## Games Net / Wall: Tennis: KS2

PF

### Remember when

Understand tactics and composition by starting to vary how they respond.

Vary skills, actions and ideas and link these in ways that suit the games activity.

Begin to communicate with others during game situations.

Uses skills with co-ordination and control.

Develop own rules for new games.

Makes imaginative pathways using equipment.

Works well in a group to develop various games.

Begin to understand how to compete in a controlled manner.

Begin to select resources independently to carry out different skills.

Uses skills with co-ordination, control and fluency.

Works well in a group to develop various games.

Apply basic skills for attacking and defending.

#### Sticky skills Key Vocabulary Vary skills, actions and ideas and link these in ways that suit KS2 **Baseline:** The baseline runs parallel to the net the games activity. and defines the back of the court on each side. Shows confidence in using ball skills in various ways and can Forehand: A forehand is a shot in which the link these together effectively. palm of your hand faces the direction in which Keeps possession of balls during games situations. you are hitting the ball. Consistently uses skills with co-ordination, control and Rally: A rally is a series of returned hits of the ball that fluency. ends when either player fails to successfully return the Takes part in competitive games with a strong understanding ball. of tactics and composition. Out: is the term used when the ball is returned over the Can create their own games using knowledge and skills. net and does not bounce on the inside of the court. Modifies competitive games. **Space:** is an open area on the court that is unoccupied Compares and comments on skills to support creation of new by your opponent. This could be at the side, front or games. back of the court. Backhand: A backhand is a shot in which you hit the Can make suggestions as to what resources can be used to ball with your arm across your body and the back of differentiate a game. your hand facing the ball. Apply knowledge of skills for attacking and defending. Accuracy: is the ability to control where we hit the ball Uses running, jumping, throwing and catching in isolation and on our opponents side of the court. in combination. **Power:** is the intensity and speed that a ball is hit. Volley: Is a shot hit by a player before the ball bounces Learning Journey on their own side of the court. This shot is usually applied when a player is close to the net. Year 3 Serve: Is the method of starting a game of tennis. A

Introduction tennis, outwitting an opponent Creating space to win a point Consolidate how to win a game introduce rackets Introduce the forehand

## ╨ Year 4

Developing the forehand Creating space to win a point using a racket Introduce the backhand Applying the forehand and backhand in game situations Applying the forehand and backhand creating space to win a point

# Year 5

Introduce/develop the volley Controlling the game from the serve Doubles, understanding and applying tactics to win a point

Year 6 Game application Game application, mixed ability doubles, round robin games

pupil serves from the baseline and the ball must be hit diagonally into the opponent's service box.

