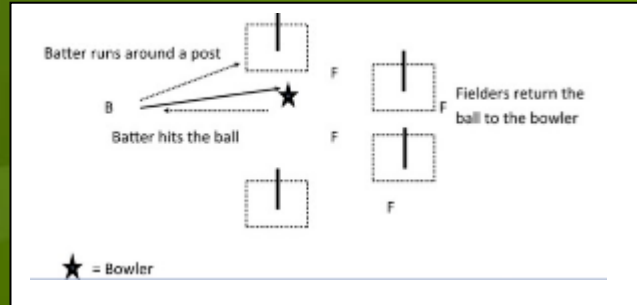


# Year 4: Rounders

## Summer 1

### Sequence of Learning

- Throw and catch the ball with increasing accuracy,
- Anticipate how many zones the batter can run to
- Run at speed to avoid being stumped out
- Choosing position when fielding to try and stop a ball
- Attempt to underarm bowl to batters
- Make quick decisions about when to throw to backstop



### National Curriculum Key Skills

- To catch with one hand
- To throw and catch accurately
- To hit a ball accurately and with control
- To move to find a space when they are not in possession during a game?
- To vary tactics and adapt skills according to what is happening?

### Final Outcome:

To play mini rounders tournament using a rounders scoring system.

### Key Questions

What area is the best to hit the ball to score runs?

How can we stop batters running to lots of zones?

How can we work as a team over a long distance to get the ball back quickly?

Why do we need a backstop?

### Key Vocabulary

Batting, fielding, bowling, bat, ball, batsman, bowler, bases, backstop, field, innings, strike, cross, rounder, half-rounder, balls, shot, forward.

### Rules:

Fielders need to return the ball to the bowler or a base; If the ball gets to the base the batter is running to before the batter, they are out; After three bowls without hitting the ball, the batter must move to the next base.

### Equipment needed:

range of balls, a range of bats and striking equipment, posts, button cones, batting cone