

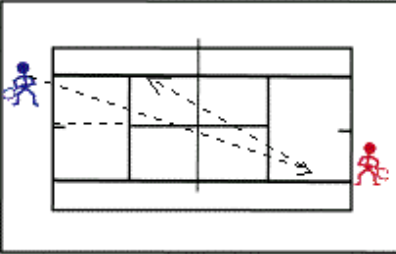
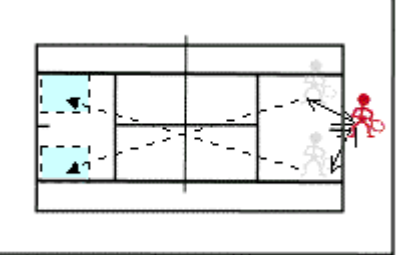
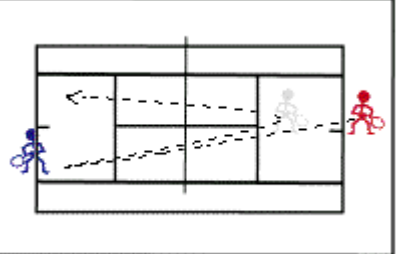
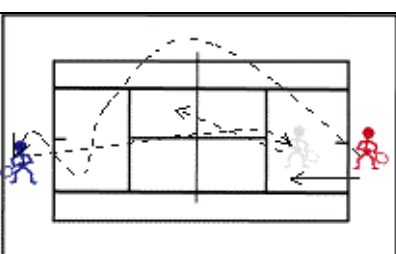
**Assessment Criteria for the Drives**

The criteria will be given on a 9-point scale. The criteria applies to both backhand and forehand strokes.

<b>Rating</b>	<b>Area of play and Criteria</b>	<b>Teaching Pointers</b>	<b>Game</b>	<b>Diagram</b>
(1) Consistency	<i>Short court</i> Demonstrate the forehand and backhand stroke with correct grip and played sideways on, from partner hand feed. <i>Hit 5 consecutive shots from partner feed.</i> Performed in half size tennis court.	‘Shake hands’ grip – Palm on top of the handle {“Eastern” or “Western” grip}. <ul style="list-style-type: none"> <li>• Turn shoulders sideways to ball, turn hips.</li> <li>• Hit ball at waist knee height. Take racquet back early at hip height.</li> <li>• Watch ball at all times.</li> <li>• Return to base behind service-line.</li> </ul>	Play <u>castle game</u> changing grip. Play in service boxes rallying for 4, 6 and 8 shots in <u>push-off game</u> .	
(2) Consistency & positioning	<i>Half court</i> Be able to change grip from a feed. Show movement and positioning in a game. Able to keep ball going in 10 shot rally.  <i>Full length court</i> Perform shots with movement around the full court. Play coach and partner in game. Perform rally, changing grips, hitting both forehands and backhands. <i>Target 20 shots.</i> Double-handed.	As above, except: <ul style="list-style-type: none"> <li>• Single-handed backhand “Chopper” grip – Palm turned to back of handle.</li> <li>• Hip turn less.</li> <li>• Racket taken back lower.</li> <li>• Strike ball in hitting zone in front of body</li> </ul>	Half length court with point starting after 6 backhands hit in a row.  Full court with point starting after 4 backhands hit beyond the service-line.	
		Double Handed Grip – eastern forehand grip plus other hand. <ul style="list-style-type: none"> <li>• Hip turn as with forehand.</li> <li>• Strike ball ahead of leading foot.</li> </ul>		
(3) Consistency & positioning	<i>Full length court</i> Play with greater consistency. Handle high and low bouncing balls in the game. <i>Personally hit 8 consecutive shots from competitive feed in full court on both forehand and backhand sides.</i>	<ul style="list-style-type: none"> <li>• Use non-racquet hand to change grip.</li> <li>• Always return racquet to ready position after shot.</li> <li>• Select shot and prepare early when possible.</li> <li>• Concentrate on the ball.</li> <li>• Recover to base behind the base-line.</li> </ul>	Half length court. <u>8 shot rally</u> with partner or coach then play out the point. <u>3-ball feed</u> hitting to pressing zones.	
(4) Consistency, placement & positioning	<i>Full court</i> Perform shots with movement around the full court. Play coach and partner in game. Perform co-op rally with partner changing grip hitting both forehand and backhands hitting to open half court area of the court. <i>Target 16 shots.</i>	Footwork, small steps. <ul style="list-style-type: none"> <li>• Play shot balanced, comfortable distance from body.</li> <li>• Use non-racquet hand to balance upper body.</li> <li>• Keep head down during stroke.</li> <li>• High follow-through.</li> <li>• Recover to cover target area</li> </ul>	<u>Play 5 game</u> with point starting after a co-operative rally where a backhand and forehand drives are hit successfully in the game.	

