

ENGAGE



SCHOOL GAMES

South Norfolk SSP
Virtual Challenge

ROUNDERS CHALLENGE

DATES 17th May - 21st May

THEME

These events are non-competitive and focus on targeting pupils who benefit from being physically active.

EVENT/ CHALLENGE

3 fun rounders activities focussing on batting, bowling and catching. Then playing a small rounders game.

YEAR GROUPS

Year 3-6

WHERE?

Why not try each of the challenges in PE lessons before putting together a mini-Olympic themed festival where pupils compete in an intra-school competition?

LEADERSHIP OPPORTUNITIES

Engage leaders by:

- Using leaders to lead part of the session (warm up).
- Using leaders to time the activities.
- Using leaders to deliver a cool down activity.
- Using leaders to record results.
- Using leaders to take photographs for use on social media to celebrate school involvement in the School Games.
- Using leaders to demonstrate tasks.

SCHOOL GAMES

VALUES

During each School Sport Partnership experience, pupils are challenged to demonstrate the School Games values;



Determination- Each time I start a challenge I will try hard to get a better score than last time.



Passion- Showing passion for your team by being enthusiastic to take part and always supporting others.



Respect- Pupils are encouraged to respect the opponent and team-mates alike but most of all to respect the leaders.



Honesty- If a leader does not see something being honest enough to correct them.



Self-Belief- Supporting each other and your fellow team-mates will help to ensure that the individual parts add up to a successful team performance.



Teamwork- Individual performances add up to team success so it is important that all pupils work as a team.



SOUTH NORFOLK
SCHOOL SPORT PARTNERSHIP

GETTING STARTED

1. Familiarise yourself with the Challenges.
2. Set up the challenges in a carousel.
3. Allow the pupils to practice each challenge.
4. You might want to score the pupils and record their final score for each challenge or allow pupils to focus on achieving their personal best. Score sheets/ spreadsheet included.

THINK INCLUSIVELY!

Space- Make the distances shorter or greater and make the target areas smaller or bigger for some pupils.

Task- Focusing on developing the skills before adapting target distances/sizes.

Equipment- To allow fundamental skills development i.e different weighted objects/ different sized targets/ different size batting equipment

People- Guide bowlers/visual markers to support visually impaired pupils, some events may need simple considerations or adaptations to enable disabled/ SEN students to participate, to ensure a meaningful competition opportunity the inclusion of additional batting for disabled/SEN children should be included, either another pupil running for that batter during a game etc or a different route they have to travel

CHALLENGE 1- BATTING

Equipment Needed

- 10 balls or beanbags (alternative equipment you want to use)
- A bat i.e. Rounders bat, tennis racket, small cricket bat.
- 3 markers (cones) to designate where the batter stands & the area to hit between
- Someone to throw
- Results recording -Clipboards, Pens/paper.

Instructions

- Place a marker where the batter stands. Then taking 4 large paces, lay the other markers to the left & right, creating a triangle shape
- Bowler bowls to the batter & batter tries to hit the ball/ socks through the markers on the ground
- See how many balls/beanbags you can get through the markers out of 10. Record each pupil's best score.
- If no bowler, throw the ball/ beanbags in the air yourself and try and hit them through the markers.



CHALLENGE 2- BOWLING

Equipment Needed

- 10 balls or beanbags
- 10 target items.
- Something that stands above knee height i.e. chair or table
- Results recording -Clipboards, Pens/paper.

Instructions


- Place the targets you are using standing on either a chair/table (Knee height)
- Pace 7½ large steps back from the target and place a cone/marker down (this is where you will bowl from)
- See how many throws it takes you to knock all the targets down
- Record each pupils best score

CHALLENGE 3- CATCHING

Equipment Needed

- 10 balls or beanbags
- A receptacle i.e. bin, bucket or basket
- Someone to throw
- Results recording -Clipboards, Pens/paper.

Instructions

- Catcher stands five big steps away from the thrower (use two cones/markers to indicate the distance), place the receptacle on the ground beside them.
 - Thrower throws the balls to the catcher
 - Catcher must catch as many balls as they can out of ten, placing them in the receptacle when successfully caught, to be counted at the end.
 - Record each pupil's best score.
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WHY NOT TRY THESE SKILLS NOW IN A SMALL ROUNDER'S GAME?

Equipment Needed

- A bat i.e. Rounders bat, tennis racket.
- A ball
- 3 cones or markers
- Results recording -Clipboards, Pens/paper.

Instructions

- Can be played with a minimum of 2 players.
- Batter stands at one cone and then the bowler stands at a cone opposite the batter in a straight line. Make a triangle by placing another cone on the right side of the batter at a distance (decide how far you want the cones apart – can make it smaller or bigger distance to challenge pupils)
- Each player takes it in turn to be the Batter, while others are Fielders
- The Bowler bowls to the Batter. The batter runs to the first cone on their right
- 1 point awarded for each cone that the Batter reaches
- The Fielders have to get the ball back to the Bowlers cone to get the batter out and stop them from scoring
- Each Batter gets 5 consecutive hits, then joins the Fielders
- The running track can be increased and decreased in size, dependent on the age and ability of each Batter
- Encourage pupils to work together as a team. Record how many rounders each pupil scores.

HOW TO ENTER

As this is an Engage themed event, we do not ask schools to submit pupils scores. We do however ask schools to complete the monitoring Form on our website to let us know how many pupils took part in the challenge. **The deadline for entries is Friday 28th May.**

SCORING/ CERTIFICATES


Each time your class takes part in a weekly challenge, reward the pupils with a class star sticker on the class recording sheet.

Schools will be sent a participation certificate for each pupil that has taken part in the summer term challenges. Schools can also request a sportsmanship award certificate for pupils who have demonstrated the School Games Values.



CLASS RESULT SHEET

| | Pupils Name | Batting | Bowling | Catching |
|----|-------------|---------|---------|----------|
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PUPIL RECORDING SHEET

| <u>STATION</u> | <u>BEST SCORE ACHIEVED OUT OF</u> <u>10</u> |
|-----------------------|--|
| Batting | |
| Bowling | |
| Catching | |

SEE LINK BELOW FOR VIDEO EXAMPLES

[HTTPS://WWW.ROUNDERSENGLAND.CO.UK/STAYHOME-ACTIVITIES/ROUNDERS-CHALLENGES/](https://www.roundersengland.co.uk/stayhome-activities/rounders-challenges/)

RISK ASSESSMENT

It is the responsibility of each school to assess the risk for participating in the challenges within their own school. It is the responsibility of schools to ensure that any space and equipment used is suitable for the challenge being attempted.

SAFEGUARDING

During the South Norfolk SSP virtual challenges schools must adhere to their own school safeguarding and photo consent policies.

COVID 19

The South Norfolk SSP virtual challenges should be completed in accordance with your schools Covid-19 PE policy.