

Curriculum area	Topic	Year	Session Number	Skill
Strike & Field Games	Rounders	5/6	#5	Fielding As A Team

Equipment

- Small balls/tennis balls
- Rounders bat/tennis rackets
- Cones for set up
- Bibs
- Spots
- Bean bags
- Rounders posts if available (for bases)

Learning Objective

- To be able to communicate effectively with others
- To show good leadership and team work skills

Success Criteria

- I can position myself strategically when fielding.
- I can back up teammates and cover space.
- I can communicate to organise the team effectively.

Key words

- Communication
- Leadership
- Team work

Preparation Ideas/Warm Up

Foxes & Rabbits

Split the class into teams of 6-7. Pick 1 player to be the rabbit (target). They will need to move around in the area, away from the rest of the team (foxes). The only way they can be tagged is with the tennis ball. If a player is in possession of the ball, they cannot move, they can only throw the ball to someone closer to the rabbit. The foxes need to work together to position themselves in order to tag the rabbit without moving.

Once the rabbit has been tagged, swap them over.

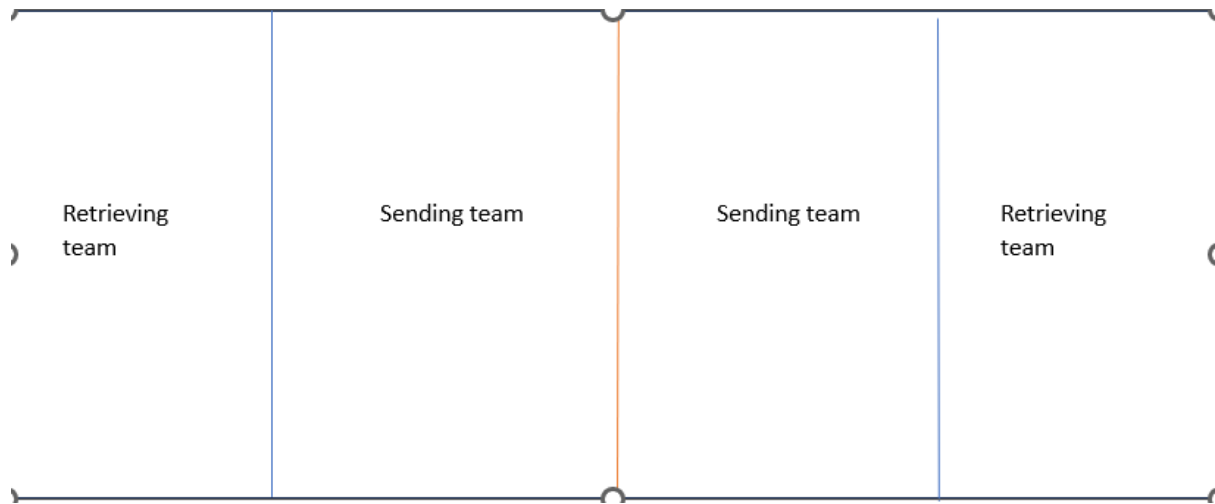
Skill Development

2 messy bedrooms

This game is played similar to the game messy bedrooms; however, each team have 2 large bedrooms each, rather than just the 1 regular bedroom.

We will have a retrieving team, who will be placed in the back bedroom, with a sender team in the

front bedroom. The players in the sending bedroom will roll the ball across the middle line. The sending team at the front can try to block/stop the ball by using a long and short barrier, however if the ball goes past them and to the retrieving team, they must throw the ball to a member of the sending team, for them to roll the ball over the middle line.



Progression:

>Instead of rolling the ball, the sending team can now use an overarm throw to throw the ball over the middle line

Game

Diamond Rounders

Split the class into teams of 4. If you think there may be too many teams, split the class to play on 2 separate pitches.

Set up a rounders pitch with a bowling square in the middle, 4 bases set up with a post for each. The fielding team are made up of the other teams. We need 1 bowler (which can be swapped after 5 bowls) and the rest need to split between being base fielders, outfielders and a backstop.

The batting team will line up on a base each. The bowler can decide to bowl to any of the batting team. The fielding team will need to adjust their position to make sure they have a base fielder on each base and a backstop. The bowler will bowl the ball to the batter, who will strike the ball and begin to run clockwise around the bases.

Every time the batting team reach a new base, they receive 1 point. If they are caught or run out, they receive a -4 score. If they miss the ball, no points are awarded, they just lose 1 of their 10 turns.

Each team will take it in turns being the batting team, looking to score as many points as possible. Each team is bowled to 10 times before the team's swap.

Teaching points

- When playing foxes and rabbits, we want the children without the ball to position themselves in the best position possible to be able to tag the rabbit with the ball without moving. They will need to work as a team in order to stop the rabbit being able to find free spaces to move into
- For the 2 messy bedrooms game, we want the retrieving and sending team to use good communication when throwing the ball to one another. If the retrieving team have the ball, we need them to communicate and use good team work with the sending team to throw the ball to them to then send the ball across to the opposition team. Make sure our throws are accurate and that the sending team are in the ready position to catch the ball and send the ball across.
- The diamond rounders game this week is focused on the fielding team. We need the bowler to communicate with the fielders which base they are throwing to, so that the fielders can position themselves in the outfield to where the batter may strike the ball. We also need one player to become the backstop and players placed on each base in case the batter misses the ball or so we can complete a run out.
- If the batter strikes the ball far into the field, remember to remind the class that the ball will always travel faster than a person. Throwing the ball to a fellow fielder closer to the bases is a much quicker and more efficient way of getting the ball back to the bases, rather than the fielder running with the ball.

Key Questions

- When fielding in rounders, why do we need good communication?
- What would we communicate to our team mates when we are the fielding team in rounders?
- When would we need to use good team work when we are the fielding team in rounders, and why?

National curriculum links:

- Use running, throwing and catching in isolation and combination
- Develop technique and control through playing rounders
- Play competitive games against others

Social and environmental skills:

- Developing good team work and collaboration skills
- Developing good communication skills
- Showing creativity in coming up with tactics
- Developing and showing leadership skills