

## Year 5 – Net & Wall Games - Tennis

### What it looked like last year...

- Develop racket control.
- Introduce backhand shot.
- Develop application of both forehand and backhand shots.
- Develop tactical play within game situations.

### 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**

**Over-arm**

**Under-arm**

**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)

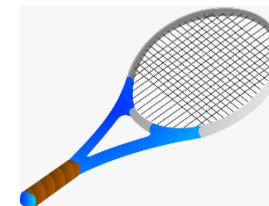


### What it looks like next year...

- Develop tactical thinking and consideration of which shot to use and why.
- Develop understanding of how to win in doubles.
- Refine technique of forehand, backhand, and volley shots and the underarm serve.

### Sequence of Learning

1. **Consolidate sequence of learning from year 4, recap how to outwit an opponent** (I can develop my understanding of how to win a game of tennis).
2. **Introduce the volley** (I can develop my racket technique, exploring a new shot, the volley).
3. **Develop the volley** (I can develop the volley, thinking about where to hit the ball and why).
4. **Controlling the game from the serve** (I can look at how players can control a game from the serve and think about how and where to serve).
5. **Doubles: Understanding and applying tactics to win a point** (I can look at how the game changes when we play in pairs/doubles).
6. **Level 1 tournament** (I can bring together my learning in a competitive tournament).



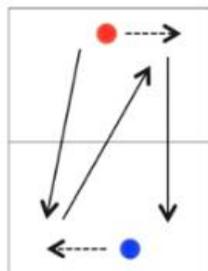
### Cultural Capital

- To be able to use a new shot, the volley, look at how to play doubles and how to control the game using the serve.
- 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.

## Rally 1,2,3

### Structure

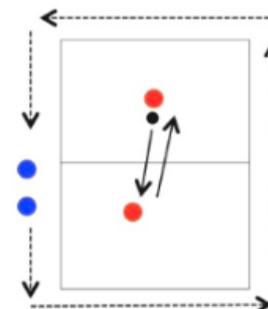
- Structure a mini court, using cones as a net.
- In pairs, pupils hit the ball back and forth playing a cooperative rally.
- Each time pupils play a successful shot this counts as a 'level.'
- How long can pupils rally without making an error?



## Developing the volley

### Structure

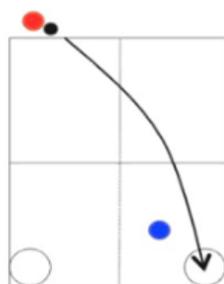
- Structure mini courts, using cones as a net. 4 pupils per court, pupils work in pairs.
- Pair 1. Partner 1 starts with a racket, partner 2 throws the ball to partner 1 who volleys the ball back, partner 2 catches the ball.
- Pair 2 run around the outside of the court 3 times.
- Rotate turns. The pair with the highest number of successful volley and catches are the winners.



## Controlling the game from the serve

### Structure

- Structure mini courts, using cones as a net, split the courts in half vertically. Place two hoops one in each corner of the court.
- In pairs, pupils start on opposite sides of the court.
- Partner 1 starts with the ball and throws (or hits) it diagonally, into the opposite box on their opponents side of the court, aiming for the hoop.
- Pupils have 5 serves each. Award a point if the ball lands in the hoop.



## 2v2 Doubles

### Structure

- Structure mini courts, using cones as a net. 4 pupils per court, pupils play with a partner (doubles).
- Each pair stand on opposite sides of the court.
- Pupils take turns serving. If the serve lands 'in' diagonally, into the opposite box on their opponents side of the court, pupils play out the point.
- The first pair to score 5 points wins the game.

