

Striking and Fielding Games

End Points

Year 1

I can play as a batter in a game and know how to score.

Year 2

I can play a small sided game as a batter or a fielder.

Year 3

I can play as part of a team, hitting a ball and running to score

Year 4

I can hit the ball towards a target area, running to beat the fielding team.

Year 5

I can work as part of a team as both a batter and a fielder using throwing, catching and hitting skills and tactics.

Year 6

I can work with a partner to score as many runs as possible before a fielding player gets the ball back to a base.

Skills and Knowledge

Throwing (short and long distances, to a person, to a space)

Catching

Running (in a straight line, round a circuit of bases, to a post)

Jumping (in and out of a cone)

Hitting (using different batting equipment)

Retrieving a ball from the ground

Sports

Rounders, Cricket,
Softball, Baseball

Have you thought about...?

Changing the layout of your area? Circuit, Stumps in line,
Adding/ subtracting goals and targets? Adding point zones to target areas
Changing the team sizes?

Differentiation

Choice of equipment- size of balls used, beanbags, choice of bats
Group selection – mixed ability groups, same ability groups
Size of work space- larger for support, smaller for extension
Task delivered- different tasks delivered, pace of tasks delivered
Level of questioning and answering – during activities and in plenary/ starter activities