### Assessment Criteria for the Drives

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Rating	Area of play and Criteria	Teaching Pointers	Game	Diagram
(5) Consistency, placement, positioning & spin	<i>Full court</i> Play with greater consistency. Handle high and low bouncing balls in the game. <i>Covering a full court personally hit 10 consecutive shots from mixed feed to half court on both forehand and backhand sides using spin</i>	Anticipate flight of ball. Move accordingly. <ul style="list-style-type: none"> <li>• Early preparation with racquet taken back height going to hit ball.</li> <li>• Bend knees.</li> </ul>	<u>10 shot competitive rally</u> with ball hit to spaces with varying height. <u>Play half court v whole court</u> game winning points by using space in full court.	
(6) Placement Positioning & spin	<i>Full court – 3 ball feed</i> Control depth and placement of shot in drills and game situations. Show ability to use spin to put pressure on an opponent in game. <i>Hit (50%+) to the pressing zones beyond the service lines. Able to direct the ball across court or down the line.</i>	Adjust height of ball clearance over net. <ul style="list-style-type: none"> <li>• Control pace of shot.</li> <li>• Angle racquet face.</li> <li>• Adjust timing of shot. Hit ball early to go across court, or late to go down the line.</li> <li>• Low to high and wrist action for spin</li> </ul>	6 shot Rally to press zones. <u>Co-op play cross-court or down-line game.</u> <u>Play 5 game after 4 shots rarely missing in first 4 shots.</u>	
(7) Placement Positioning spin & power	<i>Full court</i> Ability to control your shots using spin (slice and topspin) on at least one side. Demonstrate good technique on drives. Footwork around the court should show anticipation and understanding of tactics. <i>Use of spin/power to attack pressing zones with 75% success with pace and height variation.</i>	<ul style="list-style-type: none"> <li>• Topspin – Hit from low to high.</li> <li>• Slice – Hit from high to low.</li> <li>• Brushing action under &amp; over ball.</li> <li>• Strokes with balance, control and follow-through.</li> <li>• Position according to shot and opponents response</li> <li>• Vary pace of stroke using back swing.</li> </ul>	<u>Rally in 5-game</u> with spin to pressing zones. Take advantage of short balls or good length hits where opponent is forced back.	
(8) Placement Positioning spin & power	<i>Full court</i> Demonstrate use of spin (slice and topspin) on both drives. Employ power in strokes effectively at the right time to win a point or make an opening (windows 1, 2 and 3). Create angles using spin and pace. <i>Show correct positioning on court to play strokes based on opponent's target &amp; positioning.</i>	<ul style="list-style-type: none"> <li>• Early preparation with shot selection</li> <li>• Timing - Respond to speed of shot.</li> <li>• Use whole body in stroke.</li> <li>• Take ball on the rise when prepared early to take time away from opponent.</li> <li>• Move into court in response to anticipated shot from opponent.</li> </ul>	<u>Play competitive points using the 3-point unforced error game.</u> Vary height of shot for situation in game. Game score for both players adds up to 15+ points.	
(9)	<i>Full court</i> Demonstrate effective instruction of peers in relation to their individual ability. Coach a 3-ball feed drill. Work with small groups or individuals to improve drives rating	<ul style="list-style-type: none"> <li>• Diagnose errors in strokes.</li> <li>• Break sown elements of stroke to simplify.</li> <li>• Simple to gradually more complex practices.</li> <li>• Player understands how to improve.</li> </ul>	Use appropriate drills and games to create the situation for pupil to improve use of drives in the game.	