

Year 2: Hit, Catch and Run Unit 1

Summer 1

Sequence of Learning

- To hit a ball with increasing accuracy
- To work as a team to field a ball back to a base
- Use kicking to send a ball to score points
- Use bowling/ feeding skills in game situations
 - Experiment with different bats
 - Field to catch and throw to teammates to stop opponents scoring runs

Final Outcome:

Play in a 4 v 4 round-robin competition.

National Curriculum Key Skills

- Show awareness of opponents and team-mates when playing games
- Perform basic skills of rolling, throwing, striking, kicking and receiving with more confidence
- Apply these skills in a variety of simple games
- Make choices about appropriate targets, space and equipment

Key Questions

How did you try to score maximum runs?

As a fielder, did you do anything differently because the ball was being kicked, not hit?

Why would you aim to the middle of a person in underarm bowling?

Which types of hitting were easier? And which made you more accurate when hitting to targets?

What are the different techniques to different throws?

Rules

Attempt to run to the furthest target possible.

One point for every cone reached.

Fielders collect the ball and return to a target to stop the batter running.

Key Vocabulary

Hit, catch, runs, wicket, catch, bowl, feed, throw, catch, underarm, overarm, field, hitter, bowler, umpire, posts, stumps

Equipment needed:

range of balls, beanbags, cones, hoops, quoits, targets, skittles, goals, button cones, bats

