

<p style="text-align: center;"><b>Year 6 Rounders</b>  <b>Curriculum Link:</b>  <b>To be able to use running, jumping, throwing and catching in isolation and in combination.</b>  <b>To be able to play competitive games, modified where appropriate [for example, cricket and rounders].</b></p>		
Key Information	Learning	Key PE Skills
Unit	Previous Learning	Competing and Performing
<p>Subject Name: <b>PE</b>                      Year Group: <b>6</b>                      Term: <b>3 (H2)</b>                      Unit Name: <b>Rounders</b></p> <p><b>Spiritual Development</b>                      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. An honest witness tells the truth. But a dishonest witness tells lies.</p> <p>Proverbs 12:17</p>	<ul style="list-style-type: none"> <li>• To develop throwing and catching under pressure and apply these to a striking and fielding game.</li> <li>• To develop bowling under pressure whilst abiding by the rules of the game.</li> <li>• To strike a bowled ball with increasing consistency.</li> <li>• To develop fielding techniques and select the appropriate action for the situation.</li> <li>• To understand and apply tactics in a game.</li> </ul>	<ul style="list-style-type: none"> <li>• Compete against self and others in a controlled manner in teams and individually in a range of competitive activities using evaluation and tactics to improve performance.</li> </ul>
Big Ideas	Year 6 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 throwing and catching under pressure and apply these to a striking and fielding game.
- To develop bowling under pressure whilst abiding by the rules of the game.
- To strike a bowled ball with increasing consistency.
- To develop fielding techniques and select the appropriate action for the situation.
- To understand and apply tactics in a game.
- To apply skills and knowledge to compete in a tournament.

- Know and understand the reasons for warming up and cooling down and begin to select appropriate warm-ups and cool downs in relation to the physical activity taking place.
- Explain why exercise is good for health, fitness and wellbeing and know ways we can become healthier.

Key Information	Learning	Key PE Skills
<b>Vocabulary</b>	<b>Future Learning:</b>	<b>Evaluation and Communication</b>
backhand long-barrier short-barrier	<ul style="list-style-type: none"> <li>• <b>KS3:</b> <ul style="list-style-type: none"> <li>• Build on and embed the physical development and skills learnt in Key Stages 1 and 2.</li> <li>• Become more competent, confident and expert in their techniques.</li> <li>• Understand what makes a performance effective.</li> <li>• Develop confidence and interest to get involved in exercise, sports and activities out of school and in later life.</li> <li>• Understand and apply the long term health benefits of physical activity.</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>• Watch or describe performances of themselves and others, and effectively and thoroughly evaluate what went well, what skills or techniques to practice and how that leads to improvements in performance for themselves and others.</li> <li>• Use communication skills to illustrate what they are doing and respond to others to improve team play.</li> </ul>

**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.