

GAME

Live

How to Play:

- Students work in 4s with a racket each and 1 ball
- Students play half court singles diagonally
- Students 1 and 2 start on court; Students 3 and 4 start as umpires
- Student 1 starts behind the baseline and overarm serves the ball into the diagonal service box
- Student 2 hits the return and they play the point out
- The server is the caller and can call “LIVE” at any stage during the point
- The server should call “LIVE” when they feel they have the advantage
- The student who wins the point scores 1 point
- If the point ends before “LIVE” has been called then no score is counted
- Students switch on / off court after every point
- Alternate the server
- Students 1 and 3 are a team and Students 2 and 4 are a team adding their points together
- Students switch to the other half court and play using the alternative diagonal

Progression:

- The returner becomes the caller and can call “LIVE” at any stage during the point
- The students off court become the callers, deciding when their team mate is in a winning position
- “LIVE” has to be called before the ball is hit

TEACHING POINTS:

- Control the ball when serving
- Return the ball accurately
- Aim for spaces to win the rally
- Anticipate where your opponent is going to hit the ball
- Play attacking shots based on your opponent’s court position
- Recognise your opponent’s weakness and aim to put them under pressure

Equipment:



Tennis balls



Tennis rackets

