

Strand: Games

Class Level: Fifth and Sixth Classes

Lesson: 13 Rounders

Venue

Yard/Hall/Playing field

Equipment

Cones, tennis balls or rounders balls, rounders bats, hurleys or tennis rackets

Lesson 13 Rounders

Strand Unit: Sending, receiving and travelling

Curriculum Objectives:

- Children to practice skills previously experienced
- Children to develop and practice a range of striking skills
- Children to develop and practice a range of ball handling skills
 - Gripping a bat using the correct technique
 - Bowling ball at a target, gathering a ball while moving
 - Striking a ball through the air while standing
 - Striking a ball, using a bat, to a partner

Strand Unit: Creating and playing games

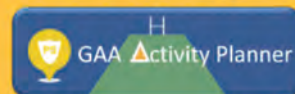
Curriculum Objectives:

- Children to play small-sided (mini versions) of games
 - "Diamond Rounders"
 - "Circle Rounders"

Linkage:

- Gymnastics - Strand unit: Movement (Balance)
- Athletics - Strand units: Running, Jumping and Throwing

Build your own Lesson Plans



Go to learning.gaa.ie/planner/primary to find out more

References

Primary School Curriculum:
Physical Education (1999)
Physical Education Teacher
Guidelines (1999)

Primary Schools' Sports Initiative
<http://www.ppds.ie/pcsparchive/pe/psai/clickme.html>

Fun Do GAA Learning Resource Pack (2007)





Strand: Games

Class Level: Fifth and Sixth Classes

Organisation

- Each child has a racket/bat or one bat per pair
- Children form a circle around the perimeter of the yard/hall



Organisation

- Place the children in groups of five
- The groups line up as shown
- One child acts as “coach” out in front
- Insist that no child moves to the striking/batting point until the player in front has hit the ball



Activity 1 - Bat Grip

- The bat or racket is pointing towards the sky
- Practise the grip by turning the bat to make different shapes, using the wrist

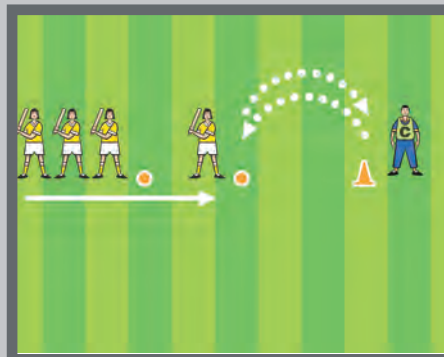


Teaching Points

- The dominant hand grips the bat at the top of the handle
- The non-dominant hand locks with the dominant hand
- Hold the bat chest high and in front of the rear shoulder
- The child should be able to firmly grip or “choke” the handle of the bat or racket with both hands
- Allow enough space for each child to swing the racket or bat safely

Activity 2 - Keep the Kettle Boiling

- The groups attempt to keep the rally going
- In turn, each member of the team moves forward to the cone to strike the ball back to the “coach” and immediately goes to the back of the line
- Encourage teams to aim for “high scores” by getting a high number of rallies



Teaching Points

- Insist that no child moves to the striking/batting point until the player in front has hit the ball

Strand: Games

Organisation

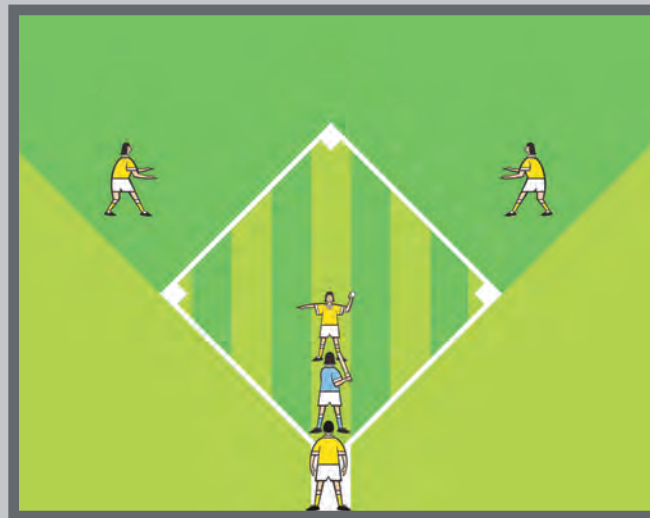
- Form groups of five or six
- The children are placed as in the diagram
- The batter uses a racket or hurley with a big bas



Class Level: Fifth and Sixth Classes

Activity 3 - Non-stop Rounders

- The batter receives five underarm bowls
- To score a rounder, the batter must run to the cone and back before the fielders throw the ball back to the bowler
- If the ball reaches the bowler while the batter is on the way back there is a half score
- The batter cannot be called out
- After five bowls each player moves around one place



Teaching Points

Look for:

- the batter standing sideways to receive;
- the fielders having hands cradled ready to field and returning the ball to the bowler with an over arm throw;
- the bowler calling stop and the batter calling how many rounders s/he has scored;
- A two-handed catch by a fielder does not prevent the batter from continuing

Strand: Games

Class Level: Fifth and Sixth Classes

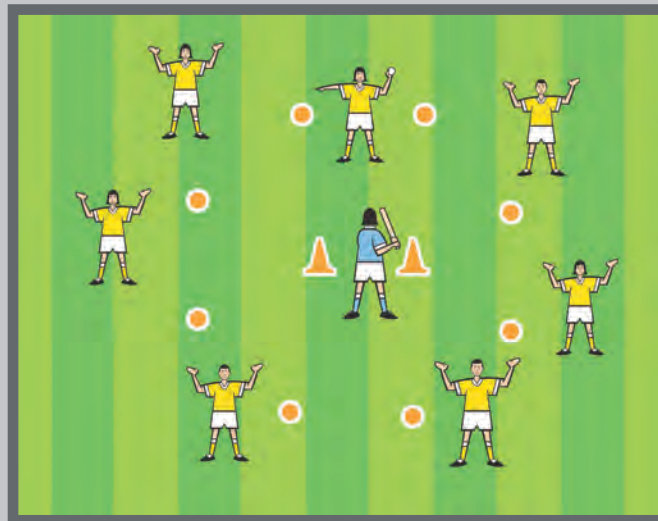
Organisation

- Divide players in groups of eight
- Number each player in order for batting purposes
- Runs are made around the circumference of the circle
- Having batted the player then becomes a bowler



Development - Circle Rounders

- The batter stands in the middle of the circle in front of a wicket – three or four cones - or cricket stumps when skill levels improve
- The fielders must stand outside the circle
- Each batter has five bowls
- When the batter hits the ball outside the circle s/he can run
- The fielders field the ball and throw it at the batter's wicket
- They are not allowed run with the ball or enter the circle
- The batter keeps on running until the wicket is hit or a maximum of five runs has been scored
- The batter is not out when the wicket is hit but simply stops running
- When the five bowls have been made the batter becomes the bowler and Number 2 is the new batter



Teaching Points

- If the ball goes into the circle, does not hit the wicket but does not come out of the circle the fielders can NOT go in to collect it and the batter can make the five runs

Q Why is it important to work as part of a team?

