

As they become more skilful

Tip and Run

Let's 'Play to Learn'

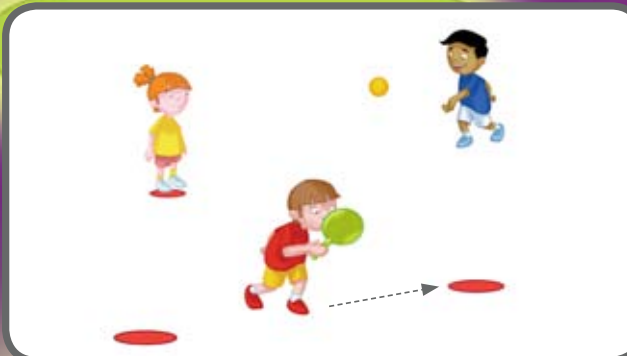
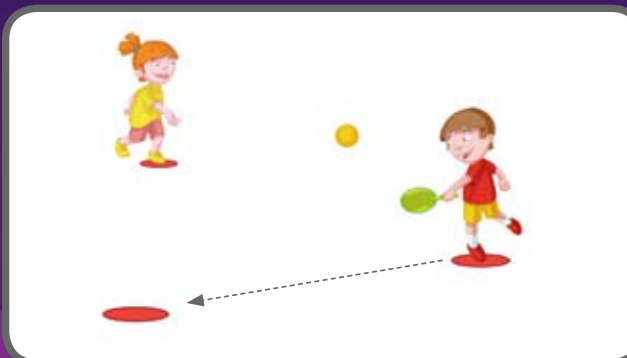
- The bowler throws a ball underarm towards the batter who hits the ball into a space and then runs to a spot/marker and back to the batting spot
- The fielder fields the ball and throws it to the bowler, who then bowls again from the bowling spot
- The batter must get back to the batting spot to receive the next bowl. If they do not, the bowler will bowl anyway and if they hit the 'wickets' the batter loses points from their score

Key words

- hit, strike, bowl, field, overarm throw, anticipate, take risks
- batter, fielder, bowler, take turns, goes, wickets

Opportunities to:

- send a ball by striking/hitting
- select the most appropriate throw
- recognise some of the basic principles underpinning competitive activities



Resources

- Throw-down markers
- A variety of bats with large surface areas
- Bean bags/bean toys
- A variety of different sized/textured balls
- A range of items from which to create 'wickets'

Questions

- When you are running what are you watching to help you decide when to stop and return to the batting spot?
- When you are hitting the ball, where do you want the ball to go?
- When you are fielding, when should you use an underarm throw and when should you use an overarm throw?

Safety & organisation

Ensure:

- The surface is clean and free from obstructions
 - children play in threes, taking turns to play the role of the batter, bowler, fielder
- Play in a larger 'garden'
- Encourage children to keep the ball in their 'garden'

Can you see the child?

- Sending a ball by striking/hitting
- Selecting the most appropriate throw
- Recognising some of the basic principles underpinning competitive activities

sometimes

most of the time

Encourage the child to:

- explore using a range of bats to find which one they are most successful with
- explore a range of balls to throw
- practise skills using the Technical Skills Cards – overarm throw and striking an object
- use a hitting tee

Fielder and bowler practise throwing, catching and bowling at the wickets

Rich opportunities

- PSD, WB&CD: Social – understand that rules are essential in an ordered community, take turns, fair and unfair
- MD: Handling data – sort and classify sets of objects using one or more criteria

Encourage the:

- child to hit/strike a range of balls
- batter to run around bases and fielders to throw around bases
- children to develop a scoring system for batting and fielding teams, including points for hitting specific targets