

Year 3 – Striking and Fielding Games – Rounders

What it looked like last year...

- Master basic movements including running, jumping, throwing and catching.
- Participate in team games, developing simple tactics.

Vocabulary (Definitions)

Striking (hitting the ball with a bat)

Fielding (retrieving the ball)

Batting

Throwing

Catching

Overarm

Underarm

Long Barrier (stopping the ball with your leg)



What it looks like next year...

- Develop fielding skills and play in the role of bowler and backstop.
- Introduce batting.
- Apply basic fielding tactics to a game situation.

Sequence of Learning

1. **Introduction to rounders** (I can understand the concept of batting and fielding).
2. **Introduce overarm throwing** (I can throw overarm).
3. **Applying overarm and underarm throwing** (I can apply both overarm and underarm throws to mini games).
4. **Introduce stopping the ball** (I can stop the ball using a long barrier).
5. **Application of stopping the ball in a game** (I can apply the long barrier to a game situation).
6. **Level 1 tournament** (I can bring together all my learning and take part in a level 1 tournament).



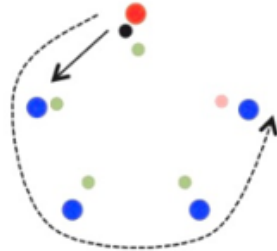
Cultural Capital

- To be able to apply overarm and underarm throws to a game situation and use the long barrier to stop the ball.
- The real life knowledge that links is: body control and movement, hand-eye co-ordination, teamwork, tactical thinking.
- The jobs it can be used in are: professional athlete, fitness instructor, sports coach or manager, sports official.

Racing Rounders: Introducing Rounders

Structure

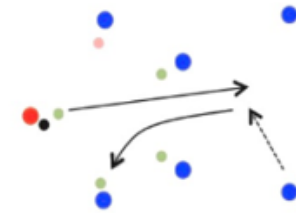
- Split the class into groups of 5. Mark out 5 cones in the shape of rounders pitch.
- Pupil 1 starts on the 'go' cone and throws the ball to the pupil on base 1 and shouts 'go.'
- Base 1 throws the ball to base 2, 2 to 3, 3 to 4 (last cone) who stumps the ball on their cone.
- Can the fielders throw the ball to each base before the batter runs around the outside of the cones?



Racing Rounders: Overarm Throwing

Structure

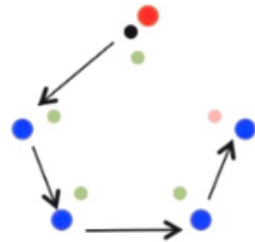
- Split the class into groups of 7, 1 batter and 6 fielders* (*the 4 fielders start on a base, 1 pupil on each base, the 2 additional pupils are outfielders.)
- The batter throws the ball overarm into space.
- An outfielder retrieves the ball and throws it to base 1 who throws the ball to base 2, 2 to 3, 3 to 4 (last cone) who stumps the ball on their cone.
- How many times can the batter run around the bases before the ball reaches base 4?



Racing Rounders: Rolling

Structure

- Split the class into teams of 5. Mark out 5 cones in the shape of rounders pitch.
- Pupil 1 starts on the 'go' cone and rolls the ball to the pupil on base 1 and shouts 'go.'
- Base 1 rolls the ball to base 2, 2 to 3, 3 to 4 (last cone) who stumps the ball on their cone.
- Can the fielders roll the ball to each base before the batter runs around the outside of the cones?



Racing Rounders: Application of stopping the ball

Structure

- Split the class into groups of 7, 1 batter and 6 fielders* (*the 4 fielders start on a base, 1 pupil on each base, the 2 additional pupils are outfielders.)
- The batter rolls the ball into space.
- An outfielder retrieves the ball and returns it to base 1 who throws the ball to base 2, 2 to 3, 3 to 4 (last cone) who stumps the ball on their cone.
- How many times can the batter run around the bases before the ball reaches base 4?

