Pickleball UNIT PLAN

Lesson Objectives	Skill/Concept + Cues	Lesson Activities
Lesson 1 *	Paddle Grip, Positioning Paddle grip: Shake hands with paddle Ready position: Knees bent, paddle in front Forehand/Backhand Turn sideways, step with opposite foot, follow through Rallying: Control, aim, consistency	Activity 1: Paddle Tap Warm-Up (5–7 minutes) Objective: Build paddle control and comfort Students tap the ball repeatedly on their paddle while moving around the space, alternating between forehand and backhand. Activity 2: Shadow Swings (5 minutes) Without balls, students practice forehand and backhand swings using correct form, mimicking gameplay movements. Activity 3: Drop Feed Rally (10–12 minutes) Students pair up and attempt to rally using drop feeds and groundstrokes, counting how many they can hit in a row. Activity 4: Rally Quest (10 minutes) Challenge to reach a target number of successful
	1	mamber of successial

		consecutive hits. Rotate partners after each attempt.
Lesson 2**	 Paddle under waist Contact below waist Diagonal cross-court Step with opposite foot Rallying Same as previous lesson Ready position Follow through Communication Call "Mine" or "Yours" Encourage partner Eye contact 	Activity 1: Serve & Switch (10 minutes) Pairs practice serving cross-court and switching roles. Focus on underhand technique and accuracy. Activity 2: 4-Square Pickleball (15 minutes) Players rotate through squares after rallies. Courts are divided into 4 squares; students must rally within their square and try to move up. Activity 3: Rally Royale (10 minutes) Teams compete for longest rally. Emphasis on communication and consistency. Rotate roles frequently.
Lesson 3**	 Gameplay & Strategy Serving to backhand side Moving together in doubles Staying out of the kitchen (non-volley zone) 	Activity 1: Quick Rule Review + Court Walk (5–7 minutes) Review scoring, kitchen rules, and doubles positions. Walk students through the layout.

	 Communicate every play Sportsmanship Encourage others Respect opponents Shake hands/fist bump 	Activity 2: Doubles Gameplay with Coaching (20 minutes) Students play short games to 5 points. Teacher rotates between groups offering coaching and rule clarifications. Activity 3: Challenge Court Rotation (10 minutes) Winning teams rotate up, others rotate down. Keeps energy high and teams balanced.
Lesson 4		
Lesson 5		
Lesson 6		

^{*}Lesson that was video taped
**Lesson that assessment was conducted