

Year 5 – 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)

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

Efficiency

Teamwork



What it looks like next year...

- Introduce full rounders with rules and scoring.
- Consolidate fielding skills and batting skills.
- Consider tactics when batting.
- Refine use of tactics when fielding.

Sequence of Learning

1. **Consolidate sequence of learning from year 4, understanding the concept of rounders** (I can understand the roles of all the players in a batting and fielding team).
2. **Develop fielding tactics maximising players** (I can develop my understanding of fielding tactics).
3. **Understanding what happens if the batter misses the ball** (I can understand what happens if the batter misses the ball).
4. **Refine fielding tactics: What players where?** (I can refine my fielding tactics).
5. **Applying tactics in mini games** (I can apply my prior knowledge of fielding and tactics into mini games).
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 understand the roles of various players and use tactics to maximise my team's efficiency when fielding.
- 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

Structure

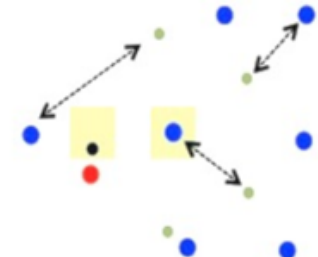
- Split the class into teams of 8. Teams take turns to bat and field.
- If the batter hits the ball, they make a decision whether to run once or twice around the bases*if the batter makes the decision to run twice, once they have passed the batting square they can not turn back.
- If the batter misses 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.



Racing Rounders: Maximising Players

Structure

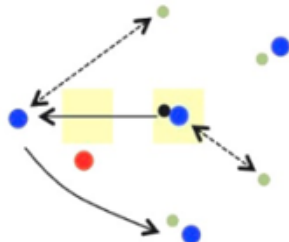
- Split the class into teams of 8. Teams take turns to bat and field.
- Explain to pupils that fielders can double up on their fielding positions*.
*Backstop covers 4th base, the bowler covers 2nd base, base 3 can stand in the outfield and move to the base when the ball is hit.
- Once all the batters have had a turn teams swap roles. The winning team is the team with the most points.



Racing Rounders: Missing the ball?

Structure

- In groups of 5. Structure the game so there is 1 batter, 1 bowler, 1 backstop and 1 fielder on base 1.
*Backstop covers 4th base, the bowler covers 2nd base.
- The bowler bowls the ball (underarm) and the batter misses the ball.
- The backstop catches the ball and throws it to base 1.
- As the batter has missed the ball they can only score 1/2 a rounder.



Racing Rounders: Selecting Fielding Positions

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.

