

Teaching Net / Wall Games in Key Stage 2

At Key Stage 1 Games is an all-encompassing category or Area of Activity to give it the correct national curriculum title. The Programme of Study at KS1 requires a generic approach to teaching Games Skills. This would include the types of skills necessary to engage in net / wall activities, such as:

- *Catching (receiving)*
- *Throwing (sending)*
- *Stopping*
- *Hitting (using a variety of implements)*
- *Spatial awareness*
- *Jumping, running,*
- *Co-ordination and control*
- *Tracking skills (eg learning about ball flight / bounce etc.)*

At Key Stage 2, the Areas of Activity split at Games so that you have ***Invasion, Striking and Fielding*** and ***Net / Wall Games***.

This category, Net / Wall Games, requires the basic knowledge, skills and understanding of:

SENDING

and

MAKING DECISIONS

This group also requires the player to move into the line of the RETURN and time this ball correctly. In a Net / Wall game children are required to keep sending the ball etc. to each other and because of this it inevitably involves more complex decision making and timing.

The nature of such games includes:

- Hitting with the hand or implement over a net – playing on their area of a court (tennis, table-tennis, badminton, volleyball)
- Hitting with a hand or implement against a wall – on a shared court (racketball, Fives, real tennis, squash)

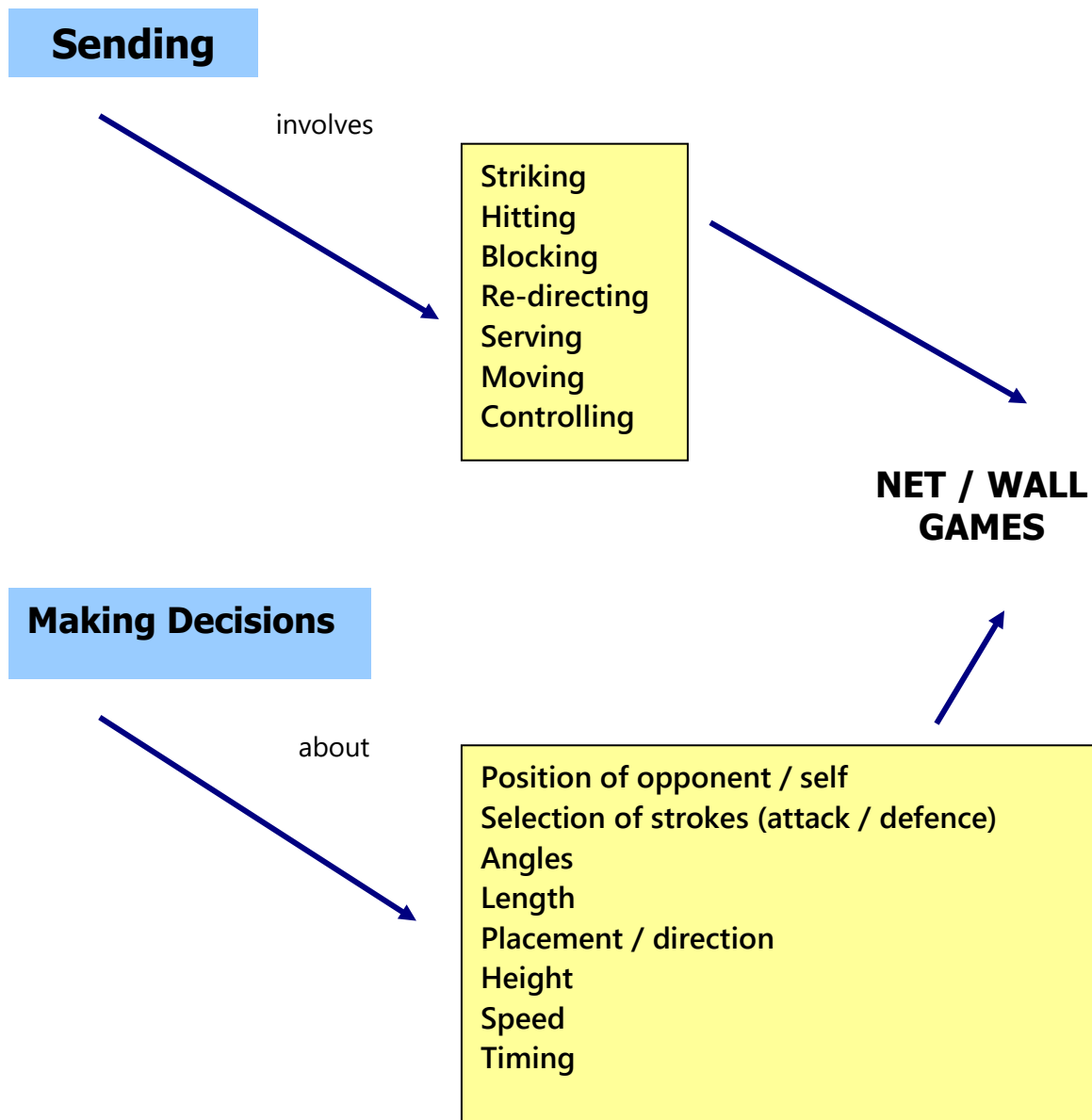
The basic concept of such games is to:

- Hit the ball over the net so that your opponent cannot return it, returns it out of the area of play, or it bounces more than once or it touches the floor

- Hit the ball against the wall so that your opponent cannot return it, returns it out of the court or lined area, it touches the floor too many times

This category of games is a progression from more simple variants such as Target Games.

