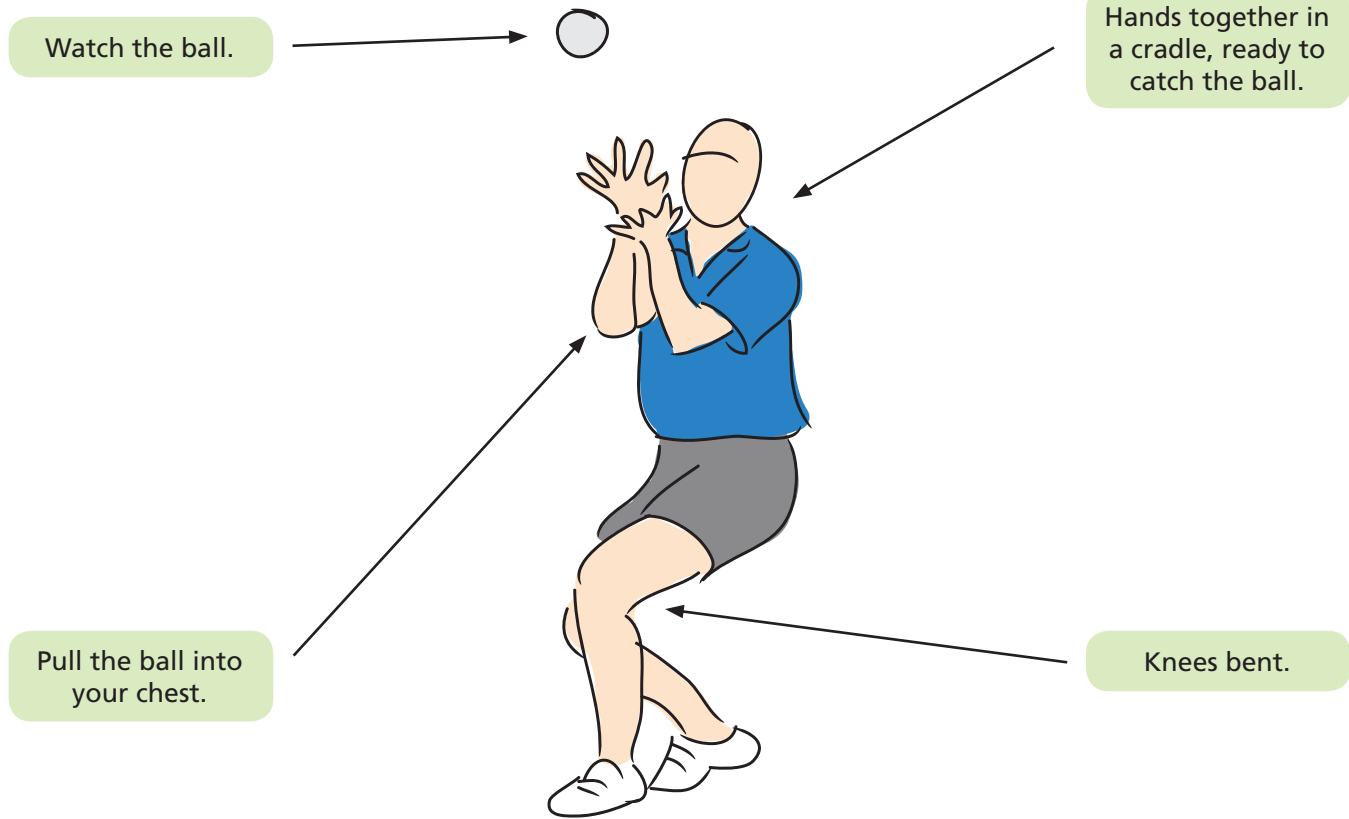


RESOURCE CARD: **ROUNDERS:** YEAR 4

RELATES TO: **WEEK 1**

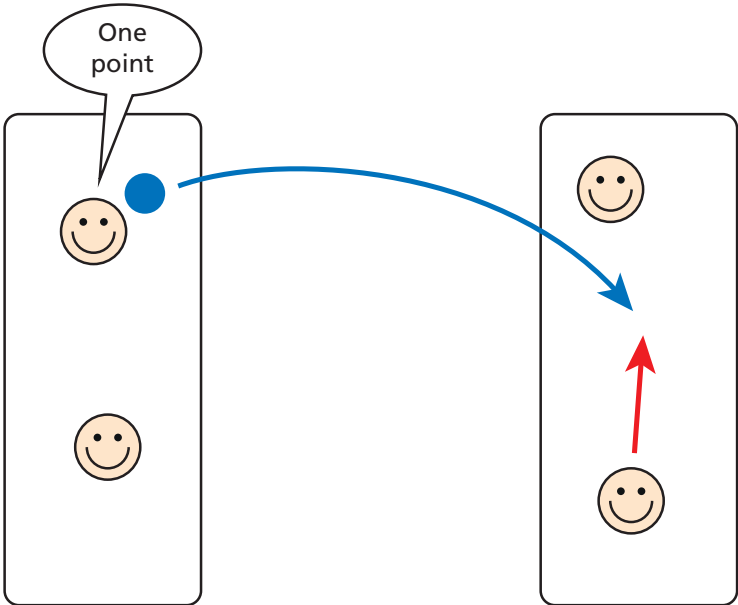
MAIN LESSON: CATCHING



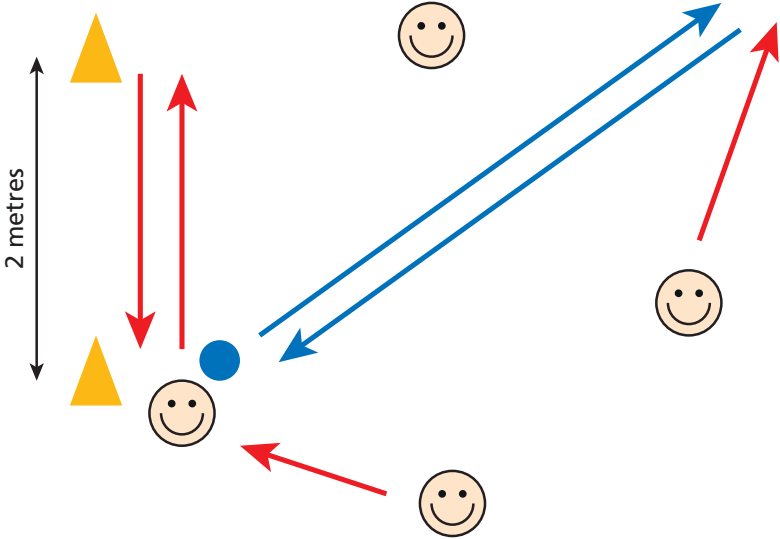
RESOURCE CARD: **ROUNDERS:** YEAR 4

RELATES TO: **WEEK 2**

MAIN LESSON: DEVELOP



GAME / COMPETITION: 1 V 3



KEY



Player



Ball



Where the ball moves to



Where the player moves to

