

Lancashire Net/Wall Games Progression Key Stage 2

During Key Stage 2 pupils should continue to apply and develop a broader range of skills to apply in striking/fielding and net/wall type game activities. Pupils should play modified competitive games and be able to think about how to use skills, strategies and tactics to outwit the opposition by applying basic principles of attacking and defending. The core tasks for each year group are designed to match the physical, mental and emotional maturity of the majority of pupils in an age group and provide a link with expectations in terms of skills, applying the skills and evaluating their own and others performances.

Year 3/4 – Net/Wall	Year 3/4 – Net/Wall	Year 5/6– Net/Wall	Year 5/6– Net/Wall
In these Y3/4 core tasks children focus on developing the skills they need for net/wall games and on how to use these skills to make the game difficult for their opponent. They learn to direct the ball towards the target area and away from their opponent.	In net/wall games, players achieve this by sending a ball (or other implement) towards a court or target area which their opponent is defending. The aim is to get the ball to land in the target area and make it difficult for the opponent to return it	In these Y5/6 core tasks children develop the range and quality of their skills when playing games using rackets. They also learn specific tactics and skills for games such as short tennis	In net/wall games, players achieve this by sending a ball (or other implement) towards a court or target area which their opponent is defending. The aim is to get the ball to land in the target area and make it difficult for the opponent to return it
<p>Core Task 1</p> <p>The aim of the game is to score points by throwing into the opponent's court area and making it bounce twice. Play the game one against one.</p> <p>Use a low net (bench to short tennis height), on a court that is relatively long and narrow. Use throwing and catching skills. Once the children can play the game confidently, move on to introduce hitting the ball with a racket after it has bounced. A partner playing with the hitter should feed the ball. Try adapting the rules so that the partner has to catch the ball before feeding it to be hit. More able players will be able to rally without a partner feeding the ball.</p> <p>They may need more than one bounce. This game is easiest with a big ball that bounces well.</p>	<p>Core Task 2</p> <p>The aim of the game is to score points by getting a small soft ball or beanbag to land in one of two targets.</p> <p>Play the game one against one. Use a high net on a long narrow court (about 3 to 5m long on each side of the net, and 1 to 2m wide). Position a target near the front of the court on either side of the net, and another towards the back of the court. Encourage the children to use short, low throws to try to hit the target at the front, and long, high throws to try to hit the target at the back. Their opponent's aim is to intercept the ball or beanbag before it bounces. Later a racket can be used to hit a ball or shuttlecock.</p>	<p>Core Task 1</p> <p>The aim of the game is to score points by hitting a ball into your opponent's court and the ball bouncing twice. Play the game one against one on a long, narrow court that is about half the size of a short-tennis or badminton court. Use a racket and a suitable ball. Players score a point when the ball lands in the court and bounces twice. Ask the children to choose their own way to start and re-start the game. If the ball lands outside the court the rally continues - no points are lost for hitting the ball out or into the net. The game can also be played on a wide, short court.</p>	<p>Core Task 2</p> <p>This game is played in the same way as Task 1, but: Raise the height of the net, so that it is above players' head height Make the court a little narrower or longer Introduce the rule that a point is scored by the hitter if the ball lands in court (this teaches the children basic volleying) It may be helpful to play with a shuttlecock, rather than a ball</p>