

Mastering Net and Wall Games with Max

Learning objective: To understand the tactical principles of net and wall games, including court positioning, shot placement, and scoring systems.

Read each question carefully and use your knowledge of sports like tennis, badminton, or squash to help Max solve these physical education puzzles. Remember to think about how moving your opponent can help you win a point!

Word bank: Volley · Rally · Court · Trajectory · Tactics · Positioning · Serve

1. Max is playing a net game. Explain why it is important to return to the centre of your side of the court after every shot you play. (2 marks)

2. If you are playing a wall game, why might you want to hit the ball to a corner of the wall instead of straight back to your opponent? (2 marks)

3. In a game of tennis, if you lose a rally, it costs you £0.50 for a new ball. If you play 6 rallies and lose 4 of them, how much have the lost balls cost in total? (2 marks)

4. Describe the difference between a 'volley' and a 'groundstroke' in a net game. (2 marks)

5. Max wants to keep his opponent moving. Suggest one tactical move he could use to force his opponent to run from one side of the court to the other. (2 marks)

Draw: Draw a diagram of a rectangular court. Use arrows to show the best 'ready position' for a player, and add a dashed line to show a path a ball might take to land in the far corner of the opponent's side.



Extension challenge: Design a simple scoring system for a new net game you have invented. How many points to win a set? How do you earn a bonus point?