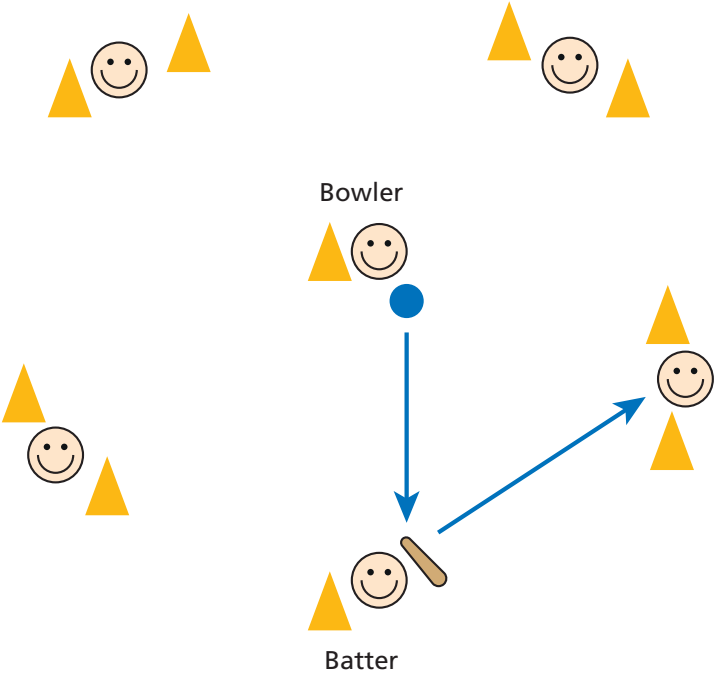


Cone

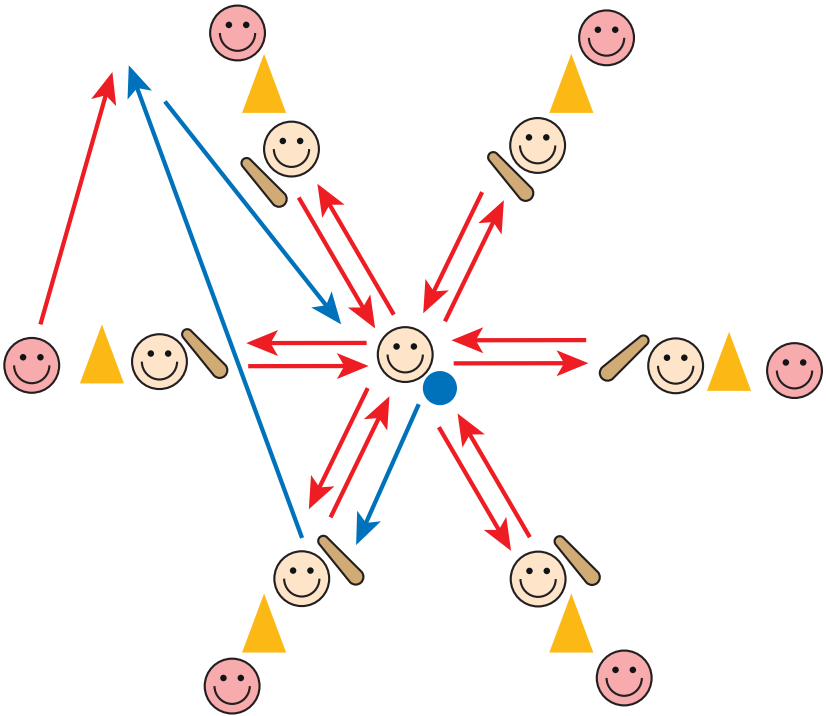
RESOURCE CARD: **ROUNDERS:** YEAR 4

RELATES TO: **WEEK 3**

MAIN LESSON: TARGET



GAME / COMPETITION: HIT AND RUN



KEY



Player



Ball



Where the ball moves to



Where the player moves to



Cone

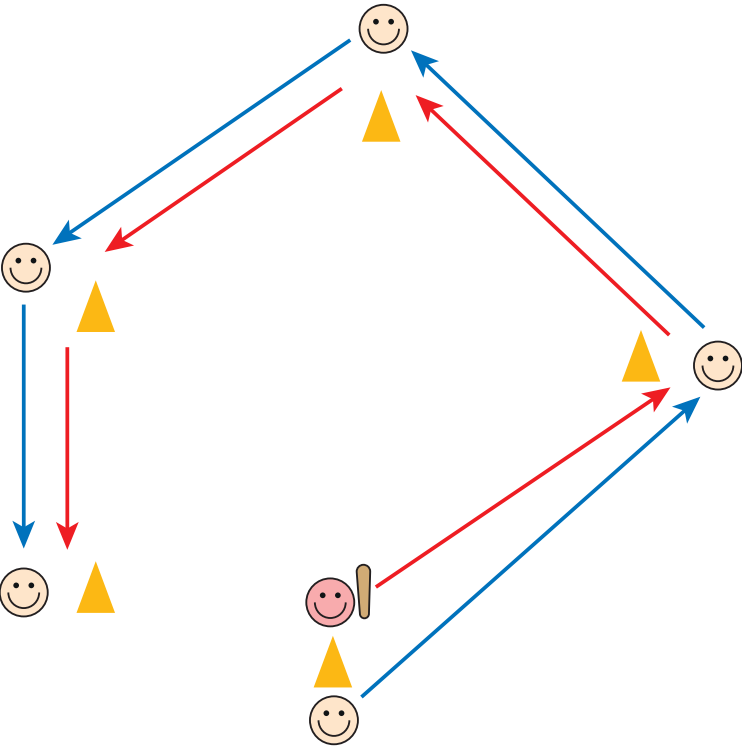


Bat

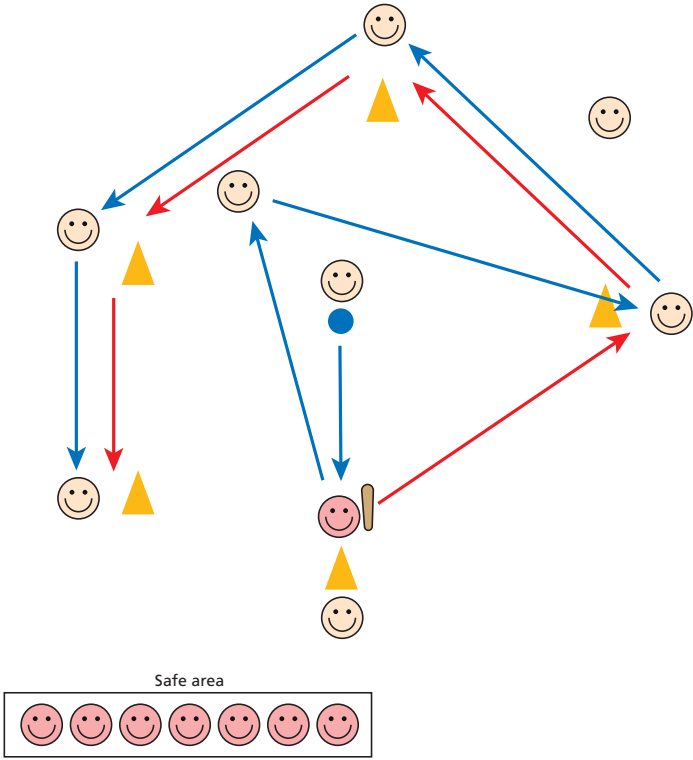
