

# SKILL APPLICATION

## Mini Games

The space is divided into mini courts, using throw down lines / barrier tape or cones as a net. Pupils work in 4's (2 pairs).

Pupils 1 and 2 are on court playing (one with a racket, one throwing).

Pupil 3 and 4 are the umpires, one at either end holding 3 cones.

The playing pair play for points, trying to win the rally. Whoever wins the point, the umpire on their side of the net puts a cone on the floor to indicate that a point has been won. The pair play first to 3 points. The first player with 3 cones on the floor wins the game.

Once a game has been won, switch pairs playing / umpiring. When pairs play again, they swap roles i.e. if throwing in the previous match they now have the racket and hit.

### Teaching Points:

- Adapt to the ball
- Move the opponent around the court in order to win the point
- Umpires call out/stop and score honestly
- A point is won if the opponent hits the ball that lands outside of the court on the first bounce, doesn't hit it over the net, or lets it bounce more than once.

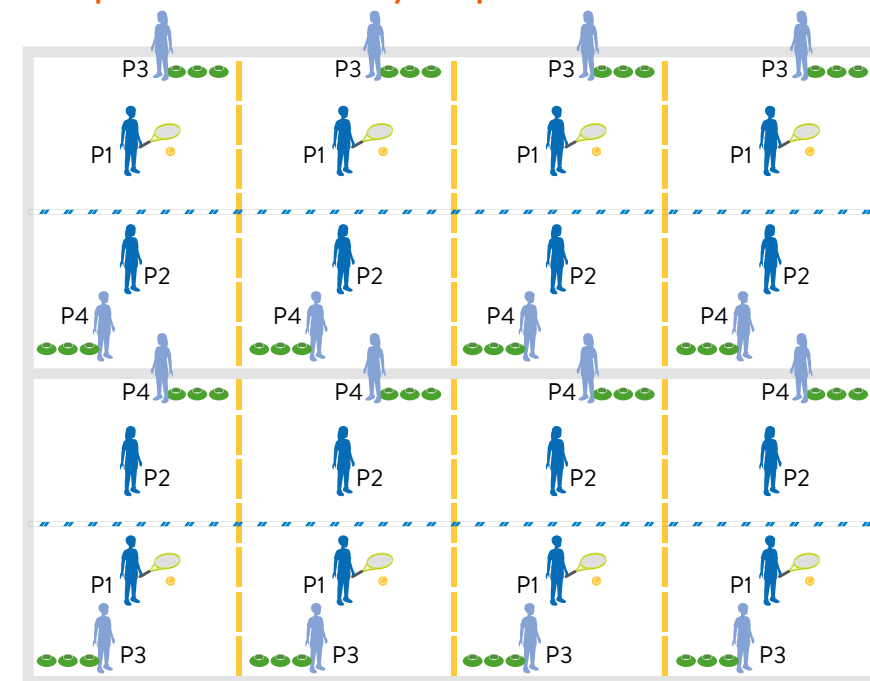
### Skill UP

Both pupils now have rackets.






Catch, throw, racket game with mini courts and scoring

# 12

Example of whole class activity set up:



### Equipment:

-  Balls
-  Rackets
-  Throw down lines
-  Barrier tape (net)
-  Cones

### Activity set up:

