**Year Group 4, 5 & 6**

**Rounders Unit**

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| **Objective** | **Planning links** | **Resources** |
| **Acquisition** | **Year 4:**  Start Year 4 from lesson 1 and continue until lesson 5.  Lesson 6 - The game of rounders can be introduced after lesson 5, but as kick ball rounders, so that they get to know the rules but all can take part. The batting can then be introduced in the final session, for those who feel confident. | Tennis balls  Larger balls  Floor cones  Rounders posts  Rounders pitch marked if possible  Tennis rackets  Rounders bats  Rounders paddle bat |
| 1. To throw and catch a ball accurately. |
| 2. To develop the consistency of throwing skills. |
| 3. To develop batting skills in rounders. |
| 4. To develop range of fielding techniques. |
| 5. To develop the understanding of the rules of rounders. | **Year 5:**  Recap the skills from lessons 1-4 from previous year.  Recap especially catching and throwing at a target.  Lessons 4/5/6 should be proper bat and ball rounders. Less able pupils can use a tennis racket, or larger bat (Paddle bat). |
| **Application** |
| 6. To evaluate your own performance. |
| **Acquisition** |
| 7. To develop a more accurate throwing technique. |
| **Application** |
| 8. To improve success of game play. |
| **Year 6:**  Recap in lessons 1-2 on rules and skills needed to be a successfully competitive team.  Lessons 3/4/5/6 should be competitive games (Intra School competition). Games against others schools should be arranged at this point. |

**Year Group 4 & 6**

**Rounders Unit**

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| **Skills Acquisition**  **Objectives:**  1. To throw and catch a ball accurately.  2. To develop the consistency of throwing skills.  3. o develop batting skills in rounders.  4. To develop range of fielding techniques.  5. To develop the understanding of the rules of rounders.  7. To develop a more accurate throwing technique. | | |
| **Minus** | **Equals** | **Plus** |
| **Application**  **Objectives:**  6. To evaluate your own performance.  9. To improve success of game play. | | |
| **Minus** | **Equals** | **Plus** |