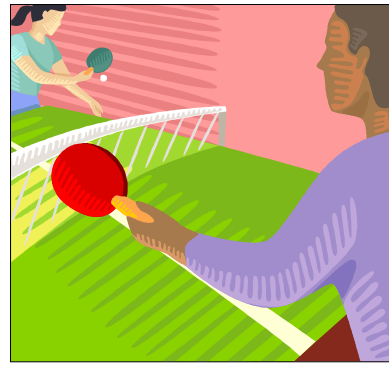


TABLE TENNIS

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Grade: 6th Grade
Subject: Physical Education

Concept: Table Tennis



Generalizations:

- To play table tennis one needs to understand the rules of play and how to play a game of doubles table tennis.
- To play table tennis one needs to know how to hit a serve, forehand and backhand swings and how to work with a doubles' partner.

Facts/Terms:

- Rules for serving, scoring and returning the ball.
- Faults/errors.
- Names of areas on the table and when to use or not use specific areas.
- Rules of etiquette.
- Coordinating with a doubles' partner.

Standards--Skills, Knowledge, Abilities:

- Leisure-time pursuit
- Hand-eye coordination
- Racket and ball activity
- Knowledge of ball trajectory when hit with a racket
- Ball control
- Movement in relation to a paddle tennis table, ball return and with a partner
- Sportsmanship

Skills/Abilities:

- The serve
- Forehand and backhand techniques
- Rallying
- Coordinating positions with a doubles' partner
- Playing in a minor tournament

Knowledge:

- Understanding the rules of play, etiquette and sportsmanship for table tennis for doubles

- Knowing the terminology for the table areas and when to use, or not use, the areas.

Essential Question:

Can you play and score a doubles game of table tennis?

Ball and Racket

Objective: Ball and Racket Familiarity: Hit the ball with the racket in a variety of ways: up in the air and down against the floor.
Try to hit the ball consecutively 20 times in the air and then 20 times against the floor.

Differentiation Based Upon: Readiness

Teachers Note: For some students, this will be their first time playing table tennis. Some students will have great difficulty with this and will need more practice or modified balls/net (slightly larger size and made of rubber instead of ping pong balls, a lowered net or no net) while other students can be challenged to hit the ball 50 times consecutively while flipping between the two above mentioned techniques.

Less advanced

Using modified equipment, try to hit the ball 10 times in a row up in the air and then down on the ground.

At grade level

Using standard equipment, try to hit the ball 20 times in a row up and then down.

More advanced

Using standard equipment, try to hit the ball 50 times rotating between up and down techniques.

The Serve

Objective: The student's will the serve: This will be demonstrated at a basic beginning level of play—the ball will be tossed upwards approximately 6" in the air and hit with the racket towards the diagonal service court such that it hits the server's side of the table first before landing in the opponent's service court.

Based Upon: Readiness

Some students will be advanced and can hit the ball out of their hand with top spin and be able to place the ball anywhere within the opponent's service court. Others will need practice just with the downward side swing and being able to hit the ball.

Teachers Note: Again, the ball may be modified, the swing may be a frontal and downward swing, the ball may need to be hit right out of the hand and there may need to be net modification (removed or lowered) depending upon the physical ability level of the student. There may be a modification as to the opponent's service court in which the ball must be hit.

Less advanced

Using modified equipment, try to hit the ball first on your side of the table and then have it bounce on the opponent's side, 10 times.

At grade level

Using standard equipment try to serve the ball with a 6" toss to the diagonal service court of your opponent 10 times, rotating sides after 5 tries.

More advanced

Using standard equipment, try to serve the ball out of your hand using top or side spin to the appropriate service court 10 times.

Forehand and Backhand Swings

Objective: Students will learn the forehand and backhand swings to return the ball after a serve or during a rally. Some students will only be able to learn the forehand swing while others will also learn the backhand swing and how to put spin on the ball.

