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We are learning about fielding and using a 'long barrier.'



Warm-up - Battleships

Around the playing area, position hoops on the floor spaced so that children can travel between them. Children work in pairs with a ball they can pass between them for this activity. The game aims to sink as many battleships as possible in their teams. The hoops are the battleships, and to sink them, children must complete 5 passes back and forth over the top before moving on. Each pair keeps track of how many ships they can sink. Give a one-minute time limit and see how many battleships each team can sink. The number of passes could be increased, or the number of available hoops decreased to make the activity more challenging. You could also have more than one pair working at the same battleship, so they have to be careful and controlled with their passing.

Activity 1 - Roll a Goal (Middle)

Children are positioned opposite each other a few meters apart with a 'goal' marked out with cones or floor spots between them. The game aims to roll the ball through the goal to score a point and work cooperatively with partners to score as many as possible between the pair. Challenge the children to make their goal smaller if they are successful and make it more challenging for themselves.

Activity 2 - Roll a Goal (2 Goals)

Following on from the roll a goal activity with a single goal, progress to having 2 goals that the balls must roll through to earn the point. These could be placed at an angle to encourage children to consider the tip at which they will need to move their ball to get it through both goals. The goals could also be made smaller to increase the challenge. This could also be played competitively with the children trying to beat their partner to 10 points. If their role is unsuccessful, their partner takes a turn.

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Activity 3 - Roll the Bases

Set up a rounders-style pitch with 4 bases and a batting square. Split the students into teams, one team of fielders and one of 'rollers' in place of batters. Fielders should be spaced around the pitch with one child on each base. The first 'batter' rolls their ball to the first base. It then proceeds to walk around the bases, aiming to beat the children by rolling the ball around them and walking around to the final base first. If the batter wins, then they get the point. If the fielders win the race, then their team gets the point.

Equipment:

- A selection of smaller balls
- Cones to set up as goals – 2-4 per pair.
- Cones to mark out 4 bases.

Set up:

- A large area for children to play within
- Goals are set up between the pairs to roll the ball between
- Rounders style pitch with 4 bases and a batting square set up for 'Roll the Bases'.