



Year 2

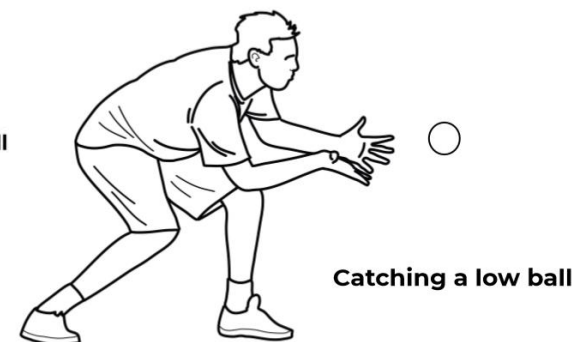
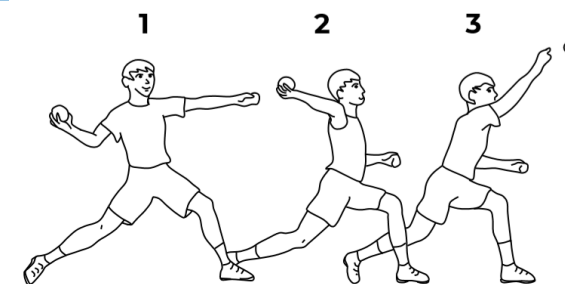
Hit Catch Run unit 1

Key Vocabulary

hit	To use the bat to make the ball travel a far as possible
catch	To use your hands to get hold of the ball
runs	The name of the points the hitter gets
wicket	The place which the hitter stands in front of and tries to stop the ball hitting
bat	The thing with which you hit the ball
bowl	To throw the ball for the hitter to hit
underarm	To throw the ball with your hand going up towards your shoulder and your palm ends up facing up
overarm	To throw the ball with your hand going over your head and your palm ends up facing down
field	The people that help the bowler to stop the hitter scoring points
hitter	The person with the bat who hits the ball
bowler	The person who throws the ball for the hitter to hit

Focus Units

- To developing hitting skills with a variety of bats
- Practice feeding/bowling skills
- Hit and run to score points in games



6 hours

Lesson 1

- Work as a team to field a ball back to a base
- Run and touch cones to score points
- Participate in a variety of roles

Lesson 2

- Sprint to correct areas to score points
- Work to better runs scored
- Use kicking to send a ball to score points

Lesson 3

- Use underarm throwing skills to feed/bowl a ball to a player
- Position body to perform stepping action for bowling
- Use bowling/feeding skills in a game situation

Lesson 4

- Experiment with different bats to see which are easier and harder to hit with
- Make choices about where you are going to hit the ball

Lesson 5

- Stand in positions ready to catch a ball
- Field to catch and throw to teammates to stop opponent scoring runs

Lesson 6

- Play as part of a team to field and hit to score
- Apply simple tactics to gameplay
- Play in different roles and positions

English / Maths Links:

Literacy: Describe which bats were easier and harder to use.

Communicate as part of a team.

Numeracy: Keep track of runs scored in a game. Use different point systems to score