Based Upon Readiness

Teachers Note: Some students will need to play just one side of the court without the usual alternating of partners in regards to the return of the ball during a rally. They will need to just focus on the forehand swing, getting it over the net/line and into the opponent's court. Some will need modification of the net and /or equipment.

Less advanced

Using modified equipment, try to swing the racket to meet the ball with a slight downward stroke so the ball goes over the net/line and bounces in the opponent's court 10 times.

At grade level

Using standard equipment try the forehand and backhand swing so the ball goes over the net and into the opponent's side 10 times.

More advanced

Using standard equipment try to return the ball in a rally utilizing both forehand and backhand and adding spin when appropriate, try to state where on the table you will place the ball 10 times.

Rules of the Game

Objective: To learn the rules of play and scoring for doubles table tennis. A paper with the following rules will be passed out to all students for their folder and the rules and a game will be demonstrated for all to see. The students will then play a game to better understand the rules and how to play the game.

Order of players hitting in a game of doubles in table tennis: The server hits first to the opponent diagonally across the table to the serving zone. That opponent returns the serve to the server's partner. The server's partner hits across the net to the opponent who has not hit the ball yet. The server's partner hits to the server and the order repeats until a point or error is made. No one hits the ball twice in a row to their opponents, therefore everyone plays.

The server: using the palm of the hand, toss the ball 6" into the air and hit the ball on the way down. The ball must bounce once on the server's side of the table and travel diagonally over the net, without touching the net, to the serving zone.

Let: When the served ball strikes the top of the net and lands in the opponent's court, it is taken over.

Net: When the serve goes into the net and comes back to the server's side of the table, it is a "net" and the point goes to the opponent.

The server serves 5 times in a row before the serve goes over to the opponents so they serve 5 times in a row before the starting team serves again. The server must switch sides on each serve so that each opponent is served to. The receiving team does not switch sides. On any serve, either side may score that point.

A game is player to 21 points and the winner must win by 2 points. 20-20 requires both teams to play on until one side wins by 2 points

It is illegal to volley in table tennis. A volley is when 2 opponents hit the ball back and forth leaving out their partners in the play, or the ball doesn't hit the table during the rally.

If the ball hits the edge of the table—it is good!

Players may not touch the table during play or point to the other side.

Players will exhibit good sportsmanship at all times. Remember, it's just a game, have fun and learn a new activity or work to improve your skills.

Differentiation Based Upon: Readiness

Student readiness will vary with prior experience, ability to understand the rules and game play and physical coordination.

Less advanced

If the change in positions and order of ball return are too difficult, these may be modified in that the all 5 serves are started on the same side and/or the returns are by the player to whom the ball comes the comes closest. Students will play a game to experience the rules.

At grade level

Play is as stated in the rules, students call out the score and help enforce rules of play and the teacher goes around to help. Students will play a game to experience the rules.

More advanced

Play is as stated in the rules, students call out the score and help enforce rules of play with help from the teacher, they may enter tournament play earlier. Students will play a game to experience the rules.

Assessment:

Students will be given a written test covering the rules and how to play the game as covered in the handout and demonstrations and practice. Students will also be observed in play for skill and understanding of the game.

Tournament Play

Objective: Students are grouped by level some days at grouped tables and other days student levels are intermixed. Winners rotate clockwise to the next table and will meet new opponents, losers rotate counter-clockwise to meet new opponents. The teacher circulates to assist. As skill progresses, teams may advance to other levels.

Based Upon: Readiness

Students will play according to their level some days, other days the skill levels will be intermixed and students advance as skill progresses.

Less advanced

May be grouped by level of skill and ability to comprehend rules at first then some days teacher picks teams, other days students pick their own teams.

At grade level

Some days the teacher picks teams and other days the students pick their own teams.

More advanced

Some days the teacher picks the teams and other days the students pick their own teams.

Scenarios of Play in Table Tennis and Scoring

