

Curriculum area	Topic	Year	Session Number	Skill
Strike & Field Games	Rounders	3/4	#6	Rounders Games

### Equipment

- Rounders Bats/Tennis Rackets
- Small balls/tennis balls
- Cones for set up
- Spots
- Rounders posts if available (for bases)
- Bibs

### Learning Objective

- To apply rounders skills in a game situation
- To follow the rules and play fairly
- To demonstrate teamwork and respect.

### Success Criteria

- I can play rounders games following the rules.
- I can show fair play and respect to others.
- I can use the correct skills during a game.

### Key words

- Rules
- Respect
- Sportsmanship

### Preparation Ideas/Warm Up

#### Creative Warm Up

Split the class into 4-6 even teams (min 5 per group)

Allow each team to go away and lead their own warm up. This will include a dynamic movement, each person in the group picking a stretch, and practicing their bowling and fielding technique. You may want to give each group 3-4 balls each to practice this so they can go into smaller groups within their team

### Skill Development

#### Game

Split the children into two even teams (4 teams if you have the resources)

Bowling/fielding team positions – Bowler, backstop, 1<sup>st</sup> base fielder, 2<sup>nd</sup> base fielder, 3<sup>rd</sup> base fielder, 4 base fielder & outfielders

Batting team – Take in turns to strike the ball and run bases. If the batting team struggle using the rounders bat, allow them to use a tennis racquet.

Rules:

- Batter has 3 attempts at striking the ball. Allow them to use either the rounders bat or tennis racquet (try to get high ability children to use the rounders bat, lower ability using the tennis racquet. If the batter misses a good bowl 3 times, they have to run to first base. The backstop has to throw the ball to the 1<sup>st</sup> base fielder to get the batter out.
- If the bowler throws the ball and it bounces or goes above the batter's head or below their knees, that is a ball. After 4 balls the batter is allowed to run to 1<sup>st</sup> base for free.
- Batter's can stop on any base; however, you cannot have 2 people on a base or have batter's overtaking each other. If two on one base, the person who got there second is out. If you overtake, the person who overtakes is out.
- Batter's must run on the outside on the bases, if they run on the inside of any base they must return and stop on the previous base.
- If the batter stops on any base and after another go makes it all the way through 4<sup>th</sup> base and home, they get ½ point. If they strike and make it all the way around the bases and home, they get 1 point.
- If a base fielder has the ball in their hand and is standing on the base before the batter gets to the base, the batter is out
- If an outfielder catches the ball, the batter is out. Any batting team on bases must return the base they started on

Allow each team to have the same number of innings. This will be dependent on how much time you have & how long it takes between each innings

### Teaching points

- Batting team:
  - >Communicating with each other when they are running between bases. Make sure they don't end up with two on one base or where someone is overtaking when running between bases.
  - >Looking for gaps in the field to strike the ball. Do we need to strike the ball hard and long, or can we use a block and run to first base, maybes to get someone on 4<sup>th</sup> base home to get the team ½ point
- Fielding/bowling team:
  - >When fielding, think about what base we want to block. Do we want to block 2<sup>nd</sup> base because someone is running there, or do you want to block 4<sup>th</sup> base where a different person is running.
  - >Swap roles after each batter so that everyone can have a turn at each role.
  - >Think about where we are placing fielder. No outfielder can be placed inside the bases, they must be on the outside
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### Key Questions

- How can we show respect and good sportsmanship whilst playing rounders?
- What do mean by the term tactic?
- Can you explain a tactic that you have used in the game?

### National curriculum links:

- Use running, throwing and catching in isolation and combination
- Play competitive games against others, applying basic principles for attacking and defending

- Develop technique and control through playing rounders

**Social and environmental skills:**

- Developing team work and collaboration skills
- Developing good communication skills
- Showing creativity in coming up with tactics
- Showing good sportsmanship throughout the session