

Year 6 - Net & Wall Games - Tennis

What it looked like last year...

- Introduce a new shot, the volley.
- Explore where to hit the volley and why.
- Controlling the game from the serve.
- Look at how the game changes when playing doubles.

Vocabulary (Definitions)

Forehand (arm out to the side you are holding the racket)

Backhand (arm across the body to the side not holding the racket)

Tactics

Rally (continuous play between two players)

Feed (throw ball to partner to hit)

Serve (shot which starts each game)

Volley (hitting the ball without it bouncing)

Doubles (two players on each side of the net)

Umpire (official in tennis)

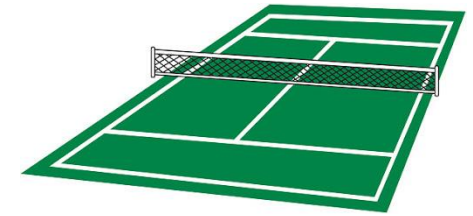


What it looks like next year...

- Use a range of tactics and strategies to overcome opponents in direct competition
- Develop technique and improve performance in other competitive sports.
- Take part in competitive sports.

Sequence of Learning

1. **Consolidate sequence of learning from year 5: Recap doubles** (I can develop my understanding of how to win a game of doubles tennis).
2. **Game application: Cone tennis** (I can develop my ability to think tactically about which shot to play).
3. **Game application: Round robin games** (I can refine my ability to think tactically about which shot to play).
4. **Game application: Mixed ability doubles, round robin games** (I can continue to refine my ability to think tactically about which shot to play, during a game).
5. **Game application: Tag team tennis** (I can consolidate my game play, considering when, where and why I play a certain type of shot).
6. **Level 1 tournament** (I can bring together all my learning to play in a competitive tournament).



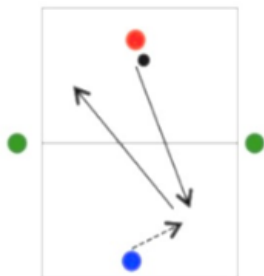
Cultural Capital

- To be able to apply my knowledge and skills of all shot types within different game situations, whilst thinking tactically about which shot to use and why.
- The real life knowledge that links is: body control and movement, hand-eye co-ordination, tactical thinking, teamwork.
- The jobs that it can be used in are: professional athlete, fitness instructor, sports coach or manager, sports official.

King of the Court

Structure

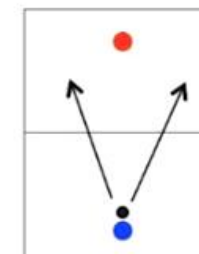
- Structure mini courts, using cones as a net.
- In groups of 4, one player starts as the king / queen of the court.
- The first challenger plays against the king / queen whilst the other two players act as umpires.
- The king or queen serves and pupils play out the point. Whoever wins is king / queen of the court, the losing player swaps with another pupil in their group.



Cone Tennis

Structure

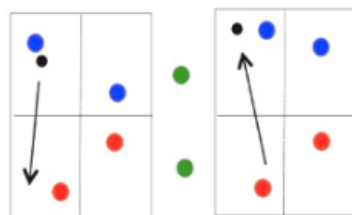
- Structure mini courts, using cones as a net.
- Split the class into two teams; team A and team B.
- Pupils play a match against a member of the opposite team.
- Pupils apply the correct scoring system used in tennis. Alternate serves.
- Once the game is over the winner collects a cone, which represents a point for their team.



Doubles Round Robin Competition

Structure

- In groups of 8, structure 2 mini courts, using cones as a net.
- In pairs (doubles), each pair take turns playing against each other. The pair not playing umpiring each game.
- Pupils apply the correct scoring system used in tennis. Alternate serves.
- Pupils score 1 point if they win a game. The pupils at the end of the competition with the most points is the champion.



Tag Team Tennis

Structure

- Structure mini courts, using cones as a net. 4 pupils per court.
- In pairs, one player from each team starts on the court, the other player starts as the umpire / scorer.
- Each game is the best of 3 tiebreaks. Refer to planning for explanation on tiebreaks.
- After 4 points both player rotate by their partner.
- Once the 3 tiebreaks have finished, the winners gain a cone. Pupils play against another pair.

