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| **Year 4 Rounders****Curriculum Link:****To be able to use running, jumping, throwing and catching in isolation and in combination.** **To be able to play competitive games, modified where appropriate [for example, cricket and rounders].** |
| **Key Information** | **Learning** | **Key PE Skills** |
| **Unit** | **Previous Learning** | **Competing and Performing** |
| Subject Name: **PE**Year Group: **4**Term: **3 (H1)**Unit Name: **Rounders****Spiritual Development**Through the study of Physical Education, children will develop an understanding of the importance of physical health and how this can promote positive emotional development. John 1:2 Beloved, I pray that all may go well with you and that you may be in good health, as it goes well with your soul. | * Begin to use more than one way of attacking and defending.
* Attempt to hit or strike a moving ball for distance and with developing control.
* Attempt to use a range of different throwing and catching skills and choose them depending on the position of their team.
* Catch the ball with increased consistency using the cup technique.
* To begin to develop underarm (rounders) bowling techniques.
* Begin to use some techniques to prevent ball from travelling past them such as long barrier.
* Begin to use one-handed and two-handed pick-ups.
* Begin to recognise some actions that result in a batter being out.
* Run around the outside of the bases and know when to stop and know a rounder and half rounder (rounders).
 | * Compete against self and others in a controlled manner in teams and individually in a range of competitive activities beginning to use evaluation to improve performance.
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| **Big Ideas** | **Year 4 Learning** | **Health and Fitness & Preparation** |
| Play rounders (modified where appropriate) to apply and develop attacking and defending skills, running, jumping, throwing and catching skills, improve communication, competitive and collaboration skills and evaluate and improve their performance. | * To begin to use different ways of attacking and defending considering position of own team and/or opponent.
* To know how to use a range of attacking and defending skills in a game.
* To know to hit or strike the ball for distance with an attempt at variation in direction with control and developing coordination.
* To be able to attempt to throw the ball with purpose with some variation in speed, height or direction depending on game situation.
* To know how to catch the ball with increased consistency using the cup technique and bringing it into chest.
* To attempt to perform underarm (rounders) bowling techniques towards a target.
* To begin to use some techniques to prevent ball from travelling past them such as short barrier.
* To recognise what a good catching position is and attempt to move into it.
* To be able to use one-handed and two-handed pick-ups with purpose.
* To know some actions that result in a batter being out.
 | * Know and understand the reasons for warming up and cooling down.
* Explain why exercise is good for your health and make some links to ways we can become healthier.
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| **Key Information** | **Learning** | **Key PE Skills** |
| **Vocabulary** | **Future Learning:** | **Evaluation and Communication** |
| tacticsrounderunderarmoverarmrunsstump-outbackstopcompetitive | * Begin to choose the best tactics for attacking and defending considering position of own team and/or opponent.
* Strike a moving ball with control, coordination and some purposeful variation in trajectory using some defensive techniques (backhand in rounders).
* Throw the ball with purpose with variation in speed, height or direction depending on game situation.
* To use underarm (rounders) bowling techniques with increased consistency.
* Develop use of techniques to prevent ball from travelling past them such as long and short barrier.
* Begin to work as a team to develop fielding strategies to prevent the opposition from scoring.
* Use one-handed and two-handed pick-ups in a game situation.
 | * Watch and describe performances of themselves and others - link this to describing how their performance has improved over time and offer improvements to others.
* Use communication skills to illustrate what they are doing and respond to others.
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| **Glossary** |
| **Attack:** The team or parts of a team trying to score or get points, those in control of the ball. It is not just simply scoring; it is the actions of all the players on the team who have possession of the ball.**Backhand:** You start out in a usual batting stance facing bowler and once the bowler releases the ball, you bring the bat across your body and strike the ball using a backhand.**Backstop:** A player who stands directly behind the batter from the opposing team and attempts to catch the ball after it has been thrown if the person does not hit it.**Bases:** Four areas on a rounders pitch that the person batting must run around in an attempt to score a rounder or half rounder. **Batsman:** A player who hits the ball and tries to score runs for their team.**Bowler:** Player on the fielding side who bowls to the batsmen.**Catch:** Getting a batsman out by a fielder catching a ball the batsman has hit before it hits the ground.**Close Catch**: The close catch is a fielding skill used to catch a ball that is waist height or lower.**Defend:** The team or parts of a team trying to prevent the opponents from scoring or getting points, those trying to gain possession of the ball**Delivery:** The act of bowling the ball.**Fielder:** A player whose job is to catch or collect the ball in the field after a batsman hits it.**Long Barrier:** This occurs when your body forms a “barrier” behind the ball, giving the fieldsman the best chance of stopping the ball. This is used when the speed, bounce and travelling path of the ball are unknown.**No-Ball:** Is when the bowler does not deliver the ball correctly to the batter.**Rounder:** The unit of scoring in rounders – when a player runs through all the bases. If a player makes it successfully to the second or third post, this is a half rounder.**Short Barrier:** This is a fielding technique for when the catcher is not sure of the speed or bounce of the ball, or roughly know the travelling path of the ball.**Striking and Fielding Games:** Players on the batting team strike an object and attempt to run between two points before the fielding team can get the object back.**Stump Out**: A batsman is out if a fielder stumps the post the batter is running to. **Underarm Bowling:** An underarm delivery is one in which the bowler's hand does not rise above the level of the waist. |