

<p style="text-align: center;">Year 3 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].</p>		
Key Information	Learning	Key PE Skills
Unit	Previous Learning	Competing and Performing
<p>Subject Name: PE Year Group: 3 Term: 3 (H2) Unit Name: Rounders</p> <p>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. “I say this because I know what I have planned for you,” says the Lord. “I have good plans for you. I don’t plan to hurt you. I plan to give you hope and a good future.”</p> <p>Jeremiah 29:11</p>	<ul style="list-style-type: none"> To track a rolling ball and collect it. To develop underarm throwing and catching to field a ball. To develop overarm throwing to limit a batter’s score. To develop hitting for distance to score more points. To be able to get a batter out. To understand the rules of the game and use these to play fairly. 	<ul style="list-style-type: none"> Compete against self and others in teams and individually in a controlled manner in a range of competitive activities.
Big Ideas	Year 3 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 develop overarm and underarm throwing and catching and apply these to a striking and fielding game.
- To develop bowling and learn the rules of the skill within this game.
- To develop batting technique and understand where to hit the ball.
- To develop fielding techniques and apply them to game situations.
- To play different roles in a game and begin to think tactically about each role.
- To apply skills and knowledge to compete in a tournament.
- To apply skills and knowledge to compete in a tournament.

- Recognise and describe the effects of exercise on the body and begin to link this to why it is important to warm up and cool down.
- Explain why exercise is good for your health, including strength and flexibility.

Key Information	Learning	Key PE Skills
Vocabulary	Future Learning:	Evaluation and Communication
tactics rounder underarm overarm runs stump-out backstop competitive	<ul style="list-style-type: none"> To develop overarm and underarm throwing and catching and apply these to a striking and fielding game. To develop bowling and learn the rules of the skill within this game. To develop batting technique and understand where to hit the ball. To develop fielding techniques and apply them to game situations. To play different roles in a game and begin to think tactically about each role. To apply skills and knowledge to compete in a tournament. 	<ul style="list-style-type: none"> Watch or describe performances of themselves and others - linking that to what to keep the same for next time and what to improve for next time and offer some improvements to others. Use communication skills to illustrate what they are doing and begin to respond to others.

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.