

Striking and fielding- Rounders KS3

- Replicate and improve individual technique in batting, bowling and fielding.
- Work on improving the quality of their skills with the intention of outwitting opponents.
- Strike the ball so that fielders are deceived or avoided.
- Accurately score games and understand the rules.

Objectives of the Unit:

<p>Outwitting an opponent:</p> <p>To continue to develop the ability to outwit opponents using strategies and tactics. Pupils will learn to apply consistency & timing in the use of techniques for batting, bowling and fielding. Pupils will develop ability to become a reflective learner. A continual development, adaptation and refinement of the learnt skills will contribute to producing a good performance.</p>	<p>Developing Physical and Mental Capacity</p> <p>Pupils will develop mental capacity & creative thinking when devising & implement new tactics. Use rounders to develop observation skills on peer performances, skills and techniques. To extend knowledge of rounders rules and umpire calls. Pupils will be encouraged to evaluate games and how they outwit opponents and reasons for this. To develop mental capacity when scoring and calculating runs.</p>	<p>Developing Skills/Performance</p> <p>Pupils will learn to use principles of play when selecting and applying tactics to produce a successful outcome. Pupils will continue to develop the skills necessary to outwit opponents. Batting, bowling and fielding will be further developed through games and conditional situations. Demonstrating high quality performances and accurate replication will be assessed.</p>
<p>Making and Applying Decisions</p> <p>Opportunities to umpire/coach pupils or small groups will develop communication, leadership and decision making skills. Pupils will learn to identify and implement the principles of outwitting opposition whether fielding or batting. Pupils will implement strategic and tactical decisions based on the hitting/movement of the ball into space.</p>	<p>Making Informed Choices About Healthy, Active Lifestyle</p> <p>Pupils will understand why regular exercise has a positive effective on their own health, fitness and social wellbeing. Suggest any rounders clubs within the school timetable and promote community links. Highlight rounders fitness needs and the necessary components of fitness needed. <i>i.e. coordination, reaction time, speed and agility.</i></p>	<p>Evaluating and Improving</p> <p>Be able to understand the concept of rounders and make effective evaluations of strengths and weaknesses of performance. Appropriate questioning on teaching points of the skills and processes developed. Observation and peer assessment. Pupils will develop capacity to self-assess, assess others and to coach.</p>

Cross Curricular Links:

Literacy: C4TEEP: Key word, group discussions, small white boards, written answers, work of the week, structuring sentences to answer questions.

Maths: Scoring, statistics, measurements, heart rates/pule rates.

Assessment:

Q & A
Formative and summative assessment.
Students assessment booklets
Assessment criteria- name matching
Verbal feedback

Extension & Enrichment

- Out of lessons, at home and in the community, pupils could be encouraged to:
- practise skills at home
 - take part in school sport, either competitively or socially
 - join clubs in the community and/or use local facilities
 - watch live and recorded matches, to appreciate high-quality performance
 - make up games that focus on improving technique and fitness
 - read rule books and sports reports in newspapers and magazines

BRONZE LESSONS

Ball familiarisation/catching

- To develop an understanding and knowledge of the basic fundamentals of rounders.
- To be able to accurately replicate a basic throwing & catching technique.
- To be able to play conditioned game in which they understand and apply basic tactics.
- To begin to think about outwitting opponents with the placement of the ball.

Task examples

- Warm up – Student led. Coordination catching game.
- Pupils to stand 2 metres apart. Bend knees. Throw under arm + catch return.
- Number of consecutive catches.
- Demo catching styles; cup-low catch/reverse cup-high ball. T.P's;
- Bring hands to chest as you catch, eyes on ball, cushion catch.
- Pairs to experiment with low and high catches. Rounders game.
- 2 teams-highlight basic rules.
- No balls, direction of play, 1 per base, no overtaking.
- Out through–caught, bowled, run out.

Fielding

- To use both underarm & over arm throws depending on game situations.
- To accurately replicate long barrier and use effectively in a game.
- To begin to outwit opponents with the use of bating shots.
- To develop communication skills, teamwork through rounders game play.

Task examples

- Fielding game. Small teams. 2 rounders posts either end of grid.
- Can't run with ball. Must pass between fielders to get close enough to stump posts.
- Drop ball=possession over.
- Highlight long barrier technique.
- Pupils to shadow (no ball).
- Pairs-roll ball along ground, long barrier, roll back.
- Differentiation= roll so partner must move first.
- Discuss when is best to use underarm (close) & over arm (long distances) Rounders game.
- 2 teams.
- Recap rules.

