

Knowledge Organiser: Rounders Year 5 and Year 6

Links to the PE National Curriculum

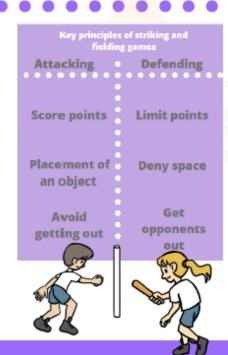
- Pupils should continue to apply and develop a broader range of skills, learning how to use them in different ways and to link them to make actions and sequences of movement.
- They should enjoy communicating, collaborating and competing with each other.
- They should develop an understanding of how to improve in different physical activities and sports and learn how to evaluate and recognise their own success.
- Pupils should be taught to use running, jumping, throwing and catching in isolation and in combination.
- Pupils should be taught to play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending.

Key Skills: Physical

- · Throwing
- Catching
- Bowling
- · Tracking, fielding & retrieving a ball
- Batting

Key Skills: S.E.T

- Social: Organising & self-managing a game
- · Social: Respect
- Social: Supporting & encouraging others
- Social: Communicating ideas & reflecting with others
- Emotional: Honesty & fair play
- · Emotional: Confident to take risks
- · Emotional: Managing emotion
- · Thinking: Decision making
- Thinking: Using tactics
- · Thinking: Identifying how to improve
- Thinking: Selecting skills



Scoring: How to score

- . One rounder for hitting the ball and running to base four without stopping.
- . Half a rounder for hitting the ball and running to base number two without stopping.
- . Half a rounder for not hitting the ball and running to base four without stopping.
- . Half a rounder for two consecutive 'no balls' from the bowler.
- . Half a rounder for obstruction. E.g. if a fielder is standing in the path of a batter

A player is out if:

- Caught out: by a fielder before the ball touches the floor.
- . Stumped out: by a fielder at the base the batter is running to.
- . Run out: meaning the batter has run to a base where another batter is standing.
- · Running inside the bases

Key Vocabulary:

Encourage pupils to use this language in your lessons.

*Year 6 would use Year 5 and Year 6 vocabulary



Teacher Glossary

Fielder: A player on the fielding team, especially one other than the

bowler or backstop.

Batter: A player on the batting team.

Rounder: The unit of scoring.

Bowler: The player who starts the game by bowling to the batter.

Backstop: The player on the fielding side who stands behind the live

batter (the batter who is batting).



Where this unit sits

Assessment Criteria

Year 4

- · I am able to bowl a ball with some accuracy, and
- I am learning the rules of the game and I am beginning to use them to play honestly and fairly.
- I can communicate with my teammates to apply simple tactics.
- I can explain what happens to my body when I exercise and how this helps to make me healthy.
- I can provide feedback using key terminology and understand what I need to do to improve.
- I can strike a bowled ball with adapted equipment (e.g. a tennis racket).
- I can use overarm and underarm throwing and catching skills with increasing accuracy.
- I share ideas and work with others to manage our.

Year 5

- . I am beginning to strike a ball with a rounders bat I am developing a wider range of fielding skills and
- I am beginning to use these under some pressure.
- I can identify how different activities can benefit my physical health.
- I can identify when I was successful and what I need to do to improve.
- I can use feedback provided to improve my work. I can work co-operatively with others to manage
- . I understand the need for tactics and can identify
- when to use them in different situations. them honestly most of the time.
- I understand there are different skills for different situations and I am beginning to use this.

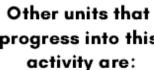
Year 6

- · I can strike a bowled ball with increasing
- I can use a wider range of skills with increasing. control under pressure.
- I can use feedback provided to improve the quality . I can use the rules of the game consistently to play
- . I can work collaboratively with others to get
- . I can work in collaboration with others so that games run smoothly.
- · Trecognise my own and others strengths and areas for development and can suggest ways to improve.
- · Lunderstand and can apply some tactics in the game as a batter, bowler and fielder.
- Lunderstand that there are different areas of

KS3 PE NC Subject Content

- · Build on and embed the physical development and skills learnt in Key Stages 1 and 2.
- · Become more competent, confident and expert in their techniques.
- Understand what makes a performance
- · Develop confidence and interest to get involved in exercise, sports and activities out of school and in laterlife.
- Understand and apply the long term health benefits of physical activity.

Progression of Skills Ladder



Games **Ball Skills Fundamentals** Striking and Fielding **Sending and Receiving**

Striking

Strike a bowled ball with increasing accuracy and consistency.

Fielding

Consistently select and apply the appropriate fielding action for the situation.

Year

Throwing

Consistently make good Consistently demonstrate decisions on who and when to pass to in order to get batters out.

Throwing

Catching

good technique in catching skills under pressure.

progress into this

Striking

Explore defensive and driving hitting techniques and directional batting.

Striking

Develop batting

game.

Fielding

Develop over and underarm bowling technique. Select and apply long and short barriers appropriate to the situation.

Fielding

Develop bowling with some technique consistent consistency, abiding by the with the rules of the rules of the game.

Year

Year

Use overarm and game situations.

Catching

Demonstrate clear Explore catching skills (close/deep technique when using and wicket keeping) and apply a variety of throws these with some consistency under pressure. in game situations.

Throwing

underarm throwing with increased consistency in

Catching

Beginning to catch with one and two hands with some consistency in game situations.