Looking at the skills and understanding required, we can summarise it as in the diagram below.



Children need to be able to develop an understanding of what the point of the game is – the key concepts.

They also need to be able to grasp these concepts early before they have the specific skills required to execute these concepts accurately. Hence early developments involve throwing and catching so that pupils can exert control on the direction that they send the ball etc.

Progressive development and sufficient time are essential to success in learning and teachers must plan for the development and provide sufficient time to ensure a compelling learning experience.

Net and Wall Games

Such as *Badminton, Tennis, Table-tennis, Volleyball, Squash*

Here the aim is to strike an object across a barrier into an opponent's area so that it cannot be returned, is grounded on their half or bounces above the regulated number of times.

Intentions

1. To send the object into the opposing court so that it cannot be returned to land in your court
2. To reach a pre-determined score before your opponent(s)

Demands

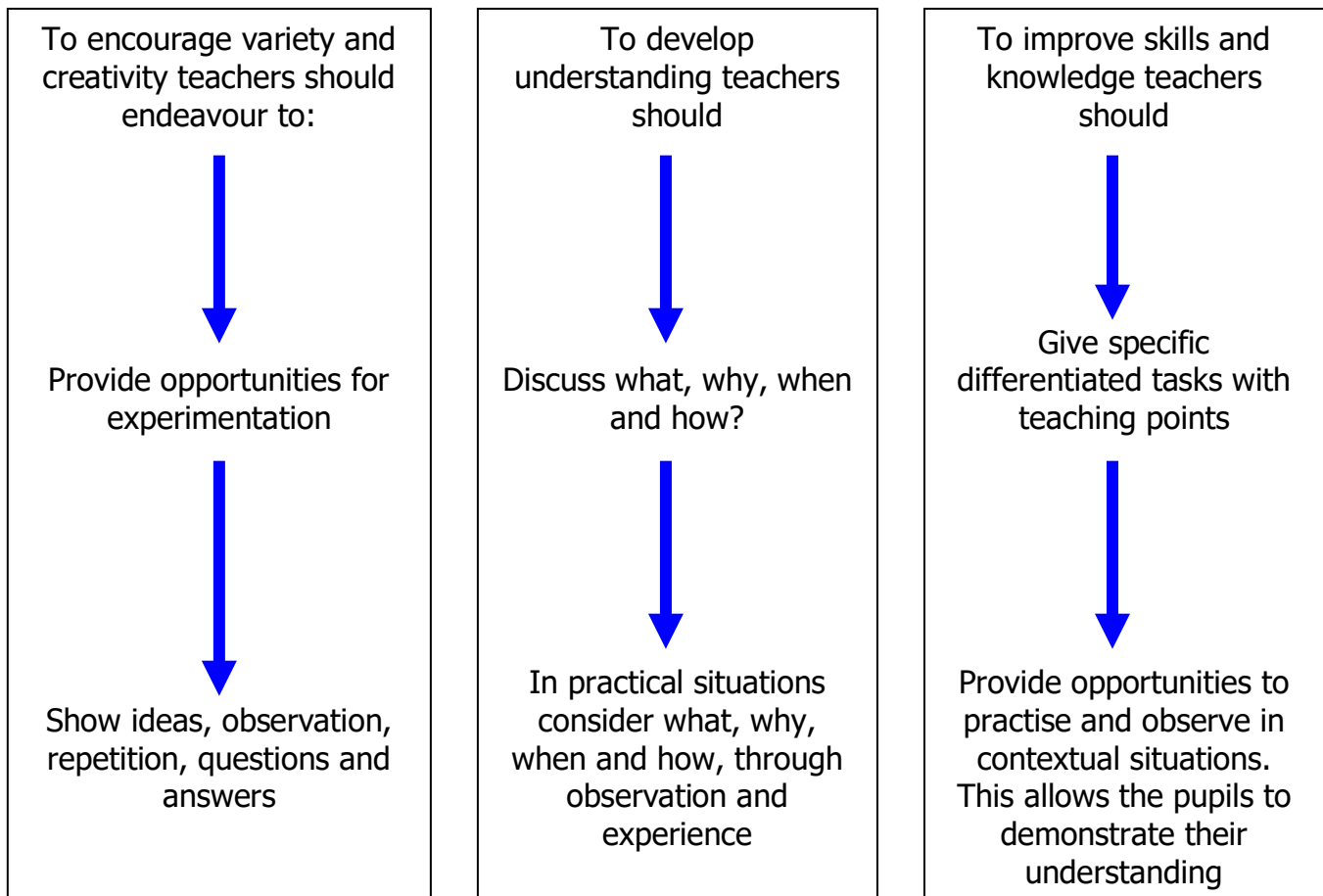
- To manoeuvre opponent(s) so as to create space
- To send the object so that it is difficult to return
- To cover your own court area, denying space to the opposition
- To have the agility to respond effectively to the needs of the game

Skills Areas

- To place the object accurately behind, in front or to the side of your opponent
- To use accuracy, power, spin, and disguise at appropriate times
- To return to a central position after playing the object

- To react quickly and decisively to the needs of the game

Range of Teaching Strategies for Games



Teachers can try to ensure that their planning allows for these opportunities. Remember that Time is a crucial factor in ensuring effective development of Net / Wall Games Skills and Understanding.

If done successfully then pupils will be able to transfer skills and learning to any Net / Wall games that they later come into contact with.