Bowling

- To accurately replicate the correct bowling technique.
- To understand what makes a legal ball and penalty for persistent no balls.
- To play conditioned game understanding the rules and tactics.
- To incorporate bowling, batting, fielding into a game of rounders.

Task examples

- Warm up – Student led pulse raiser + stretches.
- Discuss bowling technique. Teaching points; grip, step into bowl, must pass between shoulder and knee.
- 3's; 1 pupil to hold hoop out to the side. Must bowl through hoop to be a legal ball.
- Pupils to explore delivery.
- Points for successful balls.
- Rounders game. 2 teams.
- Recap rules.
- How do you score ½ a rounder + full rounder.
- Non-participants to shadow umpire.

Batting

- To accurately replicate the batting technique.
- To understand the importance of ball placement in relation to the fielders.
- To develop knowledge of rounders rules and use effective communication as a team.
- To refine basic tactical ideas depending on successful outcomes.

Task examples

- Warm up – Student led pulse raiser + stretches.
- 3 vs 3 keep ball.
- Throwing & catching in small grid. Highlight batting technique.
- Teaching points; Stance & Grip, bat back in preparation, follow through. In 4's – Hit the ball off batting tee.
- 1 batter, bowler, backstop and fielder. 5 bats each, rotate roles.
- Focus on good contact. Progress to bowling to batter.
- Rounders game. 2 teams.
- Pupils recap rules.

Fielding tactics/strategies to outwit opponents

- To understand the fielders roles and base responsibilities.
- To perform and replicate a combination of skills to outwit opponents in a game situation.
- To understand basic tactics to outwit batters & fielders respectively.
- To make effective evaluations of strength and weaknesses, of self and others' performance.

Task examples

- Warm up – Student led pulse raiser + stretches.
- Pairs-roll ball out for partner to retrieve, and accurately throw back to feeder who stumps base.
- Swap roles. Progress to 4's – batter to hit ball and run to base and back before ball is stumped at starting base.
- Highlight hitting into space, timing + accuracy when bowling.
- Rounders game. 2 teams – 5 minute innings.
- Pupils recap rules.
- Anticipate batters movement between bases. Important to stop scoring at 2nd/4th base.

Assessment

- To demonstrate the ability to outwit an opponent in a game situation use a range of batting, bowling and fielding techniques.
- The pupils are to develop their knowledge and understanding of the rules of rounders.
- To demonstrate a variety of tactics based on the opposition.

Task examples

- Warm up – Student led.
- In pairs – A rolls the ball out and B sprints after it rakes the ball up and picks the ball up throwing ball back to A using over arm.
- Highlight assessment criteria.
- 4's – batter to hit ball and run to base and back before ball is stumped at starting base.
- Rounders game. 2 teams – 5 minute innings.
- Pupils recap rules. Pupils to help umpire.
- Discuss, refine and implement tactics after 1st innings.
- Teacher grades against school assessment.

