, 40-0 then game.

3 DEUCE

However, if both players win three points each (i.e. 40-40) which is called deuce, then the winner is the first player to win two points in a row.

The next point won is called 'advantage' followed by the name of the player. E.g. "Advantage Murray" If the player at advantage wins the point, they win the game. If they lose it, the score goes back to deuce.

4 GAMES MAKE SETS

The first player to win six games by two clear games wins a set. So, if the score becomes five-games-all the winning player could win the set 7-5 or 8-6 or 9-7 and so on. Nowadays to keep matches short, a tiebreak maybe played at 6 games all. A tiebreak has its own scoring system...

5 TIEBREAK – INSTEAD OF GAMES TO DECIDE THE SET

The first player to reach seven points, with two clear points wins the tiebreak and the set.

If the score reaches six-points-all, the winner is the first player to win two points in a row.

6 SETS MAKE MATCHES

The first player to win two sets, wins the match, unless it is a Grand Slam tournament and the men have to win three sets. In this case the maximum number of sets in a match is five for men and three for women.

7 GAME, SET AND MATCH

You might have heard the phrase: "Game, set and match" when a player wins the last point of a match. This is because the last point (called match point) makes enough points to win the game, which wins the set, which wins the match!