

Year 4 – Striking and Fielding Games – Rounders

What it looked like last year...

- Introduction to rounders.
- Applying the overarm and underarm throw to game situations.
- Using the long barrier to stop the ball.

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)

Bowler

Backstop (player behind the batter)

Tactics



What it looks like next 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.

Sequence of Learning

1. **Consolidate sequence of learning from year 3: Understanding the concept of rounders** (I can understand the various roles within batting and fielding).
2. **Developing fielding: Bowling and backstop** (I can develop my fielding skills; bowling and backstop).
3. **Introduce batting: How?** (I can hit the ball forwards using a bat).
4. **Develop batting: Where and why?** (I can develop my batting skills and think about where to hit the ball and why).
5. **Introduce and apply basic fielding tactics** (I can develop basic tactics for fielding).
6. **Level 1 tournament** (I can bring together my learning and take part in a level 1 tournament).



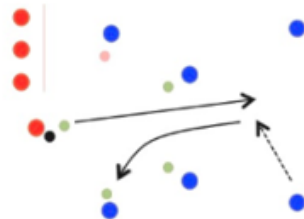
Cultural Capital

- To be able to play in the roles of bowler and backstop and develop basic fielding tactics and to be able to hit the ball forwards when batting.
- 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 Consolidation

Structure

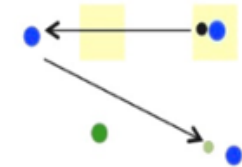
- Split the class into teams of 6, 7 or 8* (*increase the number of outfielders in the bigger teams.)
- Teams take turns to bat and field.
- The batter runs around the bases as many times as they can until the ball reaches base 4.
- An outfielder retrieves the ball and throws it to base 1 who throws the ball to base 2, 2 to 3, 3 to 4 (last cone) who stumps the ball on their cone.
- Once all the batters have all had a throw, teams swap roles.



Introduce bowling

Structure

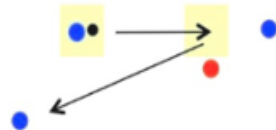
- Mark out a batting square, bowling square and base 1.
- In groups of 4, 1 umpire, 1 bowler, 1 backstop and 1 fielder at base 1.
- The bowler bowls the ball (underarm), towards the batting square to the backstop.
- The backstop catches the ball and throws it to base 1.
- The umpire judges if the bowler bowled a fair delivery.
- Rotate roles.



Introduce batting: How?

Structure

- Mark out a batting square and a bowling square.
- In groups of 4, 1 batter, 1 bowler, 1 backstop and 1 fielder.
- The bowler bowls the ball, from inside the bowling square, towards the batter, who stands on one of the batting square.
- The batter has 3 attempts to hit the ball. Award the batter a point if they hit the ball.



Developing fielding

Structure

- Mark out rounders pitch. In groups of 4, 1 batter, 1 fielder on base 1 and 2 outfielders.
- The batter throws the ball into the outfield.
- Can the fielders return the ball to base 1 preventing the batter from scoring a rounder?
- The batter can 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.

