

## Year 3 - Striking & Fielding 3 - Page 1

We are developing our fielding speed.



### 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 - Chase Ball Recap

Allocate students into groups of 8. Within their groups of 8, they form two lots of 4. A chase ball pitch is set up using 2 colours of cones to create 2 overlapping squares, one set up as a normal square and the other overlapping in a diamond shape. Each of the children stands on a corner of one of the squares that overlap. The aim of the game is to race to get the ball passed around all 4 members of the team before the other 4 catch up. If a ball is dropped, the child who dropped it should retrieve it and return to their corner cone as soon as possible to continue the passing and try and catch up again and overtake their opponents.

### Activity 2 - Running vs Catching

Working in groups of 10, children play in teams of 5 vs 5. Set up a small, rounders-style pitch with 4 bases. The 5 fielders should be spread around the pitch in roughly a circle. The batters will run around the bases one at a time whilst the fielders pass the ball to each other to make 20 consecutive successful passes. To complete runs, the batters have as long as the passes take to run around the bases in a relay-style as many times as possible. Once 20 consecutive passes have been reached and the runs completed, the teams swap to see which team can complete the passes in the quickest time and which can collect the most runs. If the ball is dropped, the passing team must start again from 1.

- L1 – use a larger ball and keep the bases closer together to make it easier to pass the ball and give the children less distance to run.
- L2 – as described above.
- L3 – make passing more challenging by using smaller balls and space the bases out further apart.

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### Activity 3 - Throwing Rounders (Walk)

On a rounders-style pitch with bases and a batters square, children are split into two teams of 6. Fielders are placed around the pitch, with a fielder on each base. The first child to 'bat' will throw the ball to the fielder at first base and then walk around the bases whilst the fielders throw the ball from one to four. The children walking will earn a point for every base they reach by the time the fielders have got the ball to base 4. For example, if the child walking around the bases reaches base 2 by the time the fielders have thrown the ball to each base and reached base 4, then the batting team earns 2 points. Once each child in the 'batting' team has had their turn with throwing, the teams switch roles and see who can score the most.

### Equipment:

- A selection of smaller balls
- Hoops
- Cones to mark out bases

### Set up:

- A large area for children to play within
- Hoops spread around the playing area to act as battleships.
- Rounders style pitch with 4 bases and a batting square