SILVER LESSONS

<p>Fielding skills</p> <ul style="list-style-type: none"> ○ To accurately replicate long barrier and use effectively in a game. ○ To develop creative thinking & outwitting opponents with the placement of the ball. ○ To be able to play conditioned game in which they understand and apply basic tactics. ○ To develop communication skills, teamwork through rounders game play. <p>Task examples</p> <ul style="list-style-type: none"> ○ Warm up – Student led. ○ Fielding game. Small teams. ○ 2 rounders posts either end of grid. ○ Can't run with ball. ○ Must pass between fielders to get close enough to stump posts. ○ Drop ball=possession over. ○ Q&A knowledge on ready position (balls of feet, watch ball, hands out ready), barrier position (move in line with ball, barrier, hands point down, watch ball into hands). ○ Rounders game. ○ 2 teams- recap rules. ○ No balls, direction of play, 1 per base, no overtaking. ○ Out through–caught, bowled, run out. 	<p>Bowling development</p> <ul style="list-style-type: none"> ○ To accurately replicate a legal bowling technique. ○ To incorporate spin & disguise into bowling to outwit batter. ○ To understand what makes a legal ball and penalty for 3 no balls. ○ To incorporate bowling, batting, fielding technique into a full game of rounders. <p>Task examples</p> <ul style="list-style-type: none"> ○ Warm up – Student led pulse raiser + stretches. ○ Recap bowling technique. ○ Teaching points; step into bowl, must pass between shoulder and knee. ○ 3's; 1 pupil to hold hoop out to the side. ○ Must bowl through hoop to be a legal ball. ○ Pupils to explore with spin. ○ Rounders game. 2 teams. ○ Recap rules. ○ All pupils to bowl 6 balls each. ○ How do you score ½ a rounder + full rounder ○ Non-participants to shadow umpire. 	<p>Batting development</p> <ul style="list-style-type: none"> ○ To accurately replicate the batting technique. ○ To develop the ability to hit the ball into space in relation to fielders. ○ To refine tactical ideas depending on opposition. ○ To analyse individual strengths and make tactics changes to the batting order/field positions as a result. <p>Task examples</p> <ul style="list-style-type: none"> ○ Warm up – Student led pulse raiser + stretches. ○ 30m sprint test. ○ Pupils to time each other. ○ Discuss why speed is important. ○ Recap batting technique. ○ Teaching points; Stance, bat back in preparation, follow through. In 4's 1 batter, bowler, backstop and fielder. ○ 5 bats each, rotate roles. Focus on good contact. ○ Batter to place fielder in a certain position and hit to them. ○ Rounders game. 2 teams. ○ Pupils recap rules.
<p>Positional roles</p> <ul style="list-style-type: none"> ○ To explore rounders positions and the relevant roles at each point. ○ To develop knowledge of backstop to 1st base tactics. ○ To understand the need to change field positioning depending on batters set up. <i>i.e. left hander.</i> ○ To develop creative thinking & outwitting opponents during a game. <p>Task examples</p> <ul style="list-style-type: none"> ○ Warm up – Student led. 3 vs 3 keep ball. ○ Throwing & catching in small grid. In 5's 1 batter, bowler, backstop, base and fielder. ○ Set up 2 posts. Batter to hit + run to base and back as many times as possible. ○ Discuss judgment when running. 5 bats each, how many points. Swap roles. ○ Rounders game. 2 teams- recap rules. ○ No balls, communication between bases, no overtaking. ○ Out through–caught, bowled, run out. 	<p>Tactics/strategies to outwit opponents</p> <ul style="list-style-type: none"> ○ To perform and replicate a combination of skills to outwit opponents in a game situation. ○ To understand the importance of judgment as a batter in response to fielders actions. ○ To make effective evaluations of strength and weaknesses, of self and others' performance. <p>Task examples</p> <ul style="list-style-type: none"> ○ Warm up – Student led pulse raiser + stretches. ○ Pairs-agility test with coned course. Timed. ○ In 5's 1 batter, bowler, backstop, base and fielder. Set up 2 posts. ○ Explore ways to outwit 4 fielders. How were pupils successful? ○ Highlight hitting into space, timing + accuracy. ○ Rounders game. 2 teams – 5 minute innings. ○ Discuss, refine and implement tactics after 1st innings. 	<p>Assessment</p> <ul style="list-style-type: none"> ○ To demonstrate the ability to outwit an opponent in a game situation use a range of batting, bowling and fielding techniques. ○ To demonstrate knowledge and understanding of the rules of rounders. ○ To demonstrate a variety of tactics based on the opposition. ○ To perform effective communication & teamwork skills. <p>Task examples</p> <ul style="list-style-type: none"> ○ Warm up – Student led pulse raiser + stretches. ○ In pairs – Coordination catching game. Pupils to stand 2 metres apart. Bend knees. Throw under arm + catch return. ○ Number of consecutive catches. ○ Discuss assessment criteria. ○ In 5's 1 batter, bowler, backstop, base and fielder. Set up 2 posts. Batter to hit + run to base and back. Rounders game. ○ 2 teams – 5 minute innings. Pupils recap rules. ○ Pupils to help umpire. ○ Teacher grades against school assessment.

