

Type of Activity:  
 Lead-up      Drill \*  
 Fitness      Game

Score: 20/20

## Berkey's Assessment of Games

1. Name of the game: **Serve & Return**

2. Source of the game: None

3. Brief description of the game:

Serve and Return is a drill that allows students to practice their serving accuracy and their return shots. It can be used to work on lob shots or forehand/backhand drives.

Two players stand at each corner of the pickle-ball court. Each pair on Side A has a ball and serves diagonally to the opposite players on Side B. Players on Side B receive and return the serve cross-court using either a lob shot or forehand/backhand drive shot. Players on side A receive the return and step off the court so their partners can then go, and it starts over again with the second group of four players.

Serve and Return can also be changed so that the receiving side B hits a down-the-line return back to the group which did not originally serve to them. Both groups on Side A still end up with a ball back again, and the rotation continues. It's a good way to practice cross-court and down-the-line shots without having a major transition.

### Activity Analysis

	Low				High
<b>1. Students can develop physical skills.</b>	1	2	3	4	<b>5</b>
State the skills: <b>Serving, lob shots, forehand drives, backhand drives</b>					
Students can practice appropriately	<b>Yes</b>				No

	Low				High
<b>2. Participation level</b>	1	2	3	4	<b>5</b>
Roles of the students: Servers, returners					
Potential examples of waiting: Short wait while one's partner goes.					

	Low				High
<b>3. Activity is developmentally appropriate</b>	1	2	3	4	<b>5</b>
Stage/Age for which activity is appropriate: 8 <sup>th</sup> – 9 <sup>th</sup> Grade					
Justification for this population/group: Target areas can be reduced or enlarged to fit.					

	Low				High
<b>4. Cognitive, personal and social development</b>	1	2	3	4	<b>5</b>
Examples of personal skills (Action/Condition): Teamwork, Cooperation, Taking Turns					
Examples of cognitive skills (Action/Condition): Critical points, shot selection					

Modifications for special needs students: Easier serves to return/ larger target areas/ slower pace.