

Round 6 - Rounders

This challenge will consist of your KS1 time added to your KS2 time

The challenge is slightly different for both Key Stages, so please read both instructions carefully.

You can decide on the number of children who take part, but they must only play the game for their Key Stage.

Round 6 - Rounders

KS2 Cone Collection

Equipment needed: 30 cones, a hoop and a rounders or tennis ball.

Rules

- Place a hoop on the ground with the ball inside.
- Stride out a diamond 12 large strides by 12 large strides. (the hoop will be in one of the points/corners. See diagram on next page)
- Lay out 30 cones randomly in this area.
- On go, (start the stopwatch) one child stands in the hoop and another runs to any cone.
- The child in the hoop should then throw the ball to the child at the cone.
- If the catch is successful - ie without a bounce, that cone is 'won'.
- The catcher then runs to the hoop with the ball and cone and becomes the thrower.
- Once this child gets to the hoop the next catcher can choose their cone and run to it.
- Make sure they do not set off before the thrower is in the hoop.
- If the catch is unsuccessful, the catcher brings the ball only to the hoop and becomes the thrower. The cone they stood at can be 'won' by another person.
- After all 30 cones have been successfully 'won' and the ball is back in the hoop, stop the stop watch!
- Ideally, if you have space for more than one diamond, please set this up with either 2 pitches with half/ or 3 pitches with a third of the cones, the times will need adding together. This will mean greater activity and involvement from the class.
- Good Luck!

Round 6 - Rounders

KS1 Cone Nomination (this is different so please read!)

Equipment needed: 30 cones, a hoop and a rounders or tennis ball.

