

Year 6 - Striking and Fielding Games - Rounders

What it looked like last year...

- Develop fielding tactics, utilising all players to full effect.
- Understand what happens when the batter misses the ball.
- Consolidate throwing and catching skills.
- Explore where fielding players should be placed and why.

Vocabulary (Definitions)

Batting

Fielding

Rounder (getting all the way around with one hit)

½ Rounder (getting half way round with one hit)

Backstop (player behind the batter)

Base

Long Stop (stopping the ball with your leg)

Tactics

Collaborate (work together)



What it looks like next year...

- Use a range of tactics and strategies to overcome opponents in direct competition
- Develop technique and improve performance in other competitive sports.
- Take part in competitive sports.

Sequence of Learning

1. **Consolidate sequence of learning from year 5: Refining our understanding of rounders** (I can show a clear and accurate understanding of the roles when batting and fielding).
2. **Introduction to rounders (full version)** (I can play a full version of rounders).
3. **Consolidate fielding tactics** (I can consolidate my fielding skills and tactics).
4. **Refine our understanding of what happens if the batter misses or hits the ball backwards** (I can understand what happens if the batter misses the ball and what happens when they hit it backwards).
5. **Batting considerations** (I can consider tactics when batting).
6. **Level 1 tournament** (I can bring together my learning and take part in a level 1 tournament).



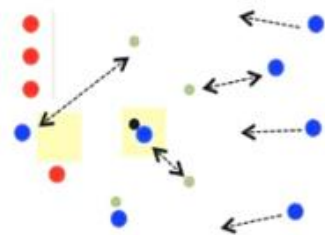
Cultural Capital

- To be able to apply all of my striking and fielding knowledge into player a full game of rounders with all positions.
- The real life knowledge that links is: body control and movement, hand-eye co-ordination, tactical thinking, teamwork.
- The jobs that it can be used in are: professional athlete, fitness instructor, sports coach or manager, sports official.

Racing Rounders

Structure

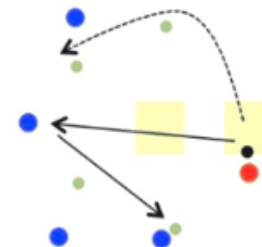
- Split the class into teams of 8. Teams take turns to bat and field.
- If the batter hits the ball, they make a decision whether to run once or twice around the bases**If the batter makes the decision to run twice, once they have passed the batting square they can not turn back.
- If the batter misses the ball on their 2nd go they must run but can only score 1/2 a rounder.
- Once all the batters have had a turn, teams swap roles. The winning team is the team with the most points.



Preventing a full rounder: Fielding tactics

Structure

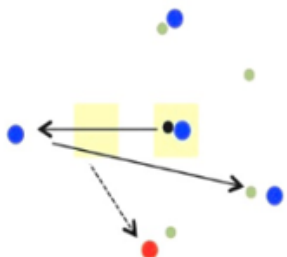
- In groups of 5, 1 batter, 1 fielder on base 4 and 3 outfielders.
- The batter throws the ball into the outfield.
- Once the batter has thrown the ball the fielders throw the ball straight to base 4.
- Rotate positions.



Preventing 1/2 a rounder: Fielding tactics

Structure

- In groups of 5, 1 batter, 1 backstop, 1 bowler and one fielder on base 2 and base 4.
- The bowler bowls the ball (underarm) and the batter misses the ball. The batter must let the ball go pass and then run to first base.
- The batter can not move from 1st base until the ball comes past the batting square.
- The backstop catches the ball and throws it to base 2.



Making decisions whilst batting

Structure

- In groups of 10, split the group into 2 teams, 1 batting and 1 bowling team.
- The fielding team consists of, 1 backstop, 1 bowler 1 fielder on base 2 and 1 outfielder.
- The batter has 3 attempts to hit the ball.
- The batters can stop on a base*.
*The next batter must communicate with the batter still in play to ensure that a run out does not happen.
- Once all the batters have had a turn teams swap roles. Play two innings.

