

# COMPLETE EDSTART

## Year 6 - Rounders Unit of Work

**Pupils will be taught...**

### Overall Learning Outcomes (Endpoints)

---

#### **Children can:**

- **Use a range of fielding skills with growing control and consistency**
- **Strike a bowled ball**
- **Use a range of skills, e.g. throwing, striking and fielding with some control and accuracy**
- **Intercept and stop the ball with consistency and be able to catch the ball**
- **Judge how far they can run to score points**
- **Field with increased accuracy**
- **Throw over arm with accuracy and for a good distance**
- **Direct the ball away from fielders using different angles and speeds**

### Learning Objective

### Learning Outcomes

**1 To reinforce the techniques of both underarm and overarm throwing and catching**

**Children can:**

- Accurately throw the ball over a variety of distances
- Judge whether they need to catch the ball overarm or underarm by watching the flight of the ball
- Consistently catch the ball with two hands
- Consistently throw the ball, overarm and underarm to a target

**2 To develop the underarm bowling technique**

**Children can:**

- Accurately bowl the ball to a partner using the correct technique
- Understand that they need to bowl the ball between the knee and shoulders of the batter
- Understand the 'no ball' rule

**3 To develop batting skills**

**Children can:**

- Know to stand sideways on with the bat back ready to swing at the ball
- Know to have their weight on their back foot, ready to transfer forward once the ball is bowled
- Show control of the ball and direct the ball away from fielders

**4 To develop a range of fielding techniques**

**Children can:**

- Use the long barrier technique when the ball is travelling on the ground
- Get the ball back to specific areas of the field depending on where the runners are
- Know which type of throw and catch is needed depending on where you are on the field
- Understand to 'back up' the fielder in case of over throws

**5 To develop an understanding of the rules and scoring methods in rounders**

**Children can:**

- Understand the 'no ball' rule when bowling
- Know how to get players 'out' when fielding – by throwing to bases and touching the posts

**6 To play small games and adhere to the rules of the game**

**Children can:**

- Understand the rules of the game and can play small games
- Judge how far they can run to score points

### Assessment Mark

### Requirements

#### Working Towards

- Understand rules
- Retain key information
- Use fundamental movements (Jog, jump, hop, balance, skip, side to side, change of direction)
- Understands the roles of a bowler, batsman, fielder and backstop

#### On Target

- Can throw and catch in different ways with a partner
- Can bowl underarm with moderate accuracy
- Can strike the ball using the correct technique
- Uses spacial awareness to judge fielding positions
- Uses different fielding techniques (Short/long barrier) at the appropriate time
- Children understand the scoring system, and how players can be played 'out'

#### Above Target

- Can bowl underarm with high accuracy
- Can strike a ball into space avoiding fielders
- Can determine when/if to run depending on where the ball is in play
- Uses spacial awareness and observational skills to determine their own and others fielding positions
- Can play in different fielding positions confidently

#### Excelling

- Competes/demonstrates an ability to compete at an elite level
- Consistently demonstrates leadership qualities to provide strategy and tactics in game situations for teammates to succeed
- Effectively use spatial awareness to achieve success in game situations
- Analyse skills and techniques to modify and improve performance

To be **ON TARGET**, pupils must achieve all bullet points from **WORKING TOWARDS** and at least 3 bullet points from **ON TARGET**.

To be working **ABOVE TARGET**, pupils must achieve all points from **WORKING TOWARDS** and **ON TARGET** as well as at least 3 bullet points from **ABOVE TARGET**.

To achieve **EXCELLING**, pupils must achieve all bullet points from **WORKING TOWARDS**, **ON TARGET** and **ABOVE TARGET** as well as at least 3 bullet points from **EXCELLING**.