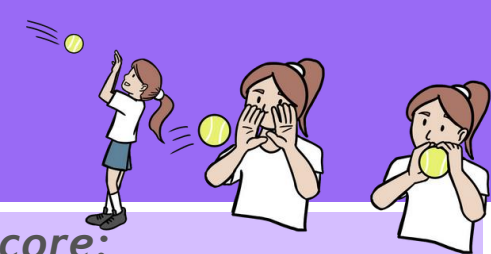




Knowledge Organiser: Rounders



How to score:

Scoring:

- ◆ One rounder for hitting the ball and running to base four without stopping.
- ◆ Half a rounder for hitting the ball and running to base number two without stopping.
- ◆ Half a rounder for not hitting the ball and running to base four without stopping.
- ◆ Half a rounder for two consecutive 'no balls' from the bowler.
- ◆ Half a rounder for obstruction. E.g. if a fielder is standing in the path of a batter

A player is out if:

- ◆ Caught out: by a fielder before the ball touches the floor.
- ◆ Stumped out: by a fielder at the base the batter is running to.
- ◆ Run out: meaning the batter has run to a base where another batter is standing.
- ◆ Running inside the bases.

Key Vocabulary:

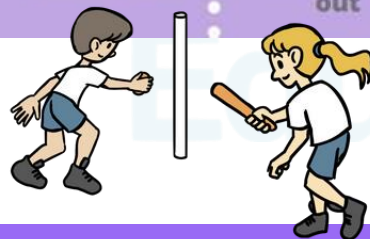
- *strike*
- *pressure*
- *outwit*
- *fielding*
- *batting*
- *backing up*
- *co-operatively*
- *retrieve*
- *continuous*
- *consistently*
- *overtake*
- *consecutive*
- *obstruction*

Key Skills: Physical

- ◆ Throwing
- ◆ Catching
- ◆ Bowling
- ◆ Tracking, fielding & retrieving a ball
- ◆ Batting

Key Skills: S.E.T

- ◆ Social: Organising & self-managing a game
- ◆ Social: Respect
- ◆ Social: Supporting & encouraging others
- ◆ Social: Communicating ideas & reflecting with others
- ◆ Emotional: Honesty & fair play
- ◆ Emotional: Confident to take risks
- ◆ Emotional: Managing emotion
- ◆ Thinking: Decision making
- ◆ Thinking: Using tactics
- ◆ Thinking: Identifying how to improve
- ◆ Thinking: Selecting skills



Glossary

Fielder: A player on the fielding team, especially one other than the bowler or backstop.

Batter: A player on the batting team.

Rounder: The unit of scoring.

Bowler: The player who starts the game by bowling to the batter.

Backstop: The player on the fielding side who stands behind the live batter (the batter who is batting).