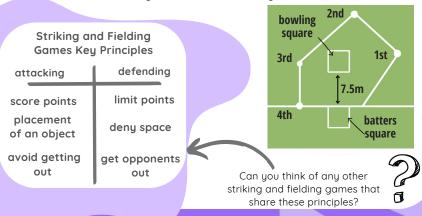


# **Knowledge Organiser Rounders Year 6**

### 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 the four bases on the field.

Rounders has been plaued in England for centuries, with records of the game dating back to the 16th century.



## Key Vocabulary

abide: act in accordance with the rules appropriate: suitable approach

close catch: having both hands relatively close to the body to catch, little fingers

consecutive: in a row consistentlu: everu time

deep catch: catch a ball from height, thumbs together in front of head long barrier: a fielding action used to stop a ball coming at speed

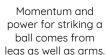
short barrier: creating a barrier with hands in front of feet to stop a ball

situation: circumstances that create the environment

tactic: a plan or strategy

tournament: a competition of more than two teams

Ladder Knowledge



Striking:

#### Fielding:

Assess the situation before selecting the fielding action.

#### Throwing and catching:

Make good decisions on who to throw to and when to throw in order to get batters out. Accuracy, speed and consistency of throwing and catching will help to limit a batter's score.

Movement

Skills

Rules

**Tactics** 

- throw
- catch
- bowl
- bat
- field

communication, collaboration, respect, co-operation

honesty, self regulation, sportsmanship

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

select and apply skills, reflection, assess, tactics

#### **OUTS**

A plauer 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

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

Using tactics will help your team to score points, called 'rounders', deny space, limit the oppositions score. There are batting and fielding tactics and these will change depending on the situation, the opposition and the desired outcome

assess: make a judgement of the situation backing up: to move position to support

together

collaborate: work jointly with others

momentum: the direction created by weight and power

travelling at slow speed

stance: the body position taken

track: to move your body to get in line with a ball that is coming towards you

umpire: a person who makes sure the rules are followed

Healthy **Participation** 

If uov eniou this unit

whu not see if there

is a rounders club in

your local area.



- Backstops must stand 2m behind the batter.
- Batters must take their bat with them when they run.
- Always keep a safe distance between yourself and a batter.



How will this unit help your body?

> agility, balance, co-ordination, speed.



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

# **Spell it Out**

What you need: post it notes, a pen, a ball or pair of socks.



- · Write a letter of the alphabet on each post it note and stick them to a wall.
- Begin 3m away and throw your ball to hit the letters to spell the following words...BOWL, CATCH, ROUNDERS,
- Then have a go at making your own word.
- · Have someone else with you? Can they guess your word. · Playing against someone else? Who can spell the words in
- the quickest time? Top tip: Point your fingertips in the direction of your target



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

