

Curriculum area	Topic	Year	Session Number	Skill
Strike & Field Games	Rounders	3/4	#2	Fielding Session

Equipment

- Cricket/tennis balls
- Cones for set up
- Bibs
- Cricket stumps

Learning Objective

- To return the ball quickly and accurately using correct techniques
- To learn the different rounders positions

Success Criteria

- I know the different roles in rounders
- I can use the long & short barrier to stop the ball.
- I can collect and throw the ball smoothly.

Key words

- Deep Fielders
- Base fielders
- Backstop
- Short barrier
- Long barrier

Preparation Ideas/Warm Up

Knows The Roles

Use 5 cones/markers of different colours in areas of the playing zone. Explain that each area is a role in rounders:

- >1 area is base fielder
- >1 area is batter
- >1 area is bowler
- >1 area is back stop
- >1 area is deep fielders

The children will move around the zone in a creative way. This could be jogging, sidesteps, running backwards, skipping, hopping etc. When the teacher shouts out one of the roles, the children must move to that area

In a larger class, you may want to set up a couple of different areas for each role so that the children have more space to move in to.

Skill Development

Short and long barrier

Get the children into pairs and ask them to stand around 5m apart with a ball between them. The

partner with the ball will roll the ball along the floor to their partner who must create a short or long barrier and collect the ball in two hands before rolling it back to their partner who will do the same

Progression:

>Increase the distance between the groups.

>Get the child with the ball to roll the ball to the side so that those fielding need to move to the side before getting into position

Roll and run

Split the children into even groups of around 5 per group. Set up an area with a cone to mark the start line and a spot around 10-12m away which is the finish line. 3 children will start by lining up on the start line acting as the batter, with the person at the front having a ball. One person in the group will be standing next to the spot at the end, who will act as the base fielder, with the one person in the middle, to either the right or left, who will act as the deep fielder.

The person on the start line will roll the ball to the deep fielder and attempt to run to the end base on the other side. The deep fielder's job is to stop the ball using either the long or short barrier and throw the ball to the base fielder. The base fielder then needs to catch the ball and put their foot on the spot before the batter reaches the spot. Once you have a go at being the batter, you move to the strike fielder, who moves to become the base fielder, who will go to the back of the batter line at the start line. Swap roles throughout.

Progression:

>The batter can bounce the ball to the deep fielder rather than rolling it to make it more difficult for the deep fielder to receive the ball.

>Increase or decrease the distance the batter must run depending on the success of the task.

Game

You're Out

Split the class into team of around 8 inside a pitch marked out. Set up a goal at either end of around 2-3m wide. Two teams will compete against each other to roll the ball through the goal set up. You can only roll the ball along the floor in this game.

The idea is the attacking team roll the ball to one another and try to score a point by rolling the ball into the goal. You can only intercept the ball by using a long or short barrier and when you have the ball in your hands you can only take 2 steps before you need to roll the ball.

Teaching points

- Short barrier – Turn the foot sideways and place it behind the ball with hands in front to collect the ball. If you miss the ball with your hands, the foot should act as a barrier. This can be done if the ball is rolling slowly
- Long barrier – Bend one knee (using the back leg) down towards the floor to again act as a barrier. This surface area is larger so is harder for the ball to get through. This can be done if the ball is rolling more quickly.
- Get the children to understand when each of the barriers should be used when playing a game. The short barrier should be used either when the ball is travelling slowly or when you need to quickly run out a player. The long barrier should be used when the ball is travelling quicker and you are at risk of missing the ball

Key Questions

- How were we able to work as a team in the last game?
- Can you show a demonstration of the short and long barrier?
- Can you name the positions in rounders?
- How can you decide on whether to use the long or short barrier to stop the ball?

National curriculum links:

- Use running, throwing and catching in isolation and combination
- Developing control and technique through playing rounders

Social and environmental skills:

- Developing team work and collaboration skills
- Developing good communication skills
- Improving decision making skills