





## Lesson sequence

- Consolidate sequence of learning from year 4, understanding the concept of rounders
- Develop fielding tactics maximising players
- Understanding what happens if the batter misses the ball
- Refine fielding tactics: What players where?
- Applying tactics in mini games
- Level 1 tournament

# Concept Links/Prior Knowledge

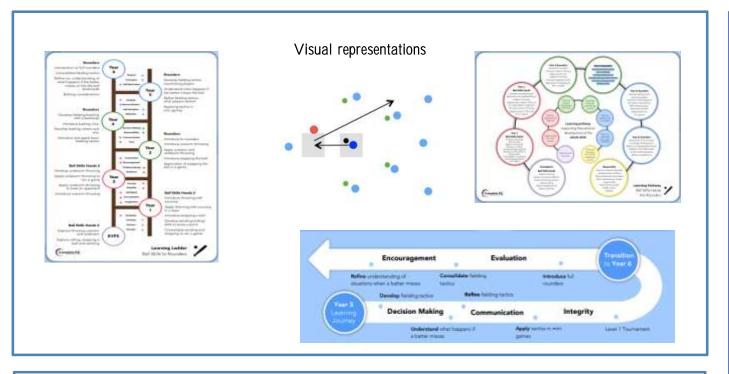
Year 3: Introduce to rounders • Introduce overarm throwing • Apply overarm and underarm throwing • Introduce stopping the ball • Application of stopping the ball in a game.

Year 4: <u>Rounders</u> Develop fielding bowling with a backstop. Introduce batting how. Develop batting; where and why. Introduce and apply basic fielding tactics.

Sticky learning	
New Knowledge	<u>New Skills</u>
<ul> <li>To know how to place the ball in to a given space</li> <li>To know how put pressure on the opposing team</li> <li>To know how to run over the shortest distance possible in order to score</li> <li>To know how strike the ball so it leaves the ground</li> <li>Know some fielding positions in rounders</li> </ul>	<ul> <li>Develop long barrier and fielding skills when stopping the ball.</li> <li>Understanding when and how to run between base/posts to score rounders/points.</li> <li>Perform bowling actions with accuracy and control repeatedly to apply pressure to batting team.</li> <li>To use hand-eye coordination to strike a moving and a stationary ball using transfer of weight.</li> <li>Understand where to hit shots and why</li> <li>To develop fielding positions and understand their importance when playing a game.</li> <li>Introduction to batting in rounders using different equipment different bats/ras. Use these skills to improve batting and bowling skills in rounders.</li> <li>Selecting different ways of throwing (underarm and overarm) and to know when it is appropriate to use each one in games.</li> </ul>







### Rules

- If the batter hits the ball they must run around the outside of all the 4 bases, before the ball reaches base 4, in order to score a rounder. If the batter runs twice around the bases they score 2 rounders.
- If a fielder catches the ball hit by the batter, without it touching the ground, the batter is out.
- The fielders must throw the ball around all the bases staring from base 1 in sequential order to get a batter out. The fielders must have a foot or hand in contact with the bases when throwing the ball.
- If a batter misses the ball when it is bowled to them, they have a second attempt to hit the ball.
   If the batter misses the ball on their second turn they must run, but can only score half a rounder if they beat the ball to base 4
- If the batter chooses to run a second time, once they pass the batting square they cannot change their mind. If the ball is thrown to base 4 before the batter reaches there, the fielders prevent the batter from scoring a rounder.

## Vocabulary revision

**Tactics:** *Tactics are a carefully planned set of actions that are used by a team or an individual to attain a certain goal.* 

**Bowling:** *is the action of propelling the ball towards the wicket defended by a batter, with the intention of getting the batter out or preventing them from scoring runs.* 

**Fielder:** A fielder is a defensive position that is occupied while the other team are batting. The aim of the fielding team (defending team) is to prevent the batter from scoring a rounder.

#### New vocabulary I will learn

Batting and Bowling Square: The batting square is a marked out area that the batter stands in when striking the ball. The bowling square is opposite the batting square in the middle of the pitch. This is where the bowler stands when bowling the ball.

No ball: A no ball is an unfair delivery bowled by the bowler that is either; dangerous, the ball is bowled above the batters head and below the knee or if the ball bounces before the batter.

**Out**: *is a form of dismissal which occurs when the batters period of batting is brought to an end by the opposing team.*