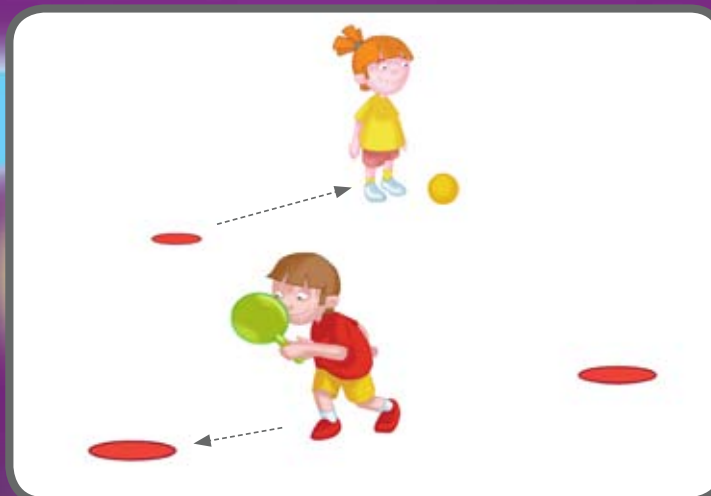# As they develop

Tip and Run

Let's 'Play to Learn'

- One child (the batter) has a bat of their choice and a bean bag/toy/ball and stands on one of the spots
- This child pushes the bean bag/toy/ball along the floor so that it moves into a space, then runs to the other spot
- The child without the bat (the fielder) runs to collect the bean bag and returns it to the batting spot
- The batter walks back to the bean bag to have another go
- Have two or three goes and then swap roles

Key words

- control, coordination, balance
- push, steer, collect, run
- batter, fielder, take turns, goes

Opportunities to:

- use different pieces of equipment safely when playing with others
- send an object
- follow simple rules of a game

Resources

- Throw-down markers
- A variety of bats with large surface areas
- Bean bags or bean toys

Questions

- Why is it important to keep the bean bag on the floor?
- Why is it important to keep the bean bag in your 'garden'?
- What do you have to do to collect the bean bag as quickly as you can?

Safety & organisation

Ensure:

- the surface is clean and free from obstructions
- children play in pairs, taking turns to be the batter
- pair play in a 'garden' with two throw-down markers/spots approx. 2m apart
- children keep the bean bag in their 'garden'
- children place the bean bags back on the batting spot

Can you see the child?

- Using different pieces of equipment safely when playing with others
- Sending an object
- Following simple rules of a game

sometimes

most of the time

Encourage the child to:

- explore using a range of bats to find which one they are most successful with
- push/slide the bean bag into a space
- discuss which objects might be easiest to push/steer
- push/steer the bean bag/toy/ball with your help

Rich opportunities

- PSD, WB&CD: Social – understand that rules are essential in an ordered community, take turns, fair and unfair
- PSD, WB&CD: Social – adopting a range of roles in a paired learning activity

Encourage the:

- child to explore pushing a range of objects
- batter to push more than one object and see how many times they run between the two spots while the other child fields all the objects
- fielder to roll the ball underarm for the batter to push or steer into a space
- child to push the bean bag at targets/goals
- fielder to throw the bean bag into a basket/goal area that is away from the running path. The batter must stop running when the bean bag is in the basket
- children to develop a simple scoring system