Coverage:

- Use running, jumping, throwing and catching in isolation and in combination
- play competitive games, modified where appropriate, and apply basic principles suitable for attacking and defending

Knowledge and Key vocabulary:

- Post
- Batting Square
- Bowler
- Fielder
- Batter
- Run out
- Caught out
- Dominant and non dominant hand
- Long barrier technique

Thrive Link

- I can develop my own warm up and cool down activities
- I can demonstrate a good attitude whilst being competitive during a game

Physical Skills

- I can field under pressure in both cricket and rounders
- I can move to field the ball in both rounders and cricket
- I understand that I will have to adjust body and positions during fielding
- I can show control when sending a ball
- I can begin to show an understanding of tactics in rounders and cricket
- I can show a controlled strike of a ball with the
- I can show an understanding of decision making in game situations

Kwik Cricket Ways to get a player out:

- Ball is caught
- Ball is stumped on the wickets
- Ball is bowled to hit the wickets

Rounders

Ways to get a player out:

- Ball is caught
- Ball is stumped on the post
- Player is run out

Rounders Scoring:

- $\frac{1}{2}$ rounder to 2nd base
- 1 rounder to 4th base

Others:

- Ball not hit = must run
- Ball hit behind, only to 1st base