

		stroke backswing strike finish originate resemble oddity penhold shakehand drive push	<i>sidespin</i> <i>backspin</i> <i>loop</i> <i>counter</i> <i>flick</i> <i>chop</i> <i>block</i> <i>lob</i>
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Supplementary material for Unit 1 (photocopiable)

The next page can be used as a handout for the introduction unit especially for lower level students. It may be also useful for reference in the first Review unit when students design and then describe an original sport.