



# Welton Primary School—PE Knowledge Organiser

## LKS2 Striking and Fielding



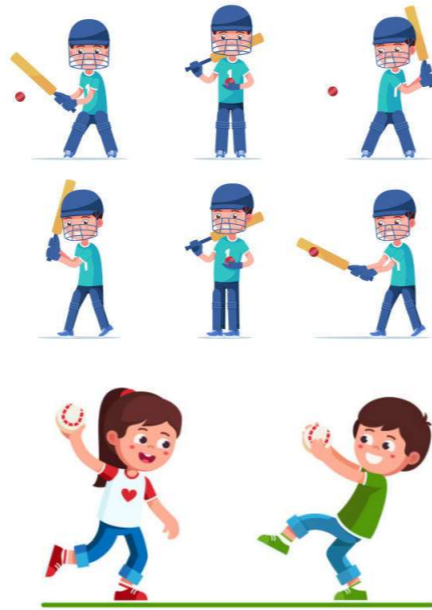
### Overview

-Striking and fielding games are bat and ball games played between two teams. Cricket and rounders are examples of bat and ball games.

They involve batting. Batters try to score points by running between bases or the wickets. They can score runs either by striking the ball and running between the wickets or running around bases.

-Opponents use bowling and fielding to try to get the batter out, and to try and prevent runs. This involves catching, tracking and stopping the ball, and throwing it to others.

-Striking and fielding games involve working as a team, thinking about our position & the position of others.



### Social and Emotional

#### Cooperation

Cooperating is about working together and helping others. Strong teams need each individual to cooperate with teammates. Make sure your fielding is appropriately organised so there are few gaps.

#### Communication

We need to communicate to give and receive information from our teammates. We can do this through speaking, listening and body language. For example, communicate with batters when they should run.

### Key Vocabulary

- Cricket
- Fielding
- Throwing
- Stumping
- Striking
- Batting
- Bowler
- Batter
- Wicket
- Crease
- Pitch
- Stumps
- Runs
- Backstop

Supporting and Encouraging  
Encouraging and supporting others can help them to feel good and perform well. Try to help everyone stay positive.



Respect and Kindness  
Respect is the act of giving attention and showing care to others. It is important to be respectful to teammates, opponents, referees and coaches. It is important to be inclusive of others, respecting people of all abilities and experience levels.

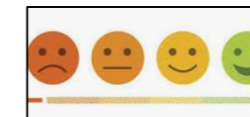
#### Honesty and Fair Play

Fair play is about learning the rules of the game and putting them into practice honestly. Winning only feels as good as it should when you know that you have won fairly. E.g. be honest if you are run out.








#### Managing Emotions

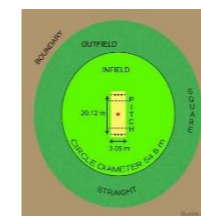
Whilst it is important try your hardest, you should remember that games and sports should be fun. Be considerate to others in victory and be respectful and gracious in defeat.



### Physical

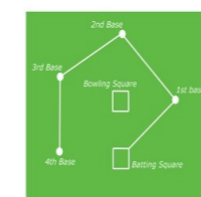
Skill	Definition	How do I do this?
 <p>Batting</p>	To strike the ball away from you with the surface of the bat.	-Fingers and thumbs wrapped around the bat handle. Make a 'V' using thumb and forefinger. Dominant hand at the bottom. Feet parallel, shoulder-width apart. Push the bat straight, swinging arms away from the body. Keep head and the rest of the body still. Keep eye on the ball.
 <p>Fielding</p>	To stop a ball so that it is no longer moving. To return it to teammates to prevent runs.	-Move feet to get in line with the ball. Use two hands to stop it. Make sure that your palms are facing the ball, with wide fingers. To throw, start with throwing arm behind body. Put opposite foot to throwing arm forwards, weight on back foot. Point throwing arm in direction of target.
 <p>Throwing</p>	To send the ball through the air from your hand.	-You should now be developing overarm throwing. Step forward with opposite foot to throwing arm to stay balanced. Use non-throwing arm to point in direction that the ball should go. Point fingers at target as you release.
 <p>Catching</p>	To take hold of the ball in your hands before it bounces.	-Watch the ball carefully. Hands out as the ball approaches. Bend your knees as you prepare to catch it. Use wide fingers, eyes on the ball, soft hands to catch. Close your hands around the ball and pull it in to your body.
 <p>Underarm Bowling</p>	To send the ball underarm towards the wicket from your hand.	-Step forward with the opposite foot to your bowling arm in order to stay balanced. Keep your bowling arm straight so that the ball travels straight. Release the ball with fingertips pointing towards the target.

### Thinking/ Strategic



#### Scoring Runs

- 1 run for each time running between the wickets.
- 4 runs for hitting the ball past the boundary (hitting the ground first).
- 6 runs for hitting the ball past the boundary without bouncing.



#### Field and Positions

Bowlers bowl from the bowling square. Batters from the batting square. The backstop should be (a safe distance) behind the batter. Fielders should be positioned near bases and in spaces around the field.

#### Ways to get a batter out

- Bowled: Bowling the ball at the stumps, past the batter, and knocking off the wicket.
  - Caught: Catching the ball after it has been struck by the batter's bat (without it bouncing).
  - Run-out: The ball knocks the wicket down whilst the batter is not in the batting crease
- Success in rounders is about working successfully as a team. Batters cannot overtake each other on the circuit, and so all batters need to know when to run. Additionally, fielders should be organised to cover all bases and as many spaces as possible. Call so that other fielders know you are chasing a ball. This prevents collisions.

### Health and Safety

Always try to follow the rules of the game.

Be aware of the people and space around you.

Store equipment safely when it is not in use.

Unused balls should be put in bags or trolleys.

Hard objects, like rounders bats and cricket balls, should be used very carefully, to avoid injury.

Make sure that you warm up properly.

Stretch your muscles before exercising.

Warm down when exercising.

Remove jewellery and wear suitable clothing/ equipment.