

GAME

Champions of the court

How to Play:

- Students work in 2s as a doubles pair, 3 or 4 pairs per court, all with rackets and balls
- 2 pairs start on court in full doubles positions: server behind the baseline, servers partner in a volleying position; receiver on the baseline, receivers partner in a volleying position
- Pair 1 are the champions of the court and are the receivers
- All other pairs are the challengers and are the servers
- If the challengers win the point they become the champions, and the existing champions become the challengers
- If the champions win the point they remain as champions and play against the next challengers
- Challenging pairs take it in turns to serve

Progression:

- Challenging pairs have to win 2 continuous points to become the champions
- Serve the first point from the right, and if challengers win the first point they then serve from the left

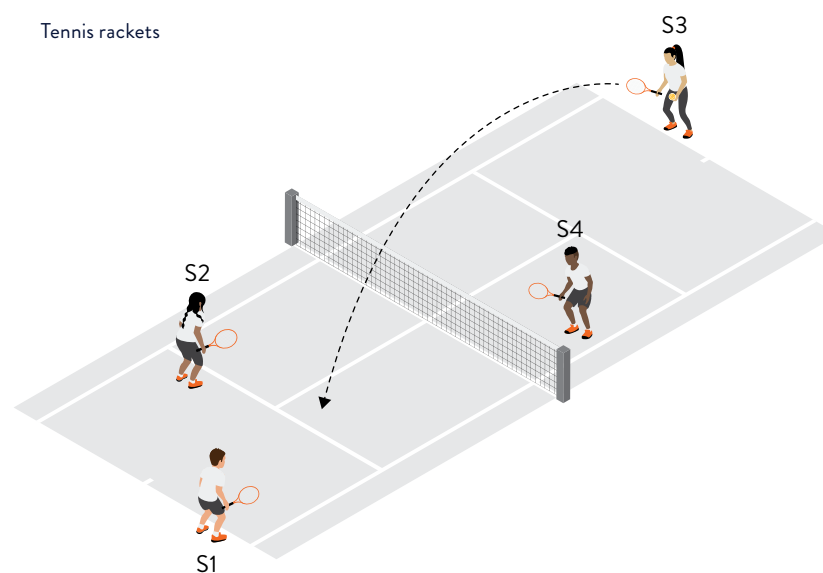
Equipment:



Tennis balls



Tennis rackets



TEACHING POINTS:

- Quick shoe movement to move around the court
- Work as a team to cover the whole court
- Decide where to aim the ball based on your opponent's court position
- Concentrate on the depth and flight of the ball