

Knowledge Organiser: Year 6 Rounders



Prior Learning:

Linked together a range of skills and use in combination. Collaborated with a team to choose, use and adapt rules in games. Recognised how some aspects of fitness apply to rounders.

Unit Focus:

Apply rounders rules consistently. Play small sided games using standard rounders pitch layout. Use a range of tactics for attacking and defending in the role of bowler, batter and fielder

Equipment needed: A range of balls, a range of bats and striking equipment, posts, button cones, batting cone.

Key Questions:

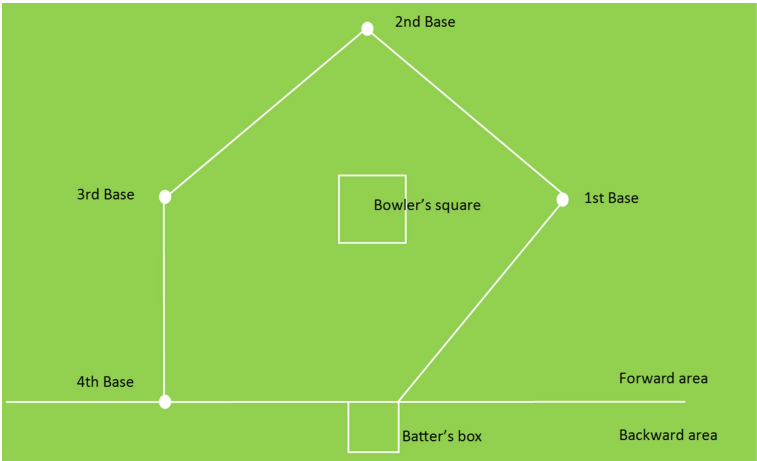
1. What is the need to change our field for certain batters?
2. What are some of the rules of rounders?
3. How can you improve as a team to score more runs or stop the opposition scoring?

Key Vocabulary/Skills	
Attempt attacking bowling.	Shot, defensive, offensive, predict, place, select, tactics, stance, tracking.
Catching a high ball to get players out.	
Using the faster ball to deceive batters.	
Working as pairs to field a long ball	
Employ base running tactics.	

Head: Demonstrate urgency when in the field.

Hand: Play in a complete game of rounders with markings and four bases.

Heart: Understand teammates perspective & motivation when accumulating runs/rounders.



Rules:

- A batter can still run on a 'No Ball' in the same way as if a ball was good 5.
- A batter cannot be caught out or stumped out at 1st post by a no ball.
- If you do not hit the bowled ball, you still have to run unless it is a no ball.

