

ROUNDERS LESSON 5&6:

YR 3& 4

Learning Intention: *How can you take part in a batting and fielding in a rounders game?*

Resources:

30 x tennis balls
cones x 40
Rounders balls
Rounders Bats
Tennis bats

Year 3:

I can begin to use some batting skills I have learned and use them in a game

I can begin to use some fielding skills I have learned and use them in a game

I can use batting and fielding skills I have learned and use them with confidence in a game

Year 4 :

I can begin to use some fielding skills I have learned and use them in a game

I can use batting and fielding skills I have learned and use them with confidence in a game

I can show a variety of the batting and fielding skills I've learnt and work as part of a team

WARM UP: Harry Potter Stuck in the Mud- 5 minute warm up

Children to play stuck in the mud in a given area.

Choose three players in the class to be the 'taggers' (**the dementors**)

- Give 5 players a ball - (these are **witches and** wizards - they help release the players by **rolling** the ball to anyone who has been tagged by a dementor
- players who have been tagged stand in a star shape-when the ball is rolled to them they need to bend down and receive the ball in **LONG BARRIER** and throw it back to the witches or wizards
- Remind the children if they do not attempt the LONG BARRIER - they will not be released.
- Swap children around so they have different roles in the game.



ACTIVITY 1: 5s - 10 minutes

Children to complete the following challenges to practice their hand-eye co-ordination. How many challenges can they complete?

1. Children work in pairs with a ball.
2. Start 4–5m apart.
3. Allow 2–3 minutes for each challenge.

Challenge 1:

5 rolls: receiving player scooping the ball up with two hands each time.



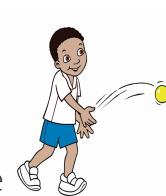
Challenge 2:

5 rolls: receiving player scooping the ball up with one hand each time.



Challenge 3:

5 throws and catch: throw the ball underarm to one another – receiving player to catch with 2 hands. Start from zero each time the ball is dropped.



Challenge 4:

5 throws and catch: throw the ball underarm to one receiving player to catch with one hand.



Q & A – What was important in all of these challenges?

Watching the ball, concentration, hands out ready to catch, teamwork.

ACTIVITY 2: Rounders Game- one team takes the batting innings while the other team fields

1) The bowler bowls to the batter who hits the ball forward on the Rounders Pitch.

NOTE: IF ball is hit behind batters, go to 1st post only until the ball has crossed the line.

Split the class into 4 teams and have two games running at once.

2) The batter then runs to as many posts as possible before the fielders return the ball to touch the post the batter is heading for, or the ball is returned to the bowler in the square

3) SCORING:

- If the batter reaches the 2nd or 3rd post in one hit, the batting team scores $\frac{1}{2}$ a **Rounder**.
- If the batter reaches 4th post in one hit, the batting team scores **ONE Rounder**.
- 2 No BALLS from the bowler = $\frac{1}{2}$ rounder
- Obstruction by a fielder = $\frac{1}{2}$ Rounder

No more than 9 players may be on the field at any one time.

4) Hit behind = 1st post only - until the ball has crossed the line

4) A player becomes 'out' of the innings when:

- A batter runs on the inside of the posts
- A batter deliberately throws the bat.
- The post the batter is running to gets stumped
- A batter overtakes another batter on the track
- The batter gets caught out.
- The batter loses contact with the post when the bowler has the ball
- A batter is out if they have a foot over the batting square and either miss or hit a good ball.

5) Batters must touch 4th post on getting home. 



Note: You can set up the game using the cones, or use rounders posts.

3rd Post

Bowler

1st post

Make bowling and batting square with cones.

4th Post



Batter

If the ball is hit behind this imaginary line batter goes to 1st post only... They can run as soon as the backstop throws the ball over the imaginary line.

Safety area
Line up behind
Cone.

COOL DOWN

Children skip around an area, changing the speed of travel from a fast to a slow walk.

PLENARY

What is important when batting and fielding?