

Year 4 – Net & Wall Games - Tennis

What it looked like last year...

- Explore the different ways to win a point in tennis.
- Introduce the use of rackets.
- Introduce the forehand shot.

What it looks like next 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)

Racket

Court (area tennis is played on)

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

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

Tactics

Over-arm

Under-arm

Rally (continuous play between two players)

Feed (throw ball to partner to hit)



Sequence of Learning

1. **Consolidate sequence of learning from year 3, developing the forehand** (I can further develop my understanding of how to win a game of tennis).
2. **Creating space to win a point using a racket** (I can develop racket control).
3. **Introduce the backhand** (I can learn the backhand shot).
4. **Applying the forehand and backhand in game situations** (I can develop the use of the forehand and backhand shots).
5. **Applying the forehand and backhand: creating space to win a point** (I can develop my ability to use a racket, considering tactical play).
6. **Level 1 tournament** (I can bring together my learning to play in a competitive tournament).



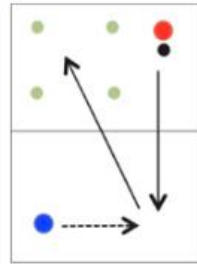
Cultural Capital

- To be able to develop the use of the backhand and apply the forehand and backhand shots in a game situation.
- 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.

Developing the forehand aiming for spaces

Structure

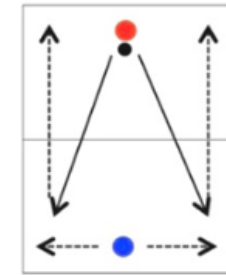
- Structure a mini court, using cones as a net.
- In pairs, player 1 starts with the racket, in the ready position on one side of the court. Place cones around the court of the player 2.
- Player 2 feeds the ball underarm, over the net to partner 1 to their forehand.
- Partner 1 lets the ball bounce and then returns it back over the net aiming for the cones on partner 2's side of the court.



Radar

Structure

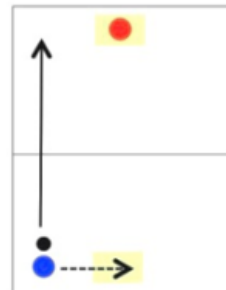
- In pairs, player 1 starts with the racket, in the ready position on one side of the court.
- Player 2 feeds the ball underarm, over the net to partner 1 to either side of the court.
- As partner 2 feeds the ball they call out where it will land; forehand or backhand.
- Partner 1 returns the ball and recovers back to the centre of the court in the ready position.



Rally and Return

Structure

- Structure a mini court, using cones as a net.
- In pairs, pupils hit the ball back and forth playing a cooperative rally.
- Once pupils have hit the ball they must return to the ready position in the middle of the court, at the baseline.
- How long can pupils rally without making an error?



1v1 Creating space at the sides

Structure

- Structure a mini court, using cones as a net.
- In pairs, pupils develop hitting (*backhand or forehand, depending on the learning objective*) the ball over the net, to a corner at the back of the court.
- The ball is only allowed to bounce once on their opponents side of the court.

