## Year 3 — Lesson 1 (Tennis)



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## Learning Intentions: (Outwitting An Opponent /Ball Familiarisation) **Key Vocabulary:** Equipment: Show control, coordination and consistency when throwing. Marker Cones • Catch / Underarm / Slow • Aim / Ball Control / Accuracy Hoops To apply simple movements to make space for an oncoming ball. • Speed / Control / Cooperate • Tennis Balls Introduce how we win a game of tennis, thinking about where and why we throw • Ball / Rally the ball on the court. TP 1: D.U.C.K: Hands ready. Activity 1: Split the class into groups of 5/6 children and give each group 1 ball. Watch the ball. Each group should find a space and form a small circle with one child standing with Be ready. the ball in the centre. Aim your throw. The child in the middle can throw the ball to any of the children in the circle who Concentrate. must catch it and throw it back to the child in the middle. The child in the centre should keep throwing the ball to different children. Keep changing the child in the centre. (TP 1) Progression: The children in the circle should start to move around slowly keeping the On the signal 'Change' the children in the circle should start to move in the opposite direction. TP 2: Starting with feet shoulder Activity 2: With a partner in a marked court/area pupils attempt to manoeuvre their width apart. opponent using underarm throws using a simple tennis scoring system, ball must Using quick steps to make space leave the hand in an upwards direction, pupils are allowed 1 bounce before catching, for the ball. ball must land in the marked area. (TP 2) On the balls of feet. Easier - Make the court/area smaller. Allow the ball to bounce twice. **Harder** – Make the court/area larger. Alternate Games: \* Cross Fire \* Four Targets \* Short & Long **Activity 3: 'Cooperative Rallies'** TP 3: Cooperate with your The game is played in pairs on a small court. Each pair requires 1 tennis ball and a Get into position to catch the ball. court to work on. Good throws for your partner to **•**• The aim of the game is to use throwing and catching skills to keep a rally going for as catch. long as possible. Move as quickly as you can. The pairs should stand on opposite sides of the net/divide and throw the ball back Keep your own score. and forth over it. Use an underarm throwing The ball is allowed to bounce twice before it is caught as part of a rally. technique. If a rally breaks down, the ball is dropped or bounces more than twice, a new rally Hands ready to catch the ball. Watch the ball all the way into starts from zero. **••** your hands to catch it. Let the pairs rally for 2 minutes. The children are awarded the number of successful throws and catches in their longest rally as points. After the two minutes, ask the children to remember their score and move onto a rally with a different partner for 2 minutes. After another two minutes, stop the children again and ask them to add the number @**\_**\_\_ of successful throws from the longest rally they have just had to their first score to get a new overall score. Keep repeating the activity with the children moving around to rally with different partners and keeping their overall score. (TP 3) Competition: '1v1 Outwitting an Opponent' TP 4: Tell pupils that once they have returned the ball, they Pupils will now consider their partner as their opponent. (TP 4) return (recover) to the ready **••** How does this change the way we play the game? position at the back of the court, Where will pupils now throw the ball? in the middle.

Pupils must return the ball from wherever they catch it after it has bounced once. If pupils were using a racket this is where they would have to hit the ball.

Cool Down:  Apple Trees: 1 player starts with 2 balls in each hand (arms stretched out) with Player drops 1 ball and partner has to try to catch after 1 bounce. Change after 5 attempts.	a partner facing them (1 bi	g step away).	
Questioning:	Success Criteria:		
Activity 1: How do we throw the ball?	Lower KS2: Can pupils throw to their partner's target?		
Where should we throw the ball and why?	Do pupils adopt the correct underarm throw technique, stepping forwards into		
What shot does the underarm throw replicate? Forehand.	the throw?		
Activity 2: Why do we not stand still in tennis?	Are pupils hands ready creating a target?  Do pupils understand where to throw / hit the ball?  Are pupils ready to return the ball?		
Where should we stand?			
Why should we throw the ball into spaces?	Can pupils always return to the correct court position and be ready after every		
Activity 3: Where should a tennis player stand when they are waiting for the ball?	shot?		
Pupils should stand in the middle of the court.	Do pupils understand where we play the ball and why?  Do pupils demonstrate physically and cognitively that they understand how to		
Why we stand there? So that they can see all of the court and reach anywhere that the ball is hit.	beat an opponent?		
What happens if we stand too close to the net. What could go wrong?			
What is the consequence in a game of throwing the ball out of the court or letting it bounce more than once?			
Competition: How can we win a game of tennis?			
Why do we need to return (recover) to the middle of the court (baseline) to be ready?			
What does the ready position look like?			
Where should we throw the ball when we are playing against an opponent?			
Why should we throw the ball into spaces?			
Health & Safety Considerations:  Area safe and checked – any hazards removed Equipment safe and checked and suitable for participants Safety information highlighted to participants Suitable clothing and footwear worn by participants	Other comments: (Has Injured / Absent / no Kit / SEN/ EAL etc)		
Plenary:	Demonstrate knowledge of how to run & where to run, while running at different		
When playing games with a ball what is it important to do?	speeds — Physical – I can perfor		-
Look after the ball – keep it close.  Keep it under control.	Exploring:	Expected:	Exceeding:
Why is it important to get used to using and playing games with a			
tennis ball? So you can get used to the ball and be successful at playing games later in			
the unit.	Apply the correct technique of running as fast as we can in a racing		
	context - Physical - I can move	=	
	Exploring:	Expected:	Exceeding:
	To be able to avoid/move away from a defenders, static and moving:  Creative – I can begin to compare my movements and skills with those of others		
	Exploring:	Expected:	Exceeding:
Cross Curricular Links:			