



LEARNING JOURNEY

Table Tennis

F – A – C – T

This unit will build upon many of the fundamental skills you have learned previously at KS3. Advanced skills such as flicks, variety of serves and tactical variation between doubles and singles gameplay, which are essential in developing an outstanding player. Many of these skills will facilitate future learning not only in this unit but across a range of sports such as badminton and tennis.

You will start off by recapping your understanding of the competition rules of table tennis in both singles and doubles gameplay, to allow you to participate fully in matches moving forwards. This will progress onto deceiving an opponent through serves and flick shots.

During the second half of this curriculum, you will learn how to return different shots and serves through sequences to implement into the game. The final element of this unit will have more of a competitive focus surrounding decision making and tactics which will include elements of peer and self-assessment.

WE ARE HERE

Table Tennis

Rules of singles/
doubles
gameplay
Resilience

Service Grip
Consistency

Pendulum
Serve
Deceive

Backhand
Serve
Accuracy

Backhand Flick
Alternate

Backhand counter
hit drive
Transference

What is the why behind your
lesson today?

Returning
different serves
Adaption

Sequences
Execution

Mid-term
Assessment
Consistency

Singles Tactics
Opposed

Doubles Tactics
Opposed

VOCABULARY

Consistency,
Transference, Deceive,
Accuracy, Alternate, Adaption, Execution,
Opposed