

SKILL APPLICATION

Mini Matches

Pupils play mini matches using rackets. Mini courts set out – net / barrier tape net, throw down lines for side lines and a back line. 2 pairs per court, Pair 1 play whilst Pair 2 are umpires and line judges.

Pupils now play for points. Points start with a tap serve from the back of the court and pupils try to win the point by hitting into space, to move their opponent.

When a point is over (double bounce, under the net or out) the pair agree who won the point.

To help pupils score, place 6 cones on the side line next to the net, 3 cones on either side numbered 1, 2 and 3. Start with a ball under the first cone on each side (i.e. the cones nearest to the net on both sides) to indicate zero score.

The pupil who wins the first point moves the ball from under their first cone and places it on the top of the cone to indicate 1 point. The pair play until one pupil scores 3 points.

Each time a point is won, the pupil moves their ball along the cones (from 1 to 2 to 3) giving a visual representation of the score.

When the game is over the pair meet in the middle and shake hands over the net.

Swap roles with Pair 2 so they are now playing and Pair 1 are umpires.

Replace the ball back under the first cones to indicate a zero score.

Teaching Points:

- Start the point at the back of the court
- Recover into the ready position after each shot
- Play the ball into a space to move your opponent
- A point is won if the opponent doesn't hit the ball over the net, they hit the ball out, or they let the ball bounce more than once.

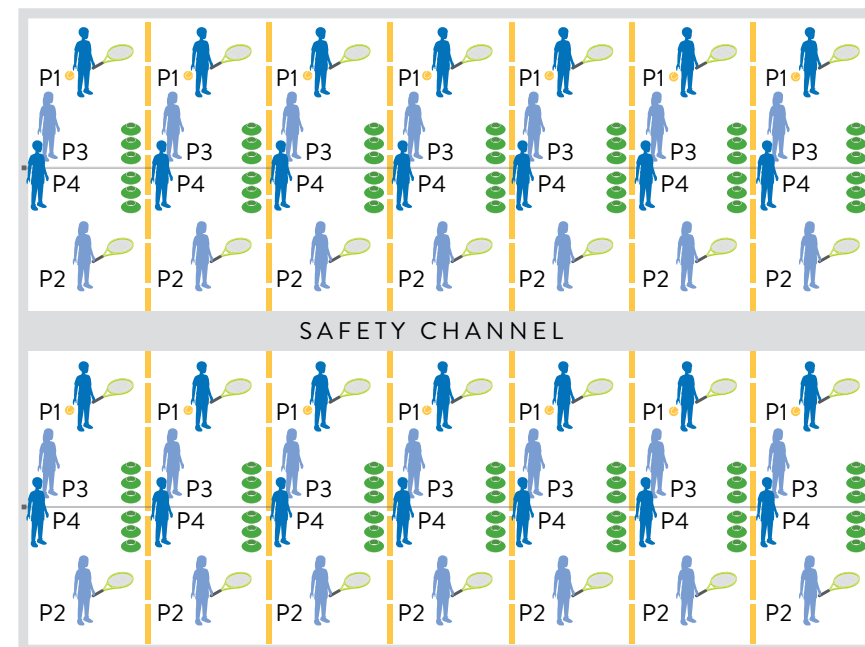
Skill UP

Play a series of games and changes pairings / opponents.

Mini court tennis with scoring

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Example of whole class activity set up:



Equipment:

- Balls
- Rackets
- Throw down lines
- Cones
- Net

Activity set up:

