

# SUMMER CAMP PLAY PLANS



**What:** Summer camp can be one of the most fun experiences in a kid's life and we want to help your players get the most out of summer with this helpful plan. Learn how to use the Net Generation Community Curriculum in a summer camp format.

**Who:** Whether you're a seasoned coach, a new addition to the tennis teaching family, or somewhere in between, you can use the framework of these summer camp plans and all of the activities within the Community Curriculum to help your campers have a great experience.

**How to use:** Naturally, there are numerous ways to organize a summer camp. This guide gives you a turnkey program or the option to take it piece by piece. The times associated with the activities are suggestions and, if followed, should give you a well-rounded slate of activities for a 9:00 a.m.- 12:00 p.m. morning session and a 1:00 p.m.- 3:00 p.m. afternoon session. Adjust according to your camp!

**Supporting resources:** As included in the Community Curriculum, a "word of the day" is listed for each day of the summer camp plans. By using the suggested words, it will give you the opportunity to introduce or reinforce character development that will allow your campers to grow as players and people.

**Get Started:** All of the activities that are listed in the summer camp plans can be found within the Community Red 3 curriculum, except Gladiator. For Gladiator, the organization of the activity is as follows:

- Pair up players, up to five pairs per court. Try to make pairings as even as possible.
- Doubles points are played using both service boxes of the 78-foot court.
- Singles can be played with a smaller number of players.
- One team is on one side of the court (Champs); the other teams are lined up on the opposite side behind the service line (Challengers).
- After each point is completed, the Challengers rotate to the back of the line and next team moves up.
- For odd numbers, keep Challengers in two lines and play with a different partner each time.
- Challengers keep their point score. When a Challenger gets to two points, before drop-hitting the ball to start the point they need to shout, "Gladiator."
- If they win the next point they take the Champs' spot.
- When there is a new Champ, the Challengers can count down 3-2-1 and then drop-hit, to make the game more exciting.
- Level 2: If Challengers hit a winner, they automatically assume Champs position.
- Level 3: If Challengers approach the net and win the point with a volley, they automatically assume the Champs position.

**Schedule:** The camp plans include four days of practice and play, with Friday as a team Olympic day. This is an opportunity to group your campers together into even teams and have them compete in a variety of tennis or non-tennis games with a focus on team camaraderie and sportsmanship.

Remember, you can head to the Curriculum Center on [NetGeneration.com](https://www.netgeneration.com) or the mobile app to find more Community plans!

		MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
<b>MORNING</b>						
<b>WARM-UP</b>	15 Min	Racquet Quickness	Hits	Messy Bedroom	Freeze Tag	Player's Choice
<b>CHARACTER DEVELOPMENT</b>	5 Min	Listen	Respect	Effort	Teamwork	Sportsmanship
<b>ATHLETIC DEVELOPMENT</b>	15 Min	Fire Ants, Tunnel Ball, Obstacle Course	Tunnel Ball, Ball Drop, Relay Race	Ball Drop, Shake Hands Toss, Obstacle Course	Shake Hands Toss, One Bounce, Two Bounce, Relay Race	Player's Choice
<b>TENNIS SKILLS</b>	30 Min	Bungee Jumps, Battle Spots	Bungee Flips, Keep it Moving	Card Shark, Serve Pyramid	Cardshark, Serve & Return Progression	Olympics
<b>SNACK</b>	15 Min	***SNACK***	***SNACK***	***SNACK***	***SNACK***	***SNACK***
<b>GAME SKILLS</b>	30 Min	Endless Bounce, Tag Team Singles	Tag Team Singles, Rally Pyramid	Rally Pyramid, Capture the Cone	Capture the Cone, Rally Pyramid	Olympics
<b>FREE PLAY</b>	20 Min	Free!	Free!	Free!	Free!	Free!
<b>GROUP GAMES</b>	20 Min	Orange Gladiator	Orange Gladiator	Orange Gladiator	Orange Gladiator	Orange Gladiator
<b>WRAP UP</b>	10 Min	Bungee Jumps at Home	Bungee Flips at Home	Keep it Moving at Home	Drop and Play at Home	Favorite Activity
<b>AFTERNOON</b>						
<b>WARM-UP</b>	15 Min	Racquet Quickness	Hits	Messy Bedroom	Freeze Tag	Player's Choice
<b>GROUP GAMES</b>	20 Min	Orange Gladiator Doubles	Orange Gladiator Doubles	Orange Gladiator Doubles	Orange Gladiator Doubles	Orange Gladiator Doubles
<b>SNACK or SHADE BREAK</b>	15 Min	SNACK or SHADE BREAK	SNACK or SHADE BREAK	SNACK or SHADE BREAK	SNACK or SHADE BREAK	SNACK or SHADE BREAK
<b>COMPETITION (Three 25 min rounds)</b>	75 Min	Round Robin	Round Robin	Round Robin	Round Robin	Round Robin
<b>WRAP UP</b>	10 Min	Review the Day, how did you listen?	Review the day, did you see respect?	Review the day, did you see effort?	Review the day, did you see teamwork?	Review the day, did you see sportsmanship?