

# Net/Wall Games: Success Criteria

Objective of Net/Wall Games: Players send an object towards a court or target area that an opponent is defending.

Examples: volleyball, badminton, tennis, table tennis, squash, racquetball, jai lai.

## Applying Offensive Strategies:

- I can place a shot in open space away from my opponent.
- I can use different shots to gain advantage (e.g., lob, float, drive, smash, overhead).
- I can move my opponent around the court to create open space to attack.
- I can hit a shot that my opponent has difficulty returning.
- I can position myself on my own court for the best advantage.

## Applying Defensive Strategies:

- I can use a ready position to successfully receive a serve or shot.
- I can position myself to defend space on my own court.
- I can move from my position to return a shot and back to my position.
- I can read my opponent's body cues to move to the point of attack.
- I can stop, start and change directions quickly to defend my space.

## Applying Transition Skills:

- I can make a quick transition from offence to defence and from defence to offence.

## Thinking About Performance (Living Skills):

- I can refine the strategies I use by seeking out and using feedback from others.
- I can communicate with my teammates to set up an attack on my opponent.
- I can communicate with my teammates to effectively use and cover the court.
- I can use my critical thinking skills to determine where to best place a shot.
- I can use my critical thinking skills to determine how to react to my opponent's attack.

## Improving Performance:

- When serving, what do you need to remember to control the power and path of the object?
- What strategies can you use to effectively defend your playing area against an opponent's attack?
- What clues do you pay attention to when anticipating an opponent's attack?
- How can you disguise your attack from your opponent?