WEEK 1 OF 6 - RALLY

Court	hire:	Equipment		
	1 Court half-hour	1 Ball each, 2 Mini Squash Balls, Racket ball		
5 courts half hour		balls and Rackets.		
		Targets		
COU	RT 1			
0.00	Introduction/Take Roll/Name Tags/Explain	lesson format, ie.,		
•	Warm-up - Skills movement			
S	kills Practice/progression			
G	ame			
S	ummary			
W	Varm down			
•	Explain the Aim of Squash			
•	Safety procedures.			
•	Can anyone score? Briefly outline how to so	core.		
0.15	Handout 6 week skills brochure giving scop	e of the course. (Level 3 Skill leaflet)		
•	Demo F/H & B/H Drive			
•	Demo Skills practice (F/H & B/H Wall Pats	and Rally.)		
0.25	Warm-up - Ghosting shadow swings F/H.			
•	Ghosting shadow swings B/H.			
•	Footwork to hit 1 F/H & 1 B/H.			
•	Demonstrate a side arm throw, as in cricket and softball.			
0.30	Divide group into pairs, and group into three			
•	Played before	-		
•	Can hit a ball			
•	Never played a ball sport.			

COURT 1 -	COURT 2	COURT 3	COURT 4	COURT 5
Can play	Can hit a ball	Can hit a ball	Never played	Never played.
0.30	0.30	0.30	0.30	0.30
Skills practice -	Skills practice	As per Court 2	F/H Pats	As per Court 5.
F/H Pats	F/H Pats		B/H Pats	_
B/H Pats	B/H Pats			
Moving around	Moving		If too difficult,	
court count the	continually hit		change to mini-	
continuous pats,	F/H & B/H pats		squash ball.	
both F/H and B/H.	count the score.			
Alternate F/H &			0.45	
B/H Pats	0.45		Rally to each	
	Rally to each		other with either	
0.45	other, hitting F/H		mini squash	
Play a game	on F/H side and		equipment or	
	B/H on B/H side.		racket ball	
			equipment.	
	Change sides.			
	Try a game.			
B/H Pats Moving around court count the continuous pats, both F/H and B/H. Alternate F/H & B/H Pats 0.45 Play a game	 B/H Pats Moving continually hit F/H & B/H pats count the score. 0.45 Rally to each other, hitting F/H on F/H side and B/H on B/H side. Change sides. 		If too difficult, change to mini- squash ball. 0.45 Rally to each other with either mini squash equipment or racket ball equipment.	

COACH TO MOVE AROUND COURT GIVING TEACHING POINTS

1.00 Summary : How did they go?

How many continuous hits in a rally? Give practice for the week. Next week's lesson will be revision Grip, Swing, Footwork.

WEEK 2 OF 6 - F/H & B/H, COURT MARKINGS

Court hire:	Equipment:
1 Court half-hour	1 Ball per court
5 Courts half-hour	Targets
	5 Racket Ball Balls for throwing
COURT 1	

	Introduction/Take Roll/Explain the lesson content.
•	Who had a practice? How did it go? Any problems?
0.10	Warm-up - Ghost F/H & B/H on command.
•	Check grip, Shadow swings moving front to back court.
•	Lunging catches and/or Dog and Bone.
0.20	Coach feeds ball to F/H and gives clues on swing, footwork, targets, etc.
•	Repeats for B/H. For more advanced players feed 1 F/H, then 1 B/H for them to drive down the
	wall. Re-enforce open racket face features.
•	Explain the safety features, eg., hit and move to clear the ball, call "let please".
0.30	Divide group into even pairs.

COURT 1	COURT 2	COURT 3	COURT 4	COURT 5
0.30 Play a game 0.45 Change partners.				

COACH TO MOVE AROUND GIVING TEACHING POINTS TO LESSON.

1.00 Summary - Ask random questions regarding footwork, grip, contact point for straight drives and cross court drive, open racket, closed racket face, etc..

WEEK 3 OF 6 - CROSS COURT RALLY

Court hire:	Equipment:
1 Court half-hour	Targets
5 Courts half hour	1 Ball each
	Mini squash equipment/Racket Ball equipment.
COURT 1	
0.00 Introduction/Take Poll	

0.00	Introduction/Take Roll
•	Any questions?
0.10	Cross behind steeps
•	Figure of 8
•	Moving ghosting figure of 8.
0.20	Explain the purpose of the front wall targets, demonstrate the skill.
0.30	Divide group into pairs, one ball each.

COURT 1	COURT 2	COURT 3	COURT 4	COURT 5
			Never played	Never played
0.30				
a) F/H Drives			Choose the	As per Court 4.
continuous down			appropriate	
the wall;			equipment to gain	
Change sides.			success, eg., Mini Squash	
B/H Drives			equipment, or	
continuous down			Racket Ball	
the wall.			equipment.	
Write down best			equipinent.	
score.				
Change partners				
b) 1 Down, 1				
Across Rally,				
continuous.				
Change sides.				
change states.				
Write down best				
score.				
0.45				
Play a game.				
Change partners/				

COACH TO MOVE AROUND THE COURT GIVING TEACHING POINTS

1.00 Summary -- Revise teaching points. Question students on Targets for length, grip, footwork. Next week court markings will be revised. New skill for next week - Lob Serve, find out something about the stroke.

WEEK 4 OF 6 - LOB SERVE

Court hire:	Equipment:	
1 Court half hour.	Targets, feet marking, angle markings of ball	
5 Courts half hour	throw for serve.	
	Ball each.	
	2 Racket Ball Balls for throwing.	

