

Rounders Knowledge Organiser - Year 6



Prior Learning: In year 5, children continued to practice and master their throwing and catching skills. They began to bring these skills into adapted game situations. They learned different bowling techniques. They also learned how to hit the ball in different directions. They played a rounders game learning the key rules.

Physical Me

Running	Throwing
Catching	Speed
Power	Strength
Balance	Reaction
Passing	Co-ordination

Key Skills

Thinking Me

- To make decisions in a game

Value Me:

- Self belief
- Teamwork

Social Me

- Communicate
- Co-operate
- Collaborate

Rounder Rules

No more than 9 players may be on the field at any one time.

- 1) The bowler bowls to the batter who hits the ball forward on the Rounders Pitch.

NOTE: 1st post only, until the ball has crossed the line.

- 2) Batter then runs to as many posts as possible before the fielders return the ball to touch the post the batter is heading for, or the ball is returned to the bowler in the bowling square

3) SCORING:

- If the batter reaches the 2nd or 3rd post in one hit, the batting team scores 1/2 a Rounder.
- If the batter reaches 4th post in one hit, the batting team scores ONE Rounder.

- 2 NO BALLS from the bowler = 1/2 rounder
- Obstruction by a fielder = 1/2 Rounder

- Hit behind = 1st post only - until the ball has crossed the line

4) A player becomes 'out' of the innings when:

- A batter runs on the inside of the posts
- A batter deliberately throws the bat.
- The post the batter is running to gets stumped
- A batter overtakes another batter on the track
- The batter gets caught out.
- The batter loses contact with the post when the bowler has the ball
- A batter is out if they have a foot over the batting square and either miss or hit a good ball.

- 5) Batters must touch 4th post on getting home.

Key Vocabulary

No ball-high

No ball-low

No ball-Wide

Body ball

Obstruction

Tournament

Tactics

Precision

Sympathetically

Key Knowledge

Donkey Drop (bowling):

- The ball is bowled up high and then drops when reaching the batter's box, just below their head.

- It forces the batter to hit the ball upwards and therefore making it easier for the fielders to catch the ball.

No Ball :

- You can still run on a no ball and can't be caught out.

No ball high=above head

No ball low= below knee

No ball wide= outside the box

Body ball = hits the body

