

Knowledge Organiser

Rounders Year 5

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 bases on the field.



Striking and Fielding Games Key Principles

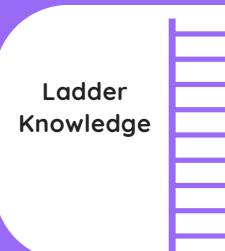
attacking	defending
score points	limit points
placement of an object	deny space
avoid getting out	get opponents out

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

Key Vocabulary



- backing up:** to move position to support
- close catch:** having both hands relatively close to the body to catch, little fingers together
- compete:** to play against others
- decision:** the choice made
- deep catch:** catch a ball from height, thumbs together in front of head
- limit:** to keep a score low
- long barrier:** a fielding action used to stop a ball coming at speed
- no ball:** a ball bowled outside of the rules of the game
- retrieve:** to collect and bring back
- 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



Ladder Knowledge

Striking:

Stance is important to allow you to be balanced as you hit.

Fielding:

Backing up a fielder as a ball is being thrown will help to increase the chances of fielding successfully.

Throwing:

Look where the batter is before deciding where to throw.

Catching:

Use a close catch when the ball is coming straight at you and a deep catch when it is dropping from high.

Movement Skills

- throw
- catch
- bowl
- bat
- field

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

Social

communication, respect, collaboration

Emotional

honesty, confidence, perseverance, self regulation

Thinking

assess, make decisions, comprehension, reflection, select and apply skills, tactics

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

There are batting and fielding tactics and these will change depending on the situation. E.g a batter could send the ball high and long if fielders are close, or between the bowler and backstop to cause confusion. Fielders could stop the batter by sending the ball to the bowler or go to stump them out.

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

Home Learning



Find more games that develop these skills in the Home Learning Active Families tab on www.getset4education.co.uk

Beat the Bowler



Get Set 4 Education

What you need: 2 players, a tennis ball and 2 markers. Optional: tennis racket

How to play:

- Create a 'batting square' with markers approx 2m apart. Players take turns to be the batter and the bowler.
- The bowler bowls to the batter, throwing five balls, trying not to give away half a rounder for two consecutive no balls.
- The batter can play with a tennis racket or by catching and throwing.
- The batter scores a rounder for each star jump made until the ball is collected by the bowler.

A bowl must:

- be underarm between shoulders and above the knees of the batter.
- not bounce.
- not be wide of the batting 'square'.



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Head to our youtube channel to watch the skills videos for this unit.