GOLD LESSONS

<p>Throwing/catching/fielding</p> <ul style="list-style-type: none"> ○ To accurately replicate fielding skills and use effectively in a game. ○ To develop communication skills, teamwork through rounders game play. ○ To develop creative thinking & outwitting opponents with the placement of the ball. ○ To be able to play game and apply batting/fielding tactics. <p>Task examples</p> <ul style="list-style-type: none"> ○ Warm up – Student led pulse raiser + stretches. ○ In pairs, jog round rounders pitch, throwing and catching ball to each other. Point for each catch. ○ Q&A knowledge on barrier position + fielding. ○ 4's. 1 batter, 3 fielders focusing on retrieving and passing ball effectively and quickly. ○ Batter to focus on aiming for fielder. ○ Rounders game. 2 teams- Rules: contact with posts, obstruction, no balls, running between bases. 	<p>Bowling development</p> <ul style="list-style-type: none"> ○ To accurately replicate a legal bowling technique. ○ To develop the ability to add disguise + power into bowling action. ○ To understand rules involving bowling. <i>i.e. stopping running once held.</i> ○ To incorporate bowling, batting, fielding technique into a full game of rounders. <p>Task examples</p> <ul style="list-style-type: none"> ○ Warm up – Student led. 1 group passes ball round circle. ○ Group 2 must run round pitch 3 times. ○ How many passes in this time. Can other group beat it? ○ T.P's; under arm, pass between shoulder and knee, how do we create speed/power? 4's – batter, bowler, backstop, retriever. ○ Aim towards hands of backstop. ○ Rules-bowling box. ○ Full rounders game. 2 teams. ○ Recap rules. How do you score ½ a rounder + full rounder. ○ Non-participants to umpire. 	<p>Batting development</p> <ul style="list-style-type: none"> ○ To develop batting technique incorporating power and placement. ○ To develop strategic concepts when batting. ○ To show a confident understanding of umpire calls/rules and batting/bowling infringements. ○ To analyse individual strengths and make tactics changes to the fielding positions as a result. <p>Task examples</p> <ul style="list-style-type: none"> ○ Warm up – Student led. ○ In pairs. Jogging and throwing the ball. Add a clap in between. ○ Practice one handed catches. Recap batting technique (grip, stance, action) ○ T.P's; Bat out to side of body & sideways on. Pairs – underarm throw, hit back directly to partner. ○ 4's – bowler, batter, backstop and retriever. Batter aims to hit ball through a coned target. Hit target= 1 point. ○ Rules about stepping out of batting square. ○ Rounders game. 2 teams. ○ Non-participants to umpire.
<p>Fielding roles/outwit opponents</p> <ul style="list-style-type: none"> ○ To discover fielding roles at each point. ○ To develop knowledge & understanding of where pupils can outwit opponents. ○ To make decisions about field positioning in response to batter analyse. ○ To gain an understanding about exercise importance & healthy lifestyles. <p>Task examples</p> <ul style="list-style-type: none"> ○ Warm up – Student led + stretches. ○ 3 vs 3 keep ball in small grid. ○ 4's-3 fielders, 1 batter. How can fielders support each other? ○ Judge/anticipate batters hit + create tactics to outwit opposition. Link to full game. ○ Roles of fielding positions, who to pass to and when, awareness of other players. 1 pupil from each team to umpire. Swap roles. ○ Full Rounders game. 2 teams- work on communication between bases. 	<p>Evaluation of tactics/peer assessment</p> <ul style="list-style-type: none"> ○ To perform and replicate a combination of skills to implement tactics & to outwit opponents. ○ To make effective evaluations of strength and weaknesses of pupils performance. ○ To develop the ability to become a reflective learner & suggest fitness needs of rounders players. <p>Task examples</p> <ul style="list-style-type: none"> ○ Warm up – Student led pulse raiser + stretches. ○ In 5's 1 batter, bowler, backstop, base and fielder. Set up 2 posts. Explore ways to outwit 4 fielders. How were pupils successful? Fielders to peer assess batter. ○ Full rounders game. ○ Pupils choose a partner from opposite team who they will observe when batting and fielding. ○ 2 teams–5 minute innings. ○ After 1st innings discuss good points and improvements to be made about performance of person evaluated. 	<p>Assessment</p> <ul style="list-style-type: none"> ○ To demonstrate a variety of tactics based on the opposition. ○ To demonstrate the ability to outwit an opponent in a game situation use a range of batting, bowling and fielding techniques. ○ To demonstrate a confident understanding of the rules of rounders. ○ To demonstrate effective communication & leadership skills. <p>Task examples</p> <ul style="list-style-type: none"> ○ Warm up – Student led pulse raiser + stretches. ○ Discuss assessment criteria. ○ 4's-3 fielders, 1 batter. Batter to hit + run to base and back. Swap roles. ○ Full rounders game. ○ Pupils to provide rules to group. ○ 2 teams – 5 minute innings. After 1st innings – allow team talk. ○ Discuss good points and improvements to team tactics. ○ Non-participants to umpire. ○ Teacher grades against school assessment.

PLATINUM LESSONS

<p>Throwing/catching/fielding</p> <ul style="list-style-type: none"> ○ To accurately replicate fielding skills and use effectively in a game. ○ To develop communication skills, teamwork through rounders game play. ○ To develop creative thinking & outwitting opponents with the placement of the ball and whilst fielding. ○ To be able to play game and apply batting/fielding tactics. <p>Task examples</p> <ul style="list-style-type: none"> ○ Warm up – Student led pulse raiser + stretches. In pairs, jog round rounders pitch, throwing and catching ball to each other. Point for each catch. Q&A knowledge on barrier position + fielding. ○ 4's. 1 batter, 3 fielders focusing on retrieving and passing ball effectively and quickly. Batter to focus on aiming for fielder. Fielders to focus on help fielding/communication. ○ Rounders game. 2 teams- Rules: contact with posts, obstruction, no balls, running between bases. 	<p>Bowling development</p> <ul style="list-style-type: none"> ○ To accurately replicate a legal bowling technique. ○ To develop the ability to add disguise + power into bowling action. ○ To understand rules involving bowling. <i>i.e. stopping running once held.</i> ○ To incorporate bowling, batting, fielding technique into a full game of rounders. <p>Task examples</p> <ul style="list-style-type: none"> ○ Warm up – Student led. 1 group passes ball round circle. ○ Group 2 must run round pitch 3 times. How many passes in this time. Can other group beat it? ○ T.P's; under arm, pass between shoulder and knee, how do we create speed/power? ○ 4's – batter, bowler, backstop, retriever. Aim towards hands of backstop. Rules-bowling box. Attempt different types of bowls. ○ Full rounders game. 2 teams. Recap rules. How do you score ½ a rounder + full rounder. Non-participants to umpire. 	<p>Batting development</p> <ul style="list-style-type: none"> ○ To develop batting technique incorporating power and placement. ○ To develop strategic concepts when batting. ○ To show a confident understanding of umpire calls/rules and batting/bowling infringements. ○ To analyse individual strengths and make tactics changes to the fielding positions as a result. <p>Task examples</p> <ul style="list-style-type: none"> ○ Warm up – Student led. In pairs. Jogging and throwing the ball. Add a clap in between. Practice one handed catches. ○ Recap batting technique (grip, stance, action) ○ T.P's; Bat out to side of body & sideways on. Pairs – underarm throw, hit back directly to partner. ○ 4's – bowler, batter, backstop and retriever. Batter aims to hit ball through a coned target. Hit target= 1 point. Rules about stepping out of batting square. ○ Different targets= different points. ○ Rounders game. 2 teams. Non-participants to umpire.
<p>Fielding roles/outwit opponents</p> <ul style="list-style-type: none"> ○ To discover fielding roles at each point. ○ To develop knowledge & understanding of where pupils can outwit opponents. ○ To make decisions about field positioning in response to batter analyse. ○ To gain an understanding about exercise importance & healthy lifestyles. <p>Task examples</p> <ul style="list-style-type: none"> ○ Warm up – Student led + stretches. 3 vs 3 keep ball in small grid. ○ 4's-3 fielders, 1 batter. How can fielders support each other? ○ Judge/anticipate batters hit + create tactics to outwit opposition. Help fielding. ○ Link to full game. ○ Roles of fielding positions, who to pass to and when, awareness of other players. 1 pupil from each team to umpire. Swap roles. ○ Full Rounders game. 2 teams- work on communication between bases. 	<p>Evaluation of tactics/peer assessment</p> <ul style="list-style-type: none"> ○ To perform and replicate a combination of skills to implement tactics & to outwit opponents. ○ To make effective evaluations of strength and weaknesses of pupils performance. ○ To develop the ability to become a reflective learner & suggest fitness needs of rounders players. <p>Task examples</p> <ul style="list-style-type: none"> ○ Warm up – Student led pulse raiser + stretches. ○ In 5's 1 batter, bowler, backstop, base and fielder. Set up 2 posts. ○ Explore ways to outwit 4 fielders. How were pupils successful? Fielders to peer assess batter. Then fielders to outwit batters. ○ Full rounders game. Pupils choose a partner from opposite team who they will observe when batting and fielding. ○ 2 teams–5 minute innings. After 1st innings discuss good points and improvements to be made about performance of person evaluated. 	<p>Assessment</p> <ul style="list-style-type: none"> ○ To demonstrate a variety of tactics based on the opposition. ○ To demonstrate the ability to outwit an opponent in a game situation use a range of batting, bowling and fielding techniques. ○ To demonstrate a confident understanding of the rules of rounders. ○ To demonstrate effective communication & leadership skills. <p>Task examples</p> <ul style="list-style-type: none"> ○ Warm up – Student led pulse raiser + stretches. ○ Discuss assessment criteria. 4's-3 fielders, 1 batter. Batter to hit + run to base and back. Swap roles. ○ Full rounders game. Pupils to provide rules to group. 2 teams – 5 minute innings. After 1st innings – allow team talk. ○ Discuss good points and improvements to team tactics. ○ Non-participants to umpire. ○ Teacher grades against school assessment.