

# **Physical Education**

Rounders Year 3

#### **Unit Purpose**

The unit of work will explore the concept of batting and fielding (attack and defence). Pupils will develop an understanding of the purpose of each team. Pupils will learn how to apply a variety of fielding skills such as throwing and stopping the ball to keep the batter's score low.

### Inspire Me

Did you know... the game of rounders has been played in England since Tudor times. The earliest reference being in 1744 in A Little Pretty Pocket-Book, where rounders is refereed to as base-ball.

throwina



# **Key Success Criteria**

- P Pupils will develop their ability to keep the batter's score as low as possible by applying accurate throwing, catching and retrieving skills
- Pupils will apply an understanding of the concept of batting and fielding, utilising the correct fielding skills in order to stop the batters.
- **S** Pupils will develop life skills such as respect and cooperation as they collaborate effectively with others including their opponents.
- w Pupils will apply their skills with developing confidence as they grow in their ability to show self motivation and determination.

in a game

#### **Transition** Resilience Trust to Year 4 **Develop** batting Introduce batting Develop fielding: Bowling and backstop Apply overarm Introduction to Rounders and underarm throwing Year 3 **Self Motivation** Reflection Learning Cooperation Journey Introduce overarm Introduce stopping the Apply stopping the ball



# **C** Vocabulary for Learning

Batting: Batting is the skill of hitting a ball with a bat into a space to score runs. The aim of the game for the batter (attacking team) is to score as many rounders as possible.

Fielder: A fielder is a defensive position that is occupied while the other team are batting. The aim of the fielding team (defending team) is to prevent the batter from scoring a rounder.

Throwing: means using your arm/hand to propel a ball with force through the air to a specific target or area.



# **Sport Specific Vocabulary**

**Base/Posts:** There are four bases/posts that are used to mark out the pitch. These are positioned on the outside of the bowling square in a diamond shape.

Rounder: Is the method of scoring used in rounders. If the batter successfully runs around the outside of the bases and reaches the 4th base before the ball, the batting team scores one rounder.

The Long Barrier: is a fielding method used by a fielder to prevent the ball going past them. This involves the fielder stopping the ball with their hands, by positioning their body in line with the ball just in case they miss the ball with their hands.

Complete P.E.



### **Unit Purpose**

The unit of work will **explore** how to **apply** the principles of **attack** vs **defence** in order to win a game of tennis.

Pupils will understand where and why we throw/hit the ball on the court and be introduced to basic shot techniques.

### Inspire Me

Did you know... The Grand Slam tournaments, are the four major and most important annual tennis events. The Grand slam consist of the Australian Open, French Open Wimbledon and US Open.



# **Key Success Criteria**

- P Pupils will throw/hit the ball into space on their opponents side of the court. After playing a shot pupils will recover to a ready position, ready to return the ball.
- **c** Pupils will develop their understanding of where, when and why we throw/hit the ball into spaces on their opponents side of the court.
- **s** Pupils will develop life skills such as cooperation and encouragement as they play fairly against others, keeping the score.
- **W** Pupils will apply their skills with developing confidence as they grow in their ability to show resilience and determination.

#### **Transition Trust Self Motivation** to Year 4 Apply forehand and Introduce the Create space to win a backhand technique backhand point using a racket Introduce the Create space to win a point forehand technique Year 3 Resilience **Problem Solving** Cooperation Learning Consolidate an understanding Develop the **Develop** our decision making of how to win a game forehand technique to outwit an opponent

# **66** Vocabulary for Learning

**Outwit:** means using your intelligence to trick or out smart your opponent to win a point.

**Space:** is an open area on the court that is unoccupied by your opponent. This could be at the side, front or back of the court.

**Return:** means successfully hitting a ball back over the net, landing it in, on your opponents side of the court

**Recover:** means returning to a position on the court, usually in the middle of the court on the baseline, ready to receive a shot from your opponent.



# **Sport Specific Vocabulary**

**Baseline:** The baseline runs parallel to the net and defines the back of the court on each side.

**Forehand:** A forehand is a shot in which the palm of your hand faces the direction in which you are hitting the ball.

**Rally:** A rally is a series of returned hits of the ball that ends when either player fails to successfully return the ball.

**Out:** is the term used when the ball is returned over the net and does not bounce on the inside of the court.

Complete P.E.