HomeCourtTennis

What is HomeCourtTennis?

HomeCourtTennis is an initiative designed by Tennis Australia to support teachers with the delivery of Physical Education to students at home.

In the development of this initiative all aspects of the Australian Curriculum have been considered:

- Health and Physical Education curriculum strands; Personal, Social and Community Health (PSCH) and Movement and Physical Activity (MPA)
- Key Ideas: Health and Physical Education Propositions
- General Capabilities

Through HomeCourtTennis, students can use their imagination, creativity and problem-solving to make their own tennis court and games with the space and equipment available.

It is also about:

- Using different spaces - backyards, frontyards, garages, living rooms, bedrooms, hallways, decks and kitchens to perform the key features of our great game – the rally!
- Using different equipment - substitute tennis nets, different racquets, balls and court areas that cater for a range of age groups, abilities and family dynamics - one student, two students and more!
- Providing your school with resources to help stay connected to the school community while they are at home
- Supporting parents as they continue to work at home and keep their children physically active

Elements of HomeCourtTennis

There are five elements to the concept of HomeCourtTennis, these include:

1. Games-making
2. Fundamental Movement Skills
3. Technical and tactical coaching practices for effective learning
4. Physical Activity, Fun and Fitness
5. Event Project for students to design

How to access HomeCourtTennis content

Teachers are able to view and share information from the Tennis Australia Bounce platform, a free online portal for teachers to access. Teachers will be prompted to create an account if not done so previously and new videos will become available each week. The videos demonstrate students of varying abilities, ages and genders and are designed for teachers to reflect upon when designing a physical education program.

Available for schools

The first element of HomeCourtTennis, Games-making is available for teachers to access. Games-making is guided by primary and secondary rules and is designed to stimulate problem-solving, creativity and discovery of students during their Health and Physical Education classes.

Strongly guided by a Game Sense Approach (the game is at the centre of the activity and students are challenged to think and make decisions), Games-making can be explored and conducted in all home environments regardless of playing space equipment, age and ability.

More information on HomeCourtTennis and Games-making is available on Bounce.