**Doubles:** is a match played by four players, two on either side of the court.

Cognitive		Social		Wellness	National Curriculum	
<ul> <li>Cognitive</li> <li>Year 3: Pupils will develop their understanding of where, when and why we throw/hit the ball into spaces on their opponents side of the court.</li> <li>Year 4: Pupils will apply an accurate understanding of where, when and why we hit the ball into spaces on their opponents side of the court.</li> <li>Year 5: Pupils will understand where to serve and why. Pupils will begin to create, understand and apply tactics in their games.</li> <li>Year 6: Pupils will demonstrate resourcefulness and problem solving skills by creating a range of tactics, applying these to their games.</li> </ul>		<ul> <li>Year 3: Pupils will develop life skills such as cooperation and encouragement as they play fairly against others, keeping the score.</li> <li>Year 4: Pupils will develop life skills such as trust and cooperation as they collaborate with others, applying the rules of the game.</li> <li>Year 5: Pupils will apply effective communication and cooperative skills as they work with their partner in doubles games.</li> <li>Year 6: Pupils will collaborate effectively with their partner, communicating and supporting each other.</li> </ul>	th cc th re Ye to sk se to pe ur Ye le: ga ch be lo: Ye api int	<ul> <li>ear 3: Pupils will apply eir skills with developing onfidence as they grow in eir ability to show silience and determination.</li> <li>ear 4:. Pupils will continue develop and apply life sills such as resilience and elf motivation as they strive improve their own erformance and nderstanding.</li> <li>ear 5: By facilitating arning through doubles ames, pupils will be hallenged to always try their est, even when they are sing.</li> <li>ear 6: Pupils will constantly oply life skills such as tegrity and self discipline</li> </ul>	<ul> <li>play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending</li> </ul>	
				r playing by the rules and adding others by example		
	Lear	ning Objective / Focus		Lesson Sec	quence Outline	
Year Three	tennis, thinking ab on the court.	introduce how we win a game of out where and why we throw the ball on to tennis: Outwitting an opponent		<b>Overview:</b> The unit of work will explore how to apply the principles of attack vs defence in order to win a game of tennis. Pupils will understand where and why we throw/hit the ball on the court and be introduced to basic shot		
<b>Session 2:</b> LO:to of tennis, thinking on the court.		continue to explore how we win a game about where and why we throw the ball space to win a point		techniques. <b>Physical:</b> Pupils will throw/hit the ball into space on their opponents side of the court. After playing a shot pupils will recover to a ready position, ready to return the ball.		
	Session 3: LO: to ways we can win a	apply prior learning of the different a point, into mini games. te how to win a game			ed or log on to Complete PE to vant documents	
	Focus: Introduce Session 5: LO: to	introduce the forehand shot.				
		b bring together the suggested ng into a level 1 tournament.				
	Focus: Level 1 to					
Year Four	Session 1: LO: to can win a game of	b develop our understanding of how w f tennis.	/e	apply the principles of attac	will develop pupils' ability to k vs defence in order to win a	
	Focus: Consolida developing the for	te sequence of learning from year 3, ehand		game of tennis. Pupils will or apply the developing racket backhand techniques.	create space to win points and t skills using forehand and	
	Session 2: LO: to develop racket control.			<ul> <li>Physical: Pupils will hit the ball into space on their opponents side of the court, creating space for the next shot that will win them the point.</li> <li>See session plans attached or log on to Complete PE to access relevant documents</li> </ul>		
	Focus: Creating space to win a point using a racket					
	Session 3: LO: to introduce the backhand shot.					
	<b>Focus:</b> Introduce the backhand <b>Session 4:</b> LO: to develop the use of forehand and backhand shots applying these in game situations.					
	<b>Focus:</b> Applying the forehand and backhand in game situations					
	Session 5: LO: to considering tactica	develop ability to use a racket by al play (creating space) to win a point.				

	Focus: Applying the forehand space to win a point	and backhand: Creating			
Session 6: LO: bring togethe of learning into a level 1 tourn					
	Focus: Level 1 tournament				
Year Five	Session 1: LO: to develop ou can win a game of tennis usin		<b>Overview:</b> . The unit of work will challenge pupils to ap their prior learning of playing the ball into space. Pupils		
	Focus: Consolidate sequence recap how to outwit an oppon	e of learning from year 4,	will begin to develop their ability to serve and to volley. Pupils will be able to create tactics in a doubles game in order to score points and win the game.		
	Session 2: LO: to develop ra new shot, the volley.	cket technique, exploring a	<b>Physical:</b> Pupils will be able to execute a wide range of shots and play the ball into space. Pupils will be able to		
	Focus: Introduce the volley			curately to start the game.	
	Session 3: LO: to develop th where we hit the ball and why		See session plans attached or log on to Complete PE to		
	Focus: Develop the volley			access relevant documents	
<b>Session 4:</b> LO: to look at how game from the beginning (ser and where to serve.					
	Focus: Controlling the game	from the serve			
	<b>Session 5:</b> LO: to look at how we play in pairs (doubles).	w the game changes when			
	Focus: Doubles: Understand win a point	ling and applying tactics to			
	Session 6: LO: to bring toget sequence of learning into a le				
	Focus: Level 1 tournament				
Year Six	Session 1: LO: to develop ou can win a game of doubles ter		<b>Overview:</b> Pupils will learn to consistently apply effective shot techniques, applying decision making as to which		
	Focus: Consolidate sequence Recap doubles	e of learning from year 5:	shot to make and where to aim in order to score a point. Pupils will create, apply and evaluate tactics in singles and doubles games.		
Session 2: LO: to develop pu about which shot to play, duri			<b>Physical:</b> Pupils will apply a refined understanding of playing forehand, backhand, serves and volleys into		
	Focus: Game application: Co	ne tennis	space in order to win points.		
<b>Session 3:</b> LO: to refine abilit considering which shot to play			See session plans attached or log on to Complete PE to		
	Focus: Game application: Ro	-	access relevant documents		
	Session 4: LO: to refine pupi about which shot to play, durir				
	Focus: Game application: Mix robin games	xed ability doubles, round			
	Session 5: LO: to consolidate when, where and why pupils a point.				
	Focus: Game application: Tag	g team tennis			
	Session 6: LO: to bring toget	her the suggested			
	sequence of learning into a le				
	Focus: Level 1 tournament				
Working towards		End of unit assessment Working at Age related expectations		Working at a greater depth	
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