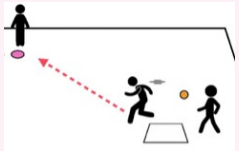
Big Questions

- Why is it important to always watch the ball when batting?
- When would you use the underarm bowling technique?
- What is the advantage of being able to hit a ball into space?
- Why do we need to defend a target in some games?
- How do you decide where to hit the ball as a batter?
- What different ways have you used to strike the ball into space in this unit?

Sticky Knowledge

- Make choices about where to hit the ball to maximise the chances of scoring.
- Know the reason to defend a target when batting.
- Know how to hit the ball to different areas when batting.
- Know how to work as a team to score points in a striking and fielding game.
- Know which bat they would choose when playing.

What		Why	How
Striking a ball - striking a ball moving towards you using either a hand, bat or foot.		Consistently striking the ball allows a player to attempt to score in a game.	In this unit, children experience hitting with hands, bats, and their feet to send the ball into the field.
Defending a target - when a batter positions themselves between their wickets and a delivered ball.		If the bowler hits a target when bowling, the batter is out and cannot score in a game.	Position yourself in a solid hitting stance, ensuring your bat is in front of the target you need to defend so you can hit the ball before it hits the target/stumps.

What	Why	How
Underarm bowling a way of delivering the ball for a batter to strike in a game. 	Some games, such as rounders or kickball, require an underarm bowl, as overarm bowls are against the rules. Underarm bowling is usually easier to strike.	Standing sideways on, with the opposite foot to the throwing arm in front. Swing the arm past the shoulder, aiming towards the middle of the batter's body. If bowling a larger ball, two hands may be needed.
Using different bats - experimenting with a range of bats. 	Striking and fielding games require different types of bats. Children may find it easier to hit with larger-faced bats/equipment.	Supply at least three different types of equipment for the children to hit with, such as paddle bat, cricket bat and rounders bat.
Striking a ball to a space - using the hitting or kicking technique to accurately hit a ball to an intended target. 	Striking the ball accurately into space will enable the batter to score more points/runs for their team, as it will take fielders longer to collect and return the ball.	Watching the ball from its' delivery hit the ball with the follow through of the bat or foot pointing in the direction they want to send the ball.
Throwing a ball to a Base - Throwing a ball quickly and accurately to a base. 	Getting the ball to a base quickly and accurately can stop the batter from scoring and, in some games, get them out.	Track and stop the ball and use an underarm or overarm throw to get the ball to a teammate near a base, ensuring the throw is accurate.
Play using basic rules - There are many rules to striking and fielding games, so learning them in stages is helpful. 	Rules should be introduced to enhance the development of the players. Sometimes, modified rules lead to a specific outcome, e.g., encourage more runs, or sometimes a modification of the actual law to make the game more accessible.	• The bowler should bowl the ball to the batter/striker. • After hitting the ball, the batter runs to all bases, touching each one on their way past and on the way back. • If the batter gets back before the ball is retrieved, the batter can continue to run again to score more points. • The fielders need to retrieve the ball back to a designated area. • When the ball is back, the batter should stop. The batter gets 1 point for every cone they touch.

Year 2 Hit Catch Run Unit 1 – Crossover skills and knowledge

Hit Catch Run is a unit based around Striking and Fielding Games. Striking and Fielding games are those in which one team can score points when a player strikes a ball (or similar object) and runs to designated playing areas while the other team attempts to retrieve the ball and return it to prevent their opponents from scoring.	Show understanding of techniques used to track a ball Examples of Striking and Fielding Games are: • Cricket • Rounders • Softball • Baseball • Kickball

Head

Make choices about where to hit the ball	Make tactical decisions about where to position themselves in the field
Send & Return, Hit Catch Run (All KS1 units)	Hit Catch Run (All KS1 units)

Hand

Develop hitting skills with a variety of bats	Retrieve a ball back to base as part of a team	Practise bowling/feeding a ball to other players	Play as a batter, bowler and fielder	Run in a game to score points
Send & Return, Hit Catch Run (All KS1 units)	Hit Catch Run (All KS1 units)	Send & Return, Hit Catch Run (All KS1 units)	Hit Catch Run (All KS1 units)	Hit Catch Run (All KS1 units)

Heart

Display sportsmanship when competing against others	Work as a team to score runs/points
Send & Return, Hit Catch Run, Attack Defend Shoot, Run Jump Throw (All KS1 units)	Attack Defend Shoot, Send & Return, Hit Catch Run (All KS1 Units)