

SKILL APPLICATION

Play & Call

The space is divided into mini courts, using throw down lines / barrier tape or cones as a net. Pupils work in 3s or 4s.

2 pupils on the court play tap, throw tennis.

Pupil 1 is the Server with a racket.

Pupil 2 is the Returner and is throwing and catching.

Pupil 3/4 are the umpires.

Pupil 1 starts by tap serving the ball over the net with a racket. Pupil 2 tries to catch the ball and throws it back into a space. Pupils 1 then taps the ball back using either a forehand or a backhand. Pupils continue the point until the ball goes out.

Encourage pupils to aim for space as a tactic to win the point.

Pupil 3/4 calls whether the ball is IN or OUT.

When the ball is OUT the rally stops.

Pupils switch roles.

Pupils meet at the net and shake hands to finish the game.

Teaching Points:

Servers:

- Stand side on behind the baseline
- Contact the ball above the head.

Returns:

- Start in ready position to react to serve
- Aim for space.

Umpires:

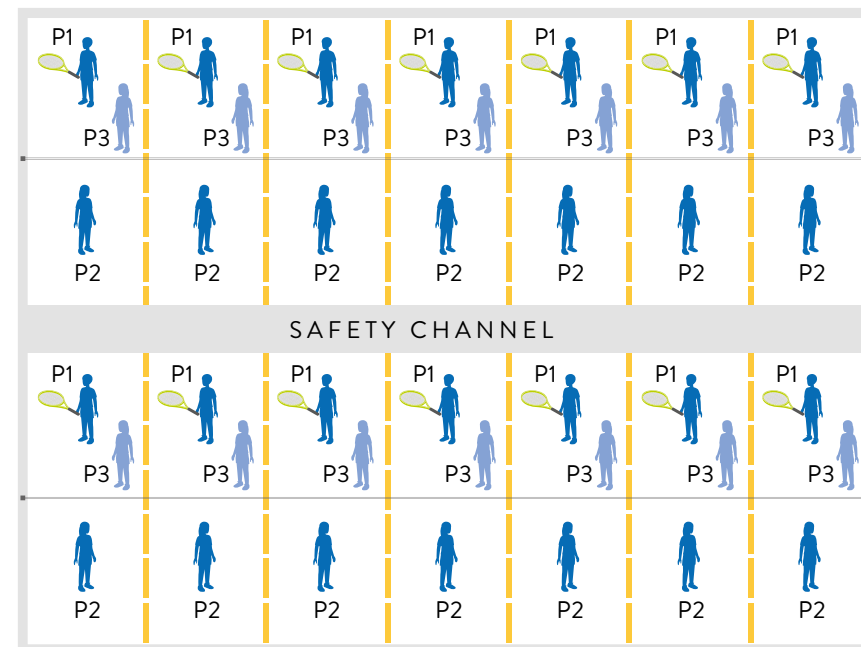
- Watching the flight of the ball
- Clearly calling OUT.



THROW AND HIT GAME AIMING FOR SPACE

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Example of whole class activity set up:



Equipment:

- Balls
- Rackets
- Throw down lines
- Net

Activity set up:

