Unit: Tennis	Lesson focus: Backhand stroke Equipment: 12 tennis racquets, 30 tennis balls, 20 low- compression balls, 10 foam balls	
C: describe when a backhand str C: show the difference between grip on the tennis racquet. A: participate to the best of their		a forehand stroke. two-handed backha
Introductory Phase (15 minute 2 laps of the tennis courts. -jog, skip, shoulder and arm rotations Ball Drop Game: Partners stand ft. apart. One partner drops the b from shoulder height. The other partner must try to catch the ball after 1 bounce. Set Induction: - Intro to backhand: Why would want to know how to use the backhand stroke? When would be used in tennis?	 Students will be arranged in partners, about 5 feet apart from each other. Each pair will need to have enough space around them so that they can't touch the pair next to them if they extend their arms. 	 Teaching Points/0 Drop the ball fro about shoulder height, or your partner's height. Be on the balls o your feet, ready to charge forward to to the ball.
Body (20-25 min)	Organization	Teaching Cues
Teach both eastern backhand an two handed backhand grips Individual backhand against wal a comfortable distance, students hit the ball to themselves using either backhand grip (preference Line game: Partners stand on opposite ends of a small square with a line separating them. Pla backhand the ball to opponent's trying to hit the ball away from partner. The ball must bounce before player can touch the ball.	 circle around teachers with their rackets in their hands so that they can see and try both grips Students will find a space around the courts across from a wall and will be well spaced between them 	 see handout attached opposite hand of top (not dominant swing low to hand butterfly swing keep the ball as as possible keep the ball loop

Ladders: Students form two lines of about four or five players each. Player in front of line hits a backhand shot to other player in front and follows the pass to run to back of opposite line. The ball must bounce before it can be returned.		
Culminating Phase (15-20 min)	Organization	Teaching Cues
 Quick Serve Tennis: To score, team must be serving. Play begins by a pre-determined team running up to the net and hitting the ball over the net (can use forehand or backhand). Once the ball is in play, teams rally back and forth until the point is completed. If the serving team wins the point, they score. If the receiving team wins the point, they become the server. Start by playing to 5 points. Once your game has reached 5 points, retrieve the balls and switch partners so that in each group of 4, everyone plays with each person. 	 Place 4-5 balls at the net on each side. Played as doubles. 	- Make sure that you execute a proper follow through on each of your strokes (both forehand and backhand).
 Ghost: Split the class so that there are 3 students without racquets on one side of the net, and the rest of the students are on the other side with a ball and racquet. Students with racquets, backhand the ball over the net. Students on the other side are trying to catch the balls that come over. If a student catches the ball, then they switch places with the person whose ball they caught. 		 Students trying to catch the ball need to keep their eye on the ball. Students the ball should focus on hitting the ball to an open space.