



Rounders

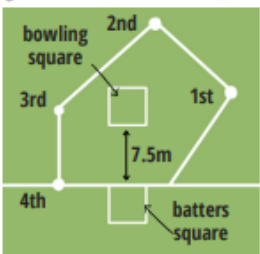
School Games Values:
The six School Games values are: **Determination**, **Passion**, Respect, **Honesty**, **Self-Belief** and **Teamwork**, which were designed to reflect the 'spirit' of the School Games. We encourage all children to adopt and demonstrate the 'Spirit of the Games' in all PE lessons and sporting events we attend.

About this Unit

Rounders is a striking and fielding game. The game has one fielding team and one batting team. Both teams will play one round, called an 'innings', as fielders and once as batters. Batters hit a small ball with a bat that has a rounded end. They score by running around the four bases on the field.

Rounders has been played in England for centuries, with records of the game dating back to the 16th century.

attacking	defending
score points	limit points
placement of an object	deny space
avoid getting out	get opponents out



Can you think of any other striking and fielding games that share these principles?

Ladder Knowledge

Striking:
Momentum and power for striking a ball comes from legs as well as arms.

Fielding:
Assess the situation before selecting the fielding action.

Throwing and catching:
Make good decisions on who to throw to and when to throw in order to get batters out. Accuracy, speed and consistency of throwing and catching will help to limit a batter's score.

This unit will also help you to develop other important skills.

Movement Skills

- throw
- catch
- bowl
- bat
- field

Social communication, collaboration, respect, co-operation

Emotional honesty, self regulation, sportsmanship

Thinking select and apply skills, reflection, assess, tactics

Key Vocabulary

abide: act in accordance with the rules

appropriate: suitable approach

assess: make a judgement of the situation

backing up: to move position to support

close catch: having both hands relatively close to the body to catch, little fingers together

collaborate: work jointly with others

consecutive: in a row

consistently: every time

deep catch: catch a ball from height, thumbs together in front of head

long barrier: a fielding action used to stop a ball coming at speed

momentum: the direction created by weight and power

short barrier: creating a barrier with hands in front of feet to stop a ball travelling at slow speed

situation: circumstances that create the environment


stance: the body position taken

tactic: a plan or strategy

tournament: a competition of more than two teams

track: to move your body to get in line with a ball that is coming towards you

umpire: a person who makes sure the rules are followed



Rules

OUTS
A player will be called out if they are:

- Caught out: fielder catches a batted ball
- Run out: their teammate runs to the same post as them
- Stumped out: fielder stumps the post that the batter is running to
- They run inside the bases

HOW TO SCORE

- One rounder = ball is hit and live batter runs to 4th
- A half rounder = ball is hit and live batter gets to 2nd
- A half rounder = ball is not hit and live batter gets to 4th
- A half rounder = two consecutive no-balls

Tactics

Using tactics will help your team to score points, called 'rounders', deny space, limit the oppositions score. There are batting and fielding tactics and these will change depending on the situation, the opposition and the desired outcome.

