

Prior Learning

Developed a range of skills in a competitive context. Chosen and used a range of simple tactics in isolation and a game context. Identified different roles in rounders.

Unit Focus

Link together a range of skills and use in combination. Collaborate with a team to choose, use and adapt rules in games. Recognise how some aspects of fitness apply to rounders.

We are learning...

1. to judge how far you can run based on the distance of a hit.
2. to throw over short distances with power and accuracy to get batters out.
3. to follow the path of the ball to make sure it is fielded consistently.
4. the backwards hit rule and using it tactically as the backstop.
5. to hit the ball into gaps to maximise the chance of scoring.
6. to set a field in a game to limit the scoring of a batter.

Key Questions

1. What's the difference between close and deep fielding?
2. If the backstop threw the ball to 2nd base and 2nd base misfielded the ball, what could the batter do?
3. Why would a batter purposely hit the ball backwards?

Equipment

Range of balls, range of bats and striking equipment, posts, button cones, batting cone.

Vocabulary

Power, consistently, accuracy, stump, conditioned, fitness, miss hit, strength, encouragement, defensive, offensive.

Rules

- Batters waiting should be stood in the backward area, well away from the 4th post.
- A 'No Ball' is awarded when the ball is bowled above the head or below the knee if it is too wide, it bounces before it gets to the batter or if the bowler's foot is outside of the bowling square.

Assessment Overview

Head - Apply the backward hitting rules.

Hand - Play more attacking shots, looking for gaps in the field.

Heart - Show commitment towards their team and perseverance during gameplay.

