## Table Tennis Curriculum map

Year 7	Year 8	Year 9	KS4
Grip of Bat and basic control-Open, closed and neutral position  (1,3) A	Recap of Grip / push shots. Students will apply the push shots in a competitive situation, focussing on accuracy and positioning.	Push Shots- To be able to apply the push shots in a competitive situation, focussing on accuracy and positioning.	Attacking shots- To be able to apply the attacking shots in a competitive situation, focussing on accuracy and positioning.  (1,2,3)
Introduce the backhand push shot- hold paddle at belly button and push forward, neutral position  (1,3)   B	Drive Shots-Students will apply the drive shots in a competitive situation, focussing on accuracy and positioning.	Block- To be able to apply the block in a competitive situation, focussing on accuracy and positioning.	Defensive Shots (Blocking and Chopping)- To be able to apply the defending shots in a competitive situation, focussing on accuracy and positioning  (1,2,3)
Serve- To be able to understand the basic techniques and rules associated with the service in Table Tennis. To be able to apply this to begin rallies and small scoring games.  (1,2,3) C	Serving- Plain (without spin) / Chop (backspin) / Topspin / Sidespin They will know their own strengths and weaknesses within the application of the serve.  (1,3) C	Serving- To be able to understand the different techniques of Advanced serves-forehand and backhand sidespin serve (pendulum serve) introducing disguise/deception using spin.	Serving / returning serve- To be able to recognise their own strengths and weaknesses within the application of the serve and on the return of other serves. To be able to understand when to use each serve based on their opponent and position in a game.

			(1,2,3)
Back Hand Drive- To be able to learn and understand the technique involved in the backhand drive. To be able to apply the backhand drive in a competitive situation, focusing on accuracy and positioning.	Chop-Students will learn and understand the technique involved in the chop. They will apply the shot in cooperative situations, focussing on consistency and accuracy.  (1,3) D	Smash- To be able to learn and understand the technique involved in the smash. To be able to apply the smash in a competitive situation, focussing on accuracy and positioning.	Game Play- To be able to select and apply intermediate skills/techniques in a competitive situation. To be able to analyse their performance.  (1,2,3)
Forehand Push- To be able to understand the technique involved in the forehand push. To be able to use forehand push in a competitive situation, focusing on accuracy and positioning.  (1,3)	Top spin- To be able to understand and demonstrate the technique involved in the top spin shot. (Contact the ball slightly sideways, Bat angle is closed over the ball, The arm action is from below, upwards and forwards). To be able to apply the topspin shot in a competitive situation, focusing on accuracy and positioning.	Loop- To be able to learn and understand the technique involved in the loop. To be able to apply the loop in a competitive situation, focussing on accuracy and positioning.  (1,3)   (1,3)	Tactical Play- To be able to evaluate and discuss the following tactical ideas: 1. To get the ball on the table. 2. The accurate way to get the ball to certain areas of the table.  (1,2,3)
Forehand Drive- To be able to understand the technique involved	Game Play- To be able to select and apply foundation	Game Play- To be able to demonstrate the ability to outwit an	Tactical Play- The ability to apply pressure to areas of the table and

in the backhand skills/techniques in opponent in a the opponent with a competitive game situation different types of push. To be able to apply situation. using the spin, amounts of the shot in To be able to appropriate skills spin and different cooperative rallies, utilise their serve and techniques. speeds to create focusing on as a means of The pupils are to openings to hit demonstrate their consistency and gaining the upper winners. hand in a rally and knowledge and They will know accuracy. also keep score in understanding of when and why a game. To be the rules in table they have been (1,3) **F** able to understand tennis officiating. successful and will when and why To demonstrate be able to analyse they have been the ability to the performance of successful. evaluate others in the same performances and way, to gain an suggest ways to advantage. (1,2,3) **F** improve. (1,2,3)(1,2,3) **F** 

## Key concepts: (referenced by a number above for lessons)

These will be taught through table tennis and have been referenced in the curriculum map. The knowledge in these 3 areas will develop over time.

- 1. **Motor competence** students will develop coordination (hand-eye) in order to perform the variety of shots and serves whilst being able to move around the court.
- 2. **Rules, strategies & tactics-** students will develop an understanding of the rules in table tennis, apply strategies to outwit an opponent, attack and defend and use tactics to perform better.
- 3. **Healthy participation** students will develop their muscular endurance, reaction time, coordination and agility through participating in table tennis. Lessons will increase heart rate in the short term and this will have a positive impact on health in the long term. For some students participation in lessons will encourage students to attend extra curricular clubs at school and even play badminton outside of school.