

Year 4 - Development of Net & Wall Games (Tennis & Badminton) Knowledge Organiser

PLAYING
EDSTART
COMPETING
EDSTART

EDSTART KNOW

- I can explain what a ready position is and why it helps me react quickly in tennis and badminton.
- I can describe how to move around the court to get into the best position for a return.
- I can understand when to use different types of shots depending on the game and situation.

EDSTART GO

- I can adopt a ready position and react quickly to the ball or shuttle during a rally.
- I can move efficiently around the court to position myself for effective play.
- I can use a range of shots or techniques, choosing the right one for the situation.

EDSTART SHOW

- I can demonstrate control, coordination, and focus in competitive rallies and matches.
- I can show good decision-making by selecting the most effective shot or movement.
- I can play fairly and confidently, showing respect to opponents and teamwork in doubles play.

Key Vocabulary

serve, rally, aim,
control, teamwork,
technique, power,
placement

Role Models



Heather Watson –
British Professional
Tennis Player



Marcus Ellis –
England Badminton Player

What do we know about Net & Wall Games?

Net and wall games include tennis, volleyball, badminton, and dodgeball — activities where players send an object into space so that the opponent cannot return it. These games improve timing, coordination, and reaction speed. Tennis was first played in France in the 12th century, and volleyball was created in 1895 as a fun indoor team game. Both sports develop teamwork and communication, as players must anticipate, position, and react quickly.

In Year 3 we learnt

- to take part in simplified versions of tennis and badminton, using the correct techniques to send, receive, and return the object.
- to understand how to position themselves effectively and work with a partner to maintain rallies and fair play.
- to apply the basic rules, tactics, and simple scoring systems used in both tennis and badminton.