RESOURCE CARD: **ROUNDERS:** YEAR 4

RELATES TO: **WEEK 4**

MAIN LESSON: DEVELOP



GAME / COMPETITION: BALL V BATTER



KEY



Player



Ball



Where the ball moves to



Where the player moves to



Cone

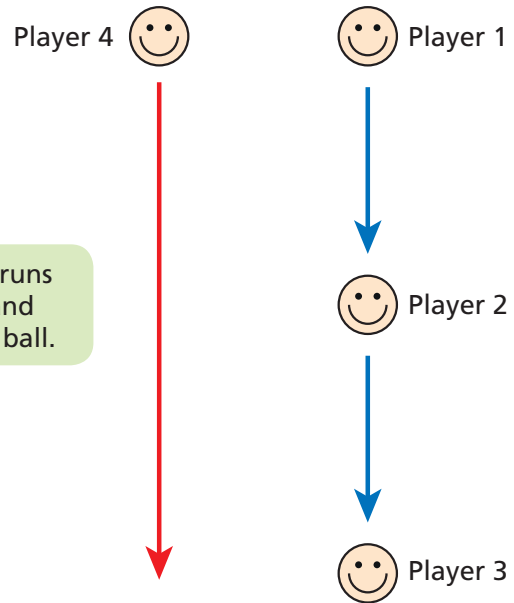


Bat

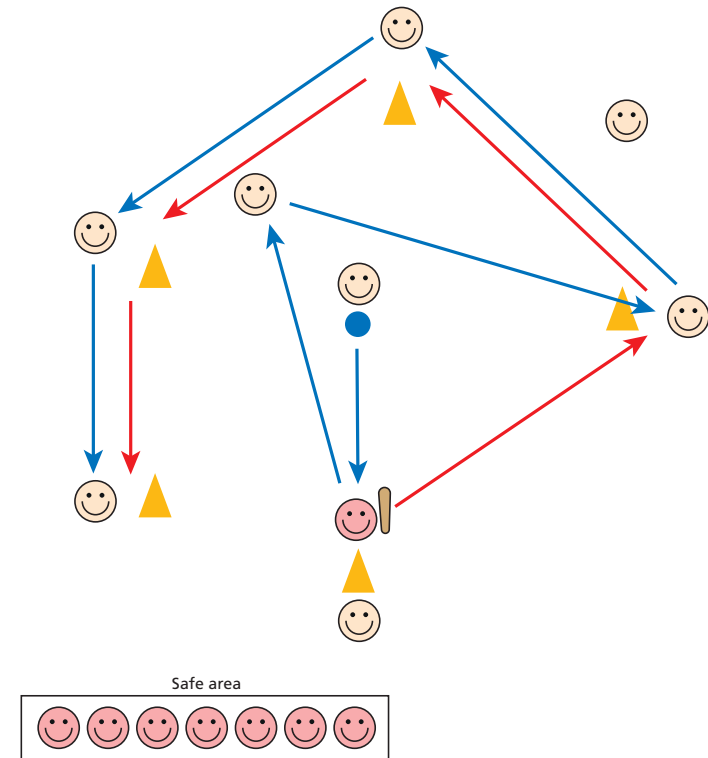
RESOURCE CARD: **ROUNDERS:** YEAR 4

RELATES TO: **WEEK 5**

MAIN LESSON: BEAT THE BALL



