

## Prior Learning

Linked together a range of skills and use in combination. Collaborated with a team to choose, use and adapt rules in games. Recognised how some aspects of fitness apply to rounders.

## Unit Focus

Apply rounders rules consistently. Play small-sided games using standard rounders pitch layout. Use a range of tactics for attacking and defending in the role of bowler, batter and fielder.

## We are learning...

1. attacking, tactical bowling to make it more difficult for the batter to hit.
2. to track and catch a high ball.
3. the difference between attacking and defensive batting.
4. to work in a pair in the field to restrict scoring.
5. to apply tactics when running around bases to avoid overtakes.
6. to apply attacking and defensive tactics in a competitive situation.

## Key Questions

1. What is the need to change our field for certain batters?
2. What are some of the rules of rounders?
3. How can you improve as a team to score more runs or stop the opposition scoring?

## Equipment

A range of balls, a range of bats and striking equipment, posts, button cones, and batting cones.

## Vocabulary

Shot, defensive, offensive, predict, place, select, tactics, stance, tracking.

## Rules

- A batter can still run on a 'No Ball' in the same way as if a ball was good.
- A batter cannot be caught out or stumped out at 1<sup>st</sup> post by a no ball.
- If you do not hit the bowled ball, you still must run unless it is a no ball.

## Assessment Overview

**Head** – Demonstrate urgency when in the field.

**Hand** – Play in a complete game of rounders with markings and four bases.

**Heart** – Understand teammate's perspective and motivation when accumulating rounders.

