

EY to Year 6 Learning Objectives for Net Wall games

| Learning objectives | Week 1 | Week 2 | Week 3 | Week 4 | Week 5 | Week 6 | Week 7 | Week 8 |
|---------------------|-------------------------------------|------------------------------|--|---------------------------------------|-----------------------------------|---------------------------------------|---------------------------------|--|
| EY | | | | | | | | |
| | To move quickly to change direction | To control a ball with hands | To bounce the ball to a partner/target | To be able to control ball with hands | To be able to catch a moving ball | To hand hit ball forwards along floor | To move a ball on/with a racket | To follow instructions to complete a circuit |

Core assessment game to be played each week 1 v 1:



Diagram 1

Diagram 2

Adapt:

- use big hoops as targets; moving the hoops nearer to the line will make the game easier
- throw the beanbags at cones or markers instead of into hoops; moving the hoops further apart if they are playing with two hoops will make the game harder
- concentrate on accuracy by playing the game without opposition
- play two against two, with three or four hoops or cones on each side (this will increase the challenge for better players)

The aim of the game is to throw beanbags into your opponent's hoop to score points.
The game is played one against one.

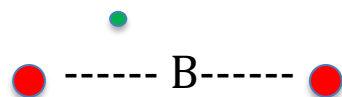
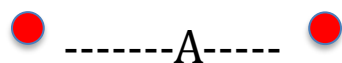
Set up a 'court', with a line dividing two players.

Position a hoop on either side of the line, 1m to 2m from the line (see diagram 1). Each player tries to throw three beanbags into the hoop on the opposite side of the line, while their opponent tries to stop them without actually touching the hoop. After one player has thrown three beanbags, the other player has a go. Once the children have learnt how to defend their hoop well, add a second hoop about a child's stride away from the first (see diagram 2)

Year 1

| | | | | | | | | |
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| | To control & send a bean bag To move safely in space | To send & receive a rolling ball To take it in turns to complete activity | To cooperate with a partner | To bounce a ball to a moving target To devise a game to practice bouncing/aiming | To be able to catch a moving ball | To be able to "hand hit" the ball to my partner | To be able to control a ball with a racket | To be able to control a ball with a racket (not hitting) To follow rules to play a game |
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Core assessment game to be played each week: 1 v 1 Floor Ball



Adapt:

Use hands to hit ball.

Increase the space between A and B.

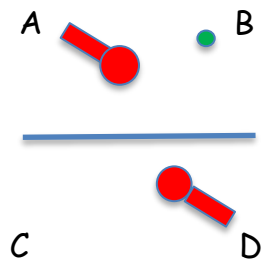
The aim of the game is to score points by hitting a ball (along the floor) over your opponent's line

The children should position themselves on either side of the lines, but may put their hands/rackets into the space between them

The opponents try to stop the ball with the racket = 1pt (and then hit ball back etc)

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| | To be able to control the ball whilst moving | To bounce a ball into space To challenge | To be able to move quickly to track/catch a bouncing ball | To be able to "hand hit" a moving ball towards partner | To be able to control a moving ball with a racket (along floor) | To be able to control a moving ball with a racket (in air) | yourself to improve your tennis skills | To compete fairly in games |
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Core assessment game to be played 2v2:



The aim is to score points by throwing or hitting a ball over a net so that it bounces twice, with the first bounce in the court area. Play the game on a marked court with about 2-3m² on each side of a low net.

Each pair should have one player with a racket and one without. Players who do not have a racket 'feed' a ball to their partners, who then try to hit it over the net into their opponents' court. When the ball goes over the net, the player without the racket on the other side tries to intercept or catch the ball before it bounces twice. They then feed it to their own partner it hit across net to other feeder/catcher.

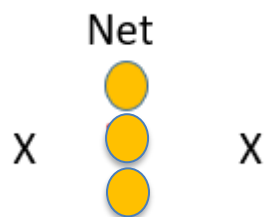
Score a point if ball bounces twice before catching or if hit out.

Adapt:

- Use a bean bag
- Play without rackets so just throw/catch
- Bounce the ball on own side of net before it goes over to allow more time to see ball
- Play 1 v 1
- Have a few goes at catching whilst partner just throws then swap over.
- Increase/decrease size of court

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| | To demonstrate the <i>Get ready</i> position | To perform a 2 handed throw using forehand and backhand action | To return to the centre of the court after each throw | To control a ball with a racket | To hit a self feed with a racket after 2 bounces towards a target | To hit a ball with a racket after 2 bounces back to partner to catch | To move to the ball To implement simple tactics to score a point | Play the core task |
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Core assessment game to be played each week - **Serve and return**



Adapt:

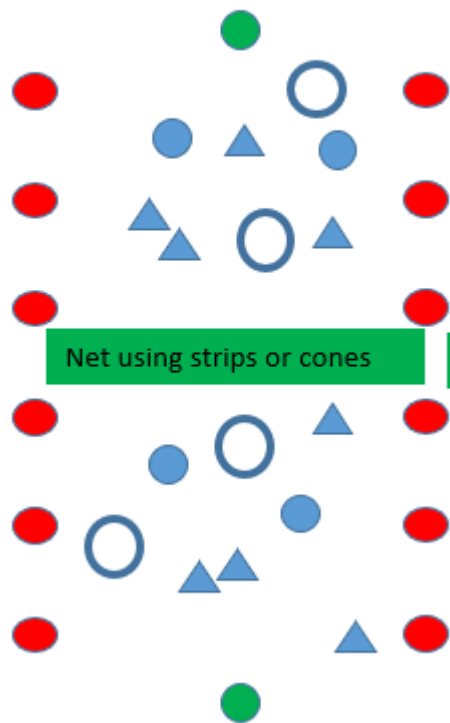
- Partner to return ball after 2 bounces
- Partner to catch ball
- Hitter can use hand to hit the ball if needed

Using a row of cones as a net; practice serving underarm to partner.
 Partner to hit the ball back after 1 bounce. Have 3 goes each and swap over.
 1 point every time your partner returns ball over net
 1 point every time serves underarm over "net"

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| | To decide whether to use an underarm or overarm throw depending on distance of target | To remain well balanced when moving to catch a ball | To catch a high ball with 2 hands before it bounces | To hit a self feed with a racket after 1 bounce | To hit a forehand shot towards a target | To move to return the ball from a bounce feed on the forehand side | To perform a forehand volley from a full toss feed To know 3 rules of mini tennis | Play core task |
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Core assessment game to be played each week - 1 v 1 or 2 v 2

Spot from where underarm serve to be performed



Take it in turns to hit ball over net.
 Scatter various objects of different sizes to use as targets.
 Stand on green spot when hitting the underarm serve.
 Aim to hit one of the objects on the other side of the net.
 Collect object if successful
 First team to clear the area of objects wins.

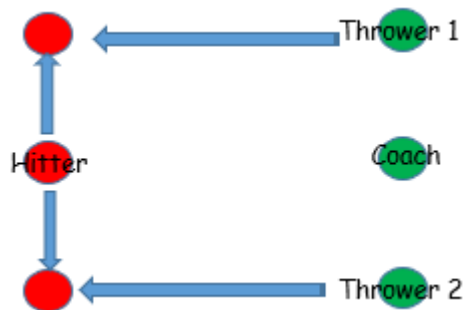
Adapt:
 -Have less/more targets
 -increase size of target
 -play without racket so just aiming

EY to Year 6 Learning Objectives for Net Wall Games

Year 5

| | | | | | | | | |
|--|---|------------------------------|----------------------|-----------------------------|--|---------------------------|---|-----------------------------------|
| | To be able to control the shuttle with a racket | To be able to serve underarm | To return a shuttle. | To form the overhead action | To learn basic rules and tactics for a game i.e. court lines and hitting towards a space | To form the backhand shot | To select the best shot to use depending on height and direction of shuttle | To rally using a variety of shots |
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Core assessment game to be played each week



Adapt:

Work in 2s - forehand only
 As above - backhand only
 Self feed and thrower just catches
 Have target hoops to aim for
 Develop into rally

Game organisation - Side to Side

In 4's - 1 hitter, 2 throwers/catchers and 1 coach.

Throwers to throw the shuttle to cone in front of them and then try to catch return hit after 1 bounce.

Hitter to move between cones to return throw - one on the forehand and one on the backhand.

How many can you hit? 1 point for each hit. 1 point for each catch

Safety - make sure hitters are not near another player when swinging racket

Coach/scorer to keep count/give feedback

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| | To be able to throw up a ball for a self feed for an underarm serve | To return a ball using a forehand shot after 1 bounce | To perform a forehand volley | To describe the action used for a drop shot | To explain why we move back to centre of the court after each hit | To serve using an overarm action | To return the ball using a back hand shot | To work with a partner to cover the court in doubles |
|--|---|---|------------------------------|---|---|----------------------------------|---|--|

Core assessment game to be played each week: Doubles so in 4's



Adapt:

- remove 1 or both rackets & play by throw/catch
- make court larger or smaller
- use larger balls/rackets with shorter handles

In pairs try to hit the ball into a space so that it bounces twice on the opposite side of the court = 1 pt
 Take it in turns to serve underarm