

Rapid Rounders

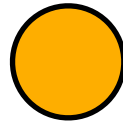
SKILL FOCUS

Striking
Fielding

GROUP SIZE

12+ or Whole Class

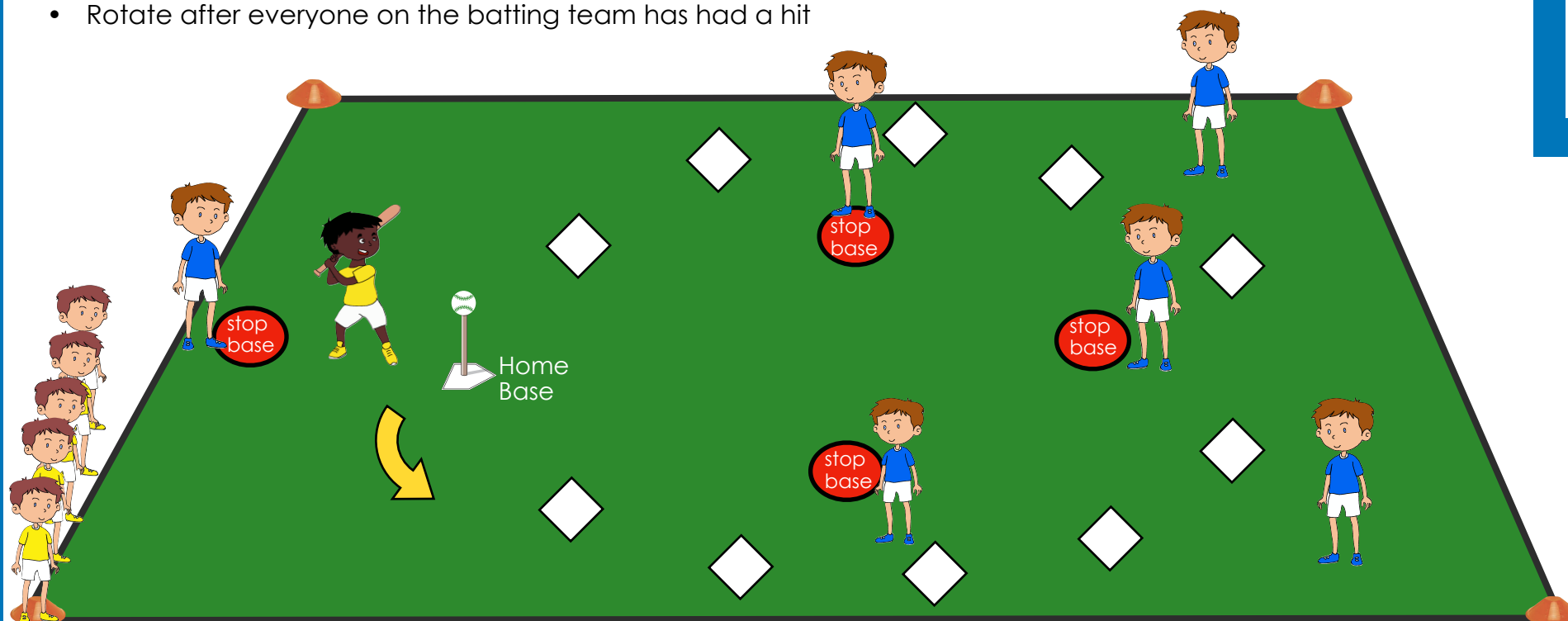
COMPLEXITY



EQUIPMENT

Bats Bases
Balls
Cones

- Setup multiple playing areas as shown or simply as a whole class
- Two teams a batting team and a fielding team
- The aim of the game is for the batters to strike a ball into the field of play and run around as many bases (white) as they can.
- The object of the fielding team is to catch the ball to get the batter out or to stop the runner by passing the ball to any of the fielders at a 'stop' (red) base. When they do they yell 'freeze'
- When freeze is yelled the runner stops at or returns to the last white base they touched and waits for the next batter
- Runners on white bases run when a batter from their team hits a ball into play. The aim is to get back to the 'home' base. Overtaking is allowed but all bases must be touched by the runners foot. More than one person on a white base is allowed. 1 point awarded for a home run
- Rotate after everyone on the batting team has had a hit



MODIFY IT

- ★ Increase or decrease the distance of the red or white bases
- ★ Change the striking implement
- ★ Change the method of striking a ball e.g throwing/kicking
- ★ Fielders have to throw to all 3 'stop' bases'
- ★ Last hitter = fielders have to throw to all 4 stop bases (gives time for last runner to get around the white bases)

ASK STUDENTS

- ★ Where are you trying to hit the ball? Why?
- ★ As the fielding team, how do you decide which 'stop' base to throw to?