ROUNDERS LESSON 1:

Learning Intention: How can you throw and catch in a game situation? Year 5

I can throw and catch the ball with some control and accuracy in a game situation

I can throw and catch the ball sometimes making the correct decisions in a game situation tennis balls x 30 I can throw the ball sympathetically to others and make good decisions in a game situation (attempting to catch others out)

Year 6

I can and catch and throw the ball, sometimes making the correct decisions in a game situation I can throw the ball sympathetically to others and make good decisions in a game

situation (attempting to catch others out)

I can throw and catch making correct tactical decisions having an impact in a game situation (catching others out)

WARM UP: Stuck in the Mud

All children to have a tennis ball.

Two children start as taggers with a ball. They are to run around the playing area trying to tag other children (with the ball held in their hand- not thrown).

If a child is tagged- they are to stand still and place their ball on the floor (like stuck in the mud).

The only way they can be released is by another player passing them the ball and passing it back again. Teaching Point: Ball in 1 hand at all times, throw underarm

ACTIVITY 1: Throw and run

Children into groups of 4's Pass and follow (pass the ball and run to the back of the opposite queue)

- a. Throw underarm
- b. Throw over arm
- c. Roll remember to stop the ball with barrier
- method bend down make a barrier
- d. Add competition between the teams

Children to choose a rounders or tennis ball

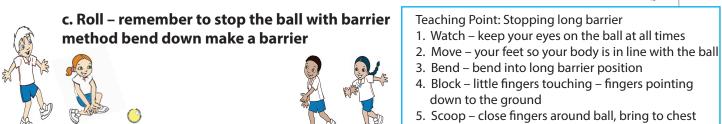
a. Throw underarm



b. Throw over arm

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YR 5& 6

Resources:

rounders balls x 15 cones, bats rounders posts

ACTIVITY 2: Beat the ball

Two groups of 4 to join together:

Note: The batter may run around more than once

You can also swap teams around and create a mini tournament.

1) How many passes can be made in the time that each member of the other group run around the cone?

Group 1 – To all stand behind a cone pass the ball around the square and count the number of passes until Group 2 hasstopped.

Group 2- Sprints around the cones (one at a time until everyone has completed the task)

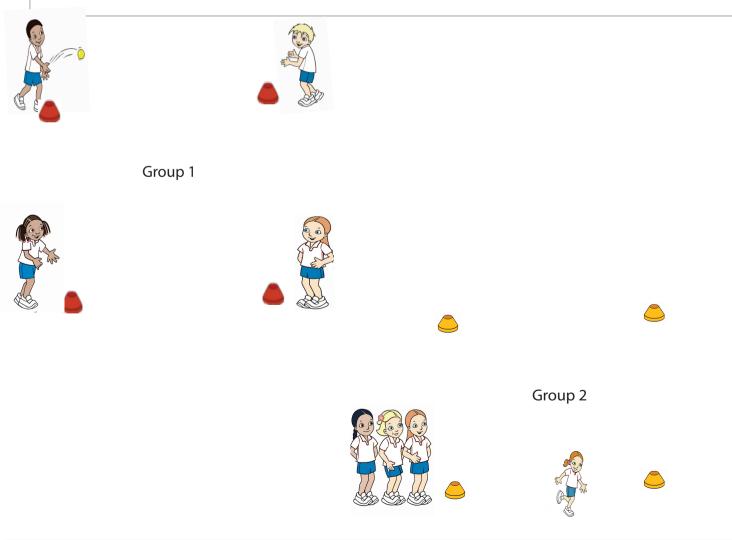
TP- Throwers -accurate and sympathetic passing is important

- Catchers- cushion the ball when catching
- Runners Stay close to the cones when running around them
- Winning team is the one that completes the most passes.

Swap over

Note: Children to think about their throwing technique and being **sympathetic** when throwing to another player.

Yr 6 extension: Can the passing team set up the area to simulate a rounders pitch?



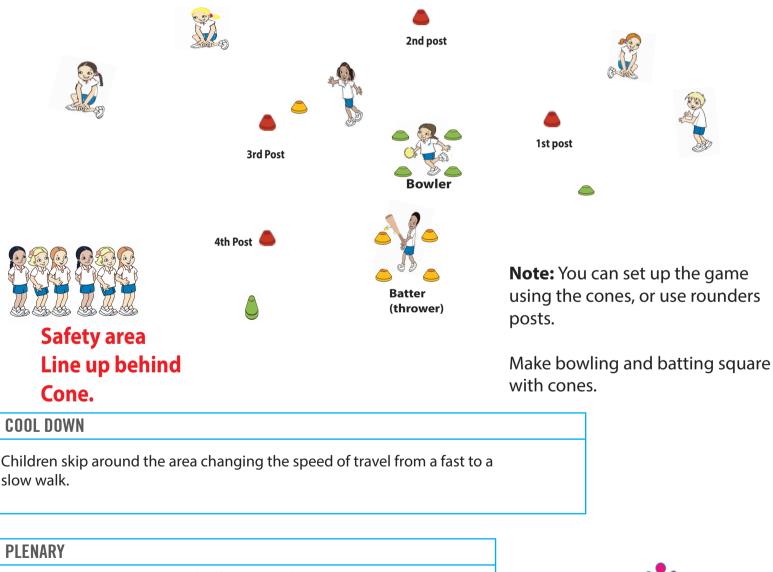
ACTIVITY 3: Aerobic rounders

Batting team 6-8 players on each team 2 bats each player Batter runs whether they hit or do not hit the ball Score on points- 1 point for every post that they reach If caught out the team loses 3 points You can never be out 2 members on each team to add up scores

Fielding team They bowl the ball to the batter (a good ball between knees and head of batter) 2 no balls gives the batting team 1 point Bowlers to have 6 bowls each - then quickly swap with another player on the fielding team Team has to get the ball back to the bowlers square and all run into this area line up and roll the ball through everyones legs Once it has gone through everyones legs the last person shouts "stop"

Important - when returning the ball back to the bowling square, encourage team to throw, not run with it

Yr 6 Extension: could play a rounders game



How can you throw the ball in rounders? What was important when throwing in a game situation?

