

Knowledge Organiser: Year 5 Tennis

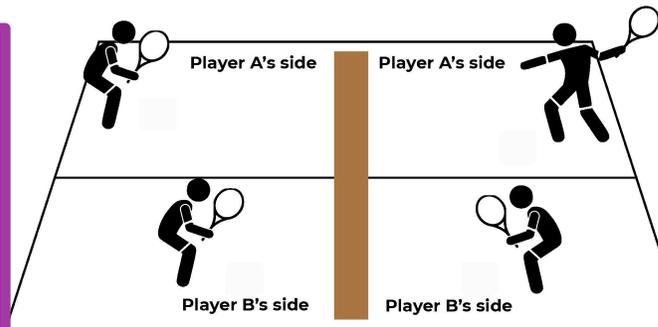
Prior Learning:

Explored different shots (forehand, backhand).
Work to return the serve.
Positions in gameplay.

Unit Focus:

Introduce volley shots and overhead shots. Apply new shots into game situations
Play with others to score and defend points in competitive games. Further, explore tennis service rules.

Equipment needed: Tennis racquets, nets, sponge balls, tennis balls, cones, hoops, bench.



Key Vocabulary/Skills

Putting skills into games.

Volley shots.

Clear ball from the back of the court.

Recognise differences in where you might stand in doubles play.

Approach the ball forehand and backhand.

Service rules, volley, overhead, singles, doubles.

Head: Cooperate and collaborate with others to play in a sportsman like way.

Hand: Approach the ball to return before the second bounce.

Heart: Play with others with some flow to the game, keeping track of their own scores.

Key Questions:

1. How many times can a ball bounce in tennis? Is this the same in doubles and singles? (Yes, it is the same)
2. What other games do you need quick feet?

Rules:

Play where players rotate around the courts and in each court there is a different conditioned game.

Options for conditioned games =

- One bounce or two bounce.
- Taking it in turns to hit shots in doubles.
- Very small court to encourage staying on toes and quick reactions .
- Backhand shots equal two points.



Prior Learning:

Have become more confident to perform skills consistently. Can work to improve sequences and individual actions. Can work in groups and aim to perform sequences in time with others. Can make changes to sequences using compositional ideas.

Unit Focus:

Create longer and more complex sequences and adapt performances. Take the lead in a group. Develop symmetry. Compare performances and judge strengths and areas for improvement. Select a component for improvement.

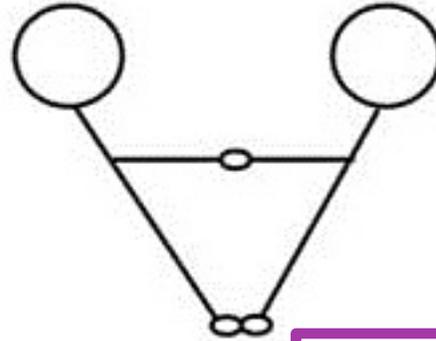
Head: Selects a component for improvement and use guidance from others.

Hand: Attempt to perform more complex skills in isolation such as round-off.

Heart: Work responsibly in trust exercises and when counterbalancing.

Equipment needed: Mats, hoops, cones, wall bars, beanbags, low apparatus, action cards, tabletops.

Symmetrical counterbalance



Key Vocabulary/Skills

Round off.

Explore symmetry.

Explore asymmetry.

Counterbalances.

Performing.

Symmetry, asymmetry, sequences, combinations, direction, speed, partner, asymmetrical, symmetrical, aesthetics, counterbalance.

Key Questions:

1. What makes a performance aesthetically pleasing?
2. How can you be a good partner in counterbalances?
3. Why do you need good communication with a partner or group?

Concepts:

A counterbalance is created when one weight balances another. The counterbalance allows a person to stay balanced even when their centre of gravity moves. With a partner, counterbalance can be created by pulling/holding or pushing.