COURT 1

000	
0.00	Introduction/Roll call.
•	Question Court markings.
0.10	Warm-up -"Simon Says" touch Tin, Stand in the Service Box, Touch the Cutline, etc
•	Underarm throw to targets on the front wall, Side arm throw to resemble a drive like in cricket or softball.
0.20	Explain the importance of a lob serve, explain the key -points, eg., where to aim and stand, the
height	of the ball throw and how these effect the result of the serve.
•	Demonstrate an open racket face for height and swinging under the ball to get the soft high
	effect.
•	Coach watching, let us all have a go. If time the coach to play out a rally with each student starting with a serve, and observe the approach to the ball when driving.

0.30 Divide into pairs.

COURT 1	COURT 2	COURT 3	COURT 4	COURT 5
Can play	Can hit a ball	Can hit a ball	Never played	Never played
0.30	0.30	0.30	0.30	0.30
Skill practice -	As per Court 1	As per Court 2.	Bounce the ball to	As per Court 4.
Serve to each other	but get the serve		serve if required.	
from each box.	behind the service			
	box.		Those who find	
Alternate serves			racket ball	
and play out the			equipment easier	
rally.			change	
Try to get the serve			equipment.	
near the side wall				
behind the service				
box.				
Change sides.				
Record the scores.				
0.45				
Change partners.				

COACH TO MOVE AROUND THE COURT GIVING TEACHING POINTS

 ^{1.00 -} Summary - Revise teaching points for the service, note the difference from the forehand and backhand sides, remind students of the different angle of the ball throw and the target on the front wall.
 Remind students of the need to practice, supply students with a day, time and venue for practice.
 Next week put it all together- continuous rally - keep the ball warm, run, follow it, watch it, chase it!
 Explain to the students they have gone through the best part of the course, best to come!

WEEK 5 OF 6 - CONTINUOUS RALLY Court hire: Equipment: 1 Court half hour Klubba-bundy equipment for warm-up. 5 Courts half hour Targets Tape to mark for length, and service height. **COURT 1** Introduction/Roll Call. 0.00 Beginners continuous rally. Intermediate - no errors. Advanced - good length. 0.10 Warm-up - Klubba-bundy Ghosting figure 8 overhead. Talk about overhead shots, eg., return of service and volley. Ask questions. 0.20 Coach to feed the ball for students to hit 1 down/1 across rally, give tips on racket preparation, swing and footwork. Rotate players when the ball is missed or is down or out. In pairs supervise 1 down/1 across rally, give hints. Coach to supervise a serve from each side by each student. Get students to give tips on what is going wrong with the serve of others in the group. 0.30 Divide students into pairs. Explain where to stand to return the serve so the backhand return is approached on the backhand side, keeping out of the corner, with the aim of hitting it on to full if possible. Count and record scores for continuous hits.

COURT 1	COURT 2	COURT 3	COURT 4	COURT 5
Can play	Can hit a ball	Can hit a ball.	Never played	Never played
0.30	0.30	0.30	0.30	As per Court 4.
Play a game	Play a game	As per Court 2.	Play a game,	1
, ,	, ,	1	keeping the rally	
Advanced get the	Intermediate get		going, don't let	
service behind the	the serve into the		the rules stop the	
service box near	service box.		game from going	
the wall.			on.	
	Retrieve every			
Aim for the	ball and keep the		Beginners can	
targeted areas.	rally going.		bounce the ball to	
Q4. Janta ta natama	D		serve, get the ball	
Students to return	Record the rally with the most		into the correct half court with	
the backhand return of serve on	returns.		the most	
the backhand.	ictuills.		appropriate	
uie backitailu.			equipment for	
Record the rally			their level of	
with the most hits.			play.	
			r J -	
			Record the best	
			score.	

COACH GIVE TIPS TO IMPROVE PERFORMANCE

1.00 - Summary - Revise teaching points from the previous weeks.

Ask questions about targets, footwork, swing, open face racket, length, angle and height of the serve, etc.

WEEK 6 OF 6 - VOLLEY

Court Hire:		Equipment:			
1 Court half hour		10 Balls			
5 Courts half hour		5 Foam Balls			
COURT 1					
0.00	Introduction/Roll Call				
•	Why Volley?				
0.10	Warm-up - Ghosting F/H Drive and B/H Volley.				
•	Ghosting B/H Drive and F/H Volley.				
•	Explain and demonstrate Overhead Volley.				
•	Explain and demonstrate Underarm Volley.				
•	Discuss the purpose of both these strokes.				
0.20Skills practice Volley.					
•	Moving around the court individually, F/H Volley; change direction to B/H Volley.				
•	Coach take one at a time, volley cross court to each other. Use appropriate ball.				
•	Demonstrate a volley as in the Return of Service on the full - explain where stand to return serve as this is a perfect example of a volley situation.				
0.30Evenly divide the group.					

COURT 1	COURT 2	COURT 3	COURT 4	COURT 5
Play a game, Lob Serve and return the serve on the full.	ditto	ditto	ditto	ditto

COACH TO MOVE AROUND THE COURTS GIVING ASSISTANCE WHERE NEEDED

1.00 Summary -

Revise teaching points.

Direct students to an Intermediate program in the District which will follow on and cover Volley, Return of Serve revision, Game tactics, Scoring, Back Wall Drives, Boasts.