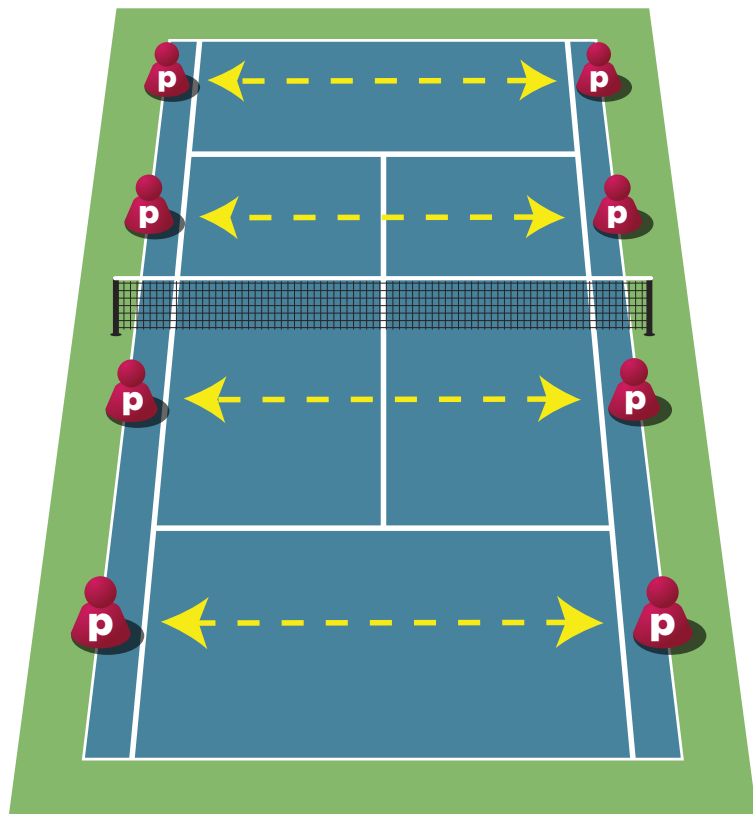


Floor Tennis**TACTIC:**

Keeping the ball in play longer than your opponent.

ACTIVITY:

Players get to play tennis (serve, rally, score) without bouncing the ball off the ground. Server starts by pushing the ball along the ground into the opponent's playing area.

The returner stops the ball with the racquet and sends it back with a push along the ground anywhere in the playing area. (Both players are on the same side of the net).

Players must move each other around and try to win the point. The point is over when:

- The ball bounces off the ground.
- The ball goes out of the playing area.

Fundamental Teaching Points:

During play, instructor can evaluate the fundamental teaching points and give feedback when needed while maintain flow and fun of play during these games.

LESS CHALLENGING:

1. Allow players to use forehand only.
2. Decrease playing area.
3. Allow players to use backhand only.
4. Allow players to randomly push the ball.

MORE CHALLENGING:

1. Allow players to alternate between forehand and backhand.
2. Increase the playing area.
3. Allow players to push the ball back without stopping.