

Year 3- Striking and Fielding games- Run the Loop

Fundamental Movements Skills (10 mins & 10 mins)

(1) Catching 3 & Striking a ball 3

(2) Catching 3 & Rolling 3

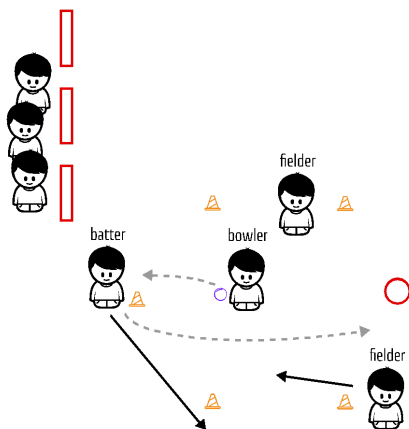
(3) Catching 3 & Striking a ball 3

(4) Catching 3 & Rolling 3

(5) Striking a ball 3 & Rolling 3

(6) Striking a ball 3 & Rolling 3

Core Task



- A team of 4 batters trying to score points by striking the ball and running between bases
- A team of 4 fielders trying to retrieve, throw and catch the ball quickly and accurately
- 4 bases set out in a semi-circle (about 8m between each base)
- One of the fielders bowls the ball underarm to the first batter, who must hit the ball between the first and fourth base and run around the bases
- Meanwhile the fielders try to retrieve the ball as quickly as they can and throw it between each team member until it is safely in the hands of the final fielder standing in a hoop
- The batter scores a point for each base they pass before the ball is back in the hoop. Once all the batters have had a turn, the children swap roles
- Each batter has five attempts to hit the ball before they must run anyway. Lower ability children may use a tennis racket

STEP Adaptation

Space

- < Move the bowler closer to the batter
- < Make the pitch smaller so the batter has less running to score points
- > Make the pitch bigger

Task

- < During the early weeks, allow the batter to throw or kick the ball
- < If the fielders drop the ball when throwing between them, they must start again
- > Batter must skip/ hop around the cones

Equipment

- < Batter uses a tee
- < Use bigger/ bouncier balls
- < Allow batter to use a tennis racket
- > Use a tennis ball

People

- < Extra fielders would mean the batter has extra time to score points
- > Decrease the number on the batting team

Additional Roles: Scorer, umpire, coach, cheerleader- to encourage, motivate and help the game to be played in good spirit

Equipment Per Game

A selection of bats and balls (depending on ability range), a striking tee (optional), four bases, a marker for the bowler to stand, one hoop, rubber markers

Procedural Knowledge & Modelling

- Strike the ball hard using good technique (start with a tennis racket and progress to cricket bat)
- Strike the ball into space, making it harder for the fielders
- Run quickly around the bases (batters) or to retrieve the ball (fielders)
- Use different throwing techniques depending on the target. I.e. gentle underarm throw for near target, harder overarm throw for further target
- Consider tactics when fielding. I.e. spread out, left-handed batters tend to hit to their left, move backwards for high ability batters

Discussion

- How did you vary your shots when you were the batter?
- What did the fielders do to be as efficient as possible? Whilst one fielder was retrieving, did the others stand still and wait?
- Did the fielding team always set up in the same position? Why did you choose this set up?
- How could you improve your performance?
- What did you do to make sure the game was fair and played in a good spirit?