

PRIOR LEARNING

- Feed the ball to partners allowing for success.
- Direct the ball into space using a forehand.
- Return the ball using a backhand.
- Apply forehands and backhands depending on which side of my body the ball has been fed.
- Accurately keep score by applying the rules effectively.



Year 5/6 - PE Tennis



Key vocabulary

Baseline – the line marking the front and back of a tennis court

Deuce – if a score gets to 40-40, the score is called deuce – at this stage, the winner of the game is the first player to now win two points in a row

Drop shot – a gently played shot that just gets over the net so the other player can't reach it

Fault – a serve which hits the net and / or lands outside the service box

Game – a player wins a game if, generally, they are the first player to win four points

Lob – a shot played deliberately high into the air to land at the back of the opponent's court

Love – a score of zero points

Match point – a player who only needs one more point to win the match is said to be at match point

Rally – the exchange of shots between players

Serve – a point begins with a player serving the ball.

Server – the player who hits the ball first for each point

Sideline – the left and right edges of a tennis court

Singles – a two-player game

Smash – an overhead shot hit very hard, usually before the ball has bounced

Tiebreak – if both players win 6 games each then there is a tie-break. In a tiebreak, the first player to win seven points, wins the tiebreak

Tier 2 vocab

Analyse	Maintain	Transfer
Alternative	Analyse	Distribute
Allocate	Assign	Adapt

Key Skills

- Controlling the ball to develop a cooperative rally.
- Developing the underarm serve.
- Developing footwork and return of serve.
- Positioning on court.
- Recovering after a shot.
- Developing the serve and recognising the 5 basic ways to win
- Play the volley shot when close to the net.
- Using forehand and backhand shots, direct the ball away from opponent.
- Apply learning of previous skills into doubles scenarios using different tactics.
- Pupils organise and umpire ladder tournaments.
- Pupils consistently return the ball and play tactical shots to with the point.

Key Knowledge

Preparation

- The ball must be hit by the server before it touches the ground.
- The ball must be hit from a specific place - behind the baseline.

Ball Throw

- Start with the racket and ball together, Split your body in two
- Throw the ball up front of your body and bring the racket behind your body.

Strike/Hit

- The racket should meet the ball at its highest point.

Grip & Ready Position

Teaching Points

- Take racket back early.
- Make smooth connection between backswing and forward swing.
- Step into the shot.
- Firm grip.

Making Contact & Forehand

Teaching Points

- Take racket back early.
- Make smooth connection between backswing and forward swing.
- Step into the shot.
- Firm grip.

Can you rally over the net?
Can you BEAT your opposition?