

**What prior knowledge should students have?**

- Pupils have explored skills of running, jumping, and throwing with a range of equipment.
- Pupils have explored how to bowl underarm
- Pupils have explored who to catch a ball
- Pupils has explored how to hold a racket and have begun to balance object on them.

**What skills will students learn? (Disciplinary Knowledge)**

- To use the correct technique to throw a ball overarm to a fellow fielder or bowler.
- To understand the correct technique to catch a moving ball with two hands.
- To use the correct action to bowl a ball underarm towards a batsman.
- To use the correct technique to contact a moving ball using either a rounders bat or tennis racket.

**What key knowledge will be taught? (Substantive Knowledge)**

- Children will understand that rounders is a team game where the batting team tries to score runs by hitting the ball and running around the bases.
- Children will understand that the fielding team has to try and stop the batting team from getting round the bases by getting them out.
- Children will understand that they will score a 'rounder' if they make it around the bases without getting out.
- To understand when an overarm or underarm throw should be used when fielding.
- To understand that rounders is played with a batting side and a fielding side.

**Key Vocabulary**
**Definition**

| Key Vocabulary | Definition  |
|----------------|---|
| Catching       | Stopping a ball with your hands   |
| Throwing       | Propelling a ball with your arms  |
| Follow through | Continuing your swing after hitting the ball                                |
| Underarm       | Throwing the ball with your arm below your shoulder                         |
| overarm        | Throwing the ball with your arm above your shoulder                         |
| Base           | A marker on the rounders pitch that a runner must touch to score a rounder. |

**Basic rules of rounders**

- Batter can use both hands when trying to hit the ball.
- The ball needs to pass the batter below the head and above the knee to count as a fair delivery.
- The batter keeps the bat until they have passed 4<sup>th</sup> base or are out.
- 1 rounder is scored if a batter makes it to 4<sup>th</sup> base after contacting the ball in one go.
- ½ a rounder is scored if a batter makes it to 2<sup>nd</sup> or 3<sup>rd</sup> base after contacting the ball in one go.

- $\frac{1}{2}$  a rounder is scored if a batter makes it to 4<sup>th</sup> base without contacting the ball in one go.
- A batter is either out by being caught or stumped at the base they are running to.