

# Across the River Net & Wall Games

## Equipment

- Racquet
- Ball
- Gym Mat



## Tactical Focus

Maintaining a Rally

Winning a Point

Setting Up for Attack

Defend Space

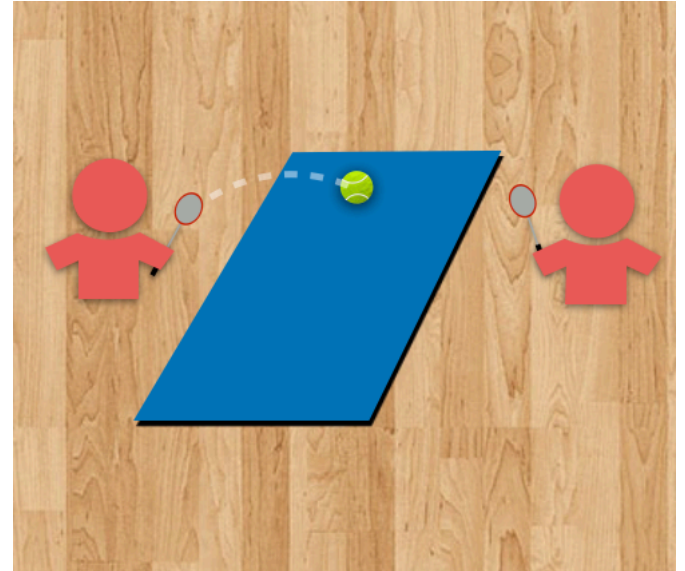
Defending Against Attack

Restarting Play



## Description

- Place a gym mat between players.
- Mat represents a “river”
- Players aim to hit the ball over the river.
- Each pair of players gets 3 lives
- If the ball hits the mat it lands in the river the pair loses a life.
- Once pair loses all their lives the game is over.



## Modifications (Change It!)



### Change it Up

Increase the size of the river  
 Make the game competitive between both players. 3 lives each.  
 Add boundaries to each players area. Ball must go over the river and land in area.



### Change It!

Change the skill from hitting to throwing.  
 Use a different type of racquet/ball/birdie.



### Change it Down

Decrease the size of the river.  
 Increase the size of the ball.



## Assessment



### Emerging

Players have difficulty sending the ball over the river and maintaining a rally.



### Developing

Players can send ball successfully over the river but experience difficulty maintaining a sustained rally.



### Competent

Players can successfully send ball over the river and can maintain a rally with few errors.



### Proficient

Players can successfully send ball over the river and can maintain a sustained rally for an extended time period.



## Questions

- Why is being able to maintain a rally an important skill in Net & Wall games?
- How did the game change when it became competitive rather than cooperative?
- What type of shots did you find most success with to get the ball over the river?