



Year 2

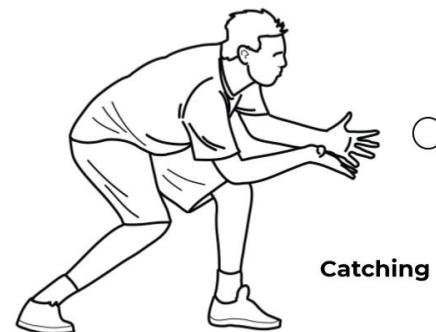
Hit Catch Run Unit 2

Key Vocabulary

hit	To use the bat to make the ball travel as 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 the hitter stands in front and tried to stop the ball hitting
bats	the thing in which the hitter hits 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 that uses the bat to hit the ball
bowler	The person who throws the ball for the hitter to hit

Unit Focus

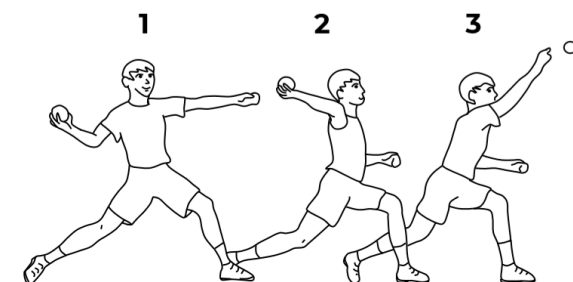
- Work on a variety of ways to score runs in the different hit, catch, run games
- Work in teams to field
- Begin to play the role of wicketkeeper or backstop



Catching a low ball



Catching a high ball



Long barrier

6 hours

Lesson 1

- Work as a team to return a ball to a base
- Work individually to score runs
- Increase running pace to score runs and stay 'safe.'

Lesson 2

- Make decisions about directions to send the ball.
- Use a variety of kicking techniques to send the ball.
- Experience the role of the backstop.

Lesson 3

- Outwit bowler to kick in different directions
- Use both feet to kick the ball
- Kick a ball bowled in a variety of ways

Lesson 4

- Recognise the role of a wicketkeeper
- Position yourself to stop balls
- Practise the role of wicketkeeper and attempt to stump players out

Lesson 5

- Recognise the role of a backstop
- Attempt to track and stop balls as the backstop

Lesson 6

- Work as a team to score points as batters
- Work as a team to restrict runs
- Demonstrate skills learnt in wicket keeping or backstop

English / Maths Links:

Literacy: Describe the difference between a wicketkeeper and a backstop.

Numeracy: Count and keep track of runs scored.