

Topic: PE	Year group	Term
Striking and Fielding - Rounders	Year 5	Summer 1 5 sessions

Background knowledge

Striking and fielding games are activities in which players score points by striking an object and running to designated playing areas or prevent opponents from scoring by retrieving the object and returning it to stop the play. This includes rounders, cricket and baseball.

Differentiate by using the STEP model

- Space - increase or decrease distance or playing space
- Time - give a time limit or allow longer between passes etc
- Equipment - use balloons, scarves, ribbons to make catching easier and smaller balls for a challenge
- People - more or fewer players in a game

Familiarise yourself with TOPS cards.

Follow whole (game), part (skill), whole (game) planning model.

What should I already know?

Can catch a ball

Can adjust speed and direction

Can hit a ball with a bat

I can throw a ball at a target

I can throw overarm

National Curriculum Objectives / Key Skills	The Journey
To use running, jumping, throwing and catching in isolation and in combination play competitive games, modified where appropriate Rounders skills developed through TOPS Sports games and activities. • <u>I can throw and catch accurately</u> • <u>I track and catch the ball effectively</u> • <u>I can strike a ball into a space</u> • <u>I can move fluently between bases</u>	Use whole-part-whole model of planning. Have a go, practise a skill, have another go. 1. I can use a bat to strike a ball, I stand sideways, hold the bat firmly and follow through in the direction I want the ball to go. I can throw overarm and bowl (Top Sport Card Striking and Fielding - Run and Return) 2. & 3 & I can follow rules and apply tactics and skills in a simple game of rounders (Top Sport Activity Card -

• I can respond to the way the ball is bowled • I can vary tactics and adapt skills according to what is happening in a game. <u>(KPIs underlined)</u>	Striking and Fielding - Quick runs, safe catching and Get them Out) 3. Rounders match /competition against the other year 6 class
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Outcomes
An overview of what children will know / can do Working towards: I can bowl a ball and strike a ball into a space Expected: I can follow the rules and use tactics in a game Exceeding: I can umpire and explain the rules

Key Vocabulary	Timeline / Diagrams
Underarm throw - use a back to front swing motion to throw an object, releasing the object at hip height Overarm throw - throwing a ball, in which you stretch your arm over your shoulder Bowl - when a bowler bowls a ball, he or she sends it down the pitch towards a batsman Throw - make something travel through the air using your arm and hand Catch - to use your hands to hold something that has been thrown or kicked Send - make something travel to a target Receive - to be given an object by kicking or throwing Score - points made or lost in a game Target - a place to aim or defend Defend - protect an area/target Attack - to move an object towards the target Team - two or more players working together	

Key people / places

Important people or places

Quotes

Assessment questions / outcomes

Can you throw overarm?

Can you bowl?

Can you catch a rounders ball?

Can you hit a ball with a rounders bat

Can you throw towards a target?

Can you move to be in position?

Can you score a point in a game?