



# PE - Knowledge Organiser

## Summer 2 – Year 2 -Multi-Skills (Striking and Fielding)



### Knowledge Organiser Striking and Fielding Year 2

#### About this Unit

Striking and fielding games are games where there are two teams, one, the batting team, try to score points and the other, the fielding team, try to stop the batting team from scoring. Examples of striking and fielding games include cricket and rounders. There are different roles on a batting and fielding team:

#### Batter

- hits the ball
- tries to score points
- is part of the batting team



#### Backstop/ wicket keeper

- stands behind the batter
- collects the ball if the batter misses or hits behind
- is part of the fielding team



#### Fielder

- stands in space in the field
- collects the ball the batter has hit
- is part of the fielding team



#### Bowler

- throws the ball for the batter to hit
- is part of the fielding team



#### Powerful Knowledge



backstop	fielder	runs
batter	fielding	stump
batting	hit	tactics
bowler	out	teammate
collect	rules	track

If you enjoy this unit why not see if there is a club in your local area that plays a striking and fielding game. Examples could be a cricket or rounders club.



#### Ladder Knowledge



#### Striking:

the batter is the person who hits the ball and tries to score. Striking the ball quickly will increase the power.

#### Fielding:

there are different roles on a fielding team such as a fielder, a bowler and a backstop or wicket keeper. Move towards the ball to collect it to limit a batter's points.

#### Throwing:

stepping with your opposite foot to throwing arm will help you to balance.

#### Catching:

use wide fingers and pull the ball in to your chest to help you to securely catch.

#### Movement Skills

- underarm throw
- overarm throw
- catch
- track
- bowl
- bat

This unit will also help you to develop other important skills.

**Social** communication, encourage others, collaboration

**Emotional** honesty, perseverance, determination, acceptance

**Thinking** use tactics, comprehension, select and apply, decision making

#### Rules

Know how to score points for each game and follow simple rules.

#### Tactics

#### Attacking (batting) tactics:

- Try to hit the ball away from the fielders
- Make quick decisions about whether to run

#### Defending (fielding) tactics:

- Spread out
- Make quick decisions about where to send the ball
- Know that moving towards the ball to collect is easier than running after a ball
- Throwing the ball back is quicker than running with it

#### Healthy Participation



- Always keep a safe distance between yourself and a batter.
- Handle the bat in the way suggested by the teacher at all times.

#### Home Learning



Find more games that develop these skills in the Home Learning Active Families tab on [www.getset4education.co.uk](http://www.getset4education.co.uk)

#### Roller Ball

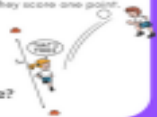


What you need: Two or more players, two objects for markers and a ball or pair of rolled up socks.

#### How to play:

- Place two markers 5m apart. One player begins standing next to one of the markers. They are the "valler." They roll the ball out in any direction and then run to the other marker and back as many times as they can.
- Each time they reach a marker they score one point.
- The other player must remove the ball and place it back on the start marker as quickly as possible.
- Four turns then change over.

Who has the highest score?



Head to our youtube channel to watch the skills videos for this unit. @getset4education136