



PE Céim ar Aghaidh

A GAA GAMES DEVELOPMENT INITIATIVE

Strand: Games

Class Level: Third and Fourth Classes

Lesson: 9 Rounders

Venue

Yard/Hall

Equipment

Beanbags, cones, tennis balls, tennis rackets or hurleys with big bas

Lesson
9
Rounders

Strand Unit: Sending, receiving and travelling

Curriculum Objectives:

Children to develop a range of striking skills

Children to develop a range of ball handling skills

- Striking a ball using a racket/hurley to a partner who catches it and throws it back, using underarm technique
- Striking a ball against a wall, using forehand and backhand technique

Curriculum Objective:

Children to create and develop games with a partner or in a small group

- Small-sided game, similar to rounders

Strand Unit: Understanding and appreciation of games

Curriculum Objectives:

Children to discuss and improve control in movement skills relevant to games

Children to develop an increased understanding of the use of space

Children to develop problem solving and decision making strategies, and an understanding of the tactics and strategies for use in modified game situations

Children to adapt rules to modify games and keep scores

Linkage:

Gymnastics - Strand unit: Movement (Balance)

Athletics - Strand unit: Running, Jumping, Throwing

References

Primary School Curriculum:

Physical Education (1999)

Physical Education Teacher Guidelines (1999)

Primary Schools' Sports Initiative

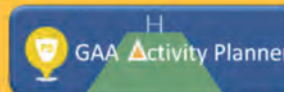
<http://www.ppds.ie/pcsparchive/pe/psai/clickme.html>

Fun Do GAA Learning Resource Pack (2007)



Build your own Lesson Plans

Go to learning.gaa.ie/planner/primary





Strand: Games

Class Level: Third and Fourth Classes

Organisation

- Divide the children into pairs
- Each pair has one racket/hurley and ball
- The children line up as in diagram



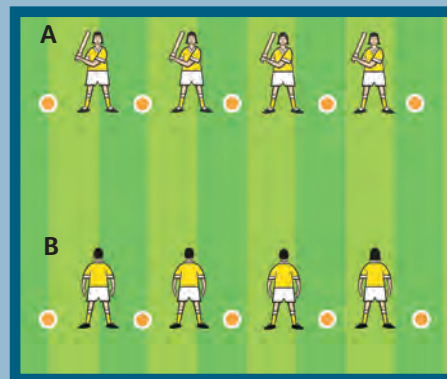
Organisation

- Divide the class into pairs
- Each child has a racket
- One ball to a pair



Activity 1 - Striking the ball to a target

- a) Overarm feed:**
- B takes the ball and feeds it to A to arrive at waist height
 - A bats the ball gently back to B, who catches it
 - Change over after ten bats
- b) Underarm feed:**
- The children repeat Activity 1 but this time B throws the ball gently underarm through the air to arrive at waist height
 - A bats the ball back through the air to B
 - Change over after ten backhand bats



Teaching Points

- B feeds the ball by bouncing it with a downward action
- A holds the bat at the start of the back swing, standing sideways to B
- Using the rounders bat grip, A brings the bat gently forward to hit the ball and continues the swing upwards

Q How can B help his/her partner?

R B must throw accurately so that hitting is possible

Activity 2 - Squash

- The children stand a reasonable distance from the wall
- In turn each strikes the ball as it returns from the wall
- Initially, allow the ball to bounce before striking; progress to striking continuously with no bounce



Teaching Points

- Move feet to place them side-on to the wall, the line of the feet determines the direction of the ball
- Strike using the forehand or backhand to suit the oncoming ball
- Encourage the children to think about placing the ball

Q What kind of shot will help to keep the rally going?

R An upward shot, a controlled shot

Strand: Games

Class Level: Third and Fourth Classes

Organisation

- Divide the group into two teams – batters and fielders
- The batter uses a racket or hurley with a big bas



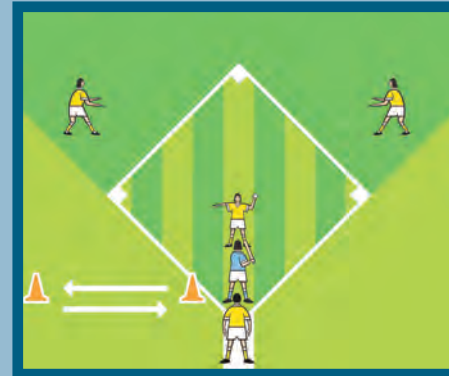
Organisation

- 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



Activity 3 – Four & Go

- When a batter comes to bat, they hit four balls, one after the other, into the playing space
- The balls can be hit from the ground, off tees, or from a self or drop feed
- When the last ball is hit, the batter runs between the marker cones as many times as possible
- The fielders must return all the balls to the home base – call ‘Stop’ when the last ball reaches home base

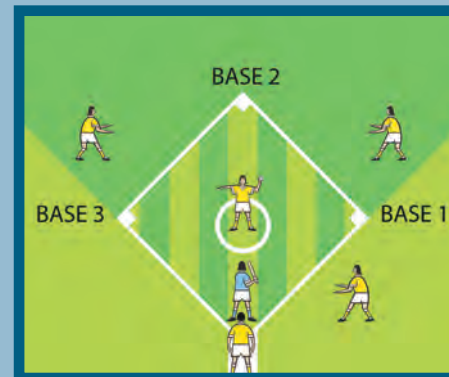


Development – Diamond Rounders

- The batter must hit the ball and reach base 3 before the bowler standing in the hoop receives the ball from the fielders
- Each batter receives three bowls in turn then the team change around

Rules

- Nobody can be caught out
- The batter must hit the ball to run
- If the batter has not reached base 3 there is no score



Teaching Points

- The line of the feet determines the direction of the ball
- Encourage the children to think about placing the ball

Q How can the children make the game more successful for the passers?

Q What changes can they make to give the interceptor a better chance of touching or catching the ball?

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 shouting stop when the ball arrives into his/her hands