GAME / COMPETITION: BALL V BATTER



KEY



Player



Ball



Where the ball moves to



Where the player moves to



Cone



Bat

RESOURCE CARD: **ROUNDERS**: YEAR 4

RELATES TO: **WEEK 6**

MAIN LESSON: POSITIONS AND RULES

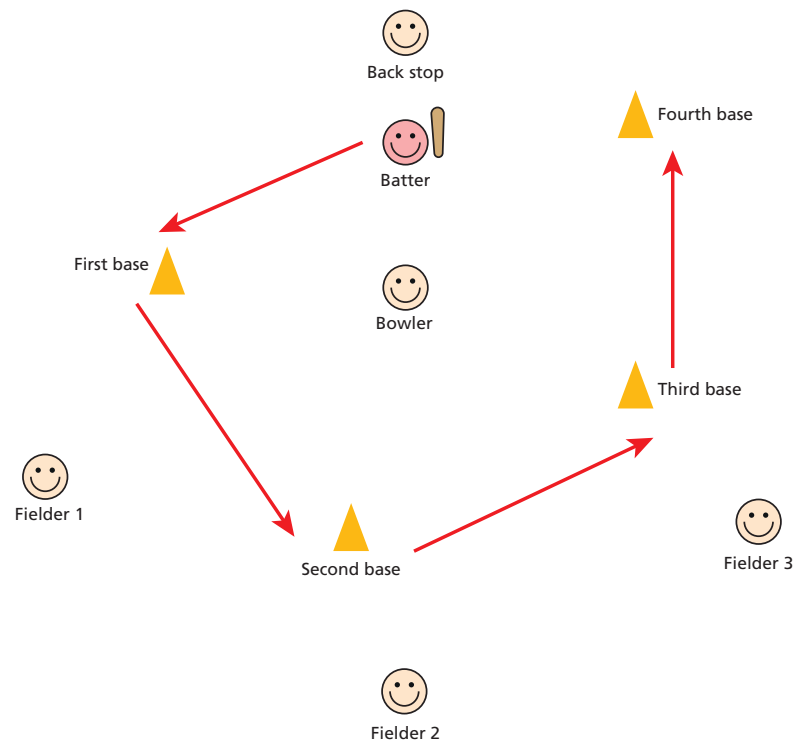
POSITIONS

Batter, Bowler, Back Stop, Fielders.

RULES

- Take the bat with you when you run.
- Run round the outside of the bases.
- You can stop at bases. You can get a half rounder if you reach second base.
- You must stop if the Bowler gets the ball back.
- You can be caught out if the ball is caught by a Fielder, Back Stop or Bowler.
- You have three attempts to hit the ball. On the third attempt, you must run whether you hit the ball or not.

GAME / COMPETITION: MINI GAME



KEY



Player



Where the player moves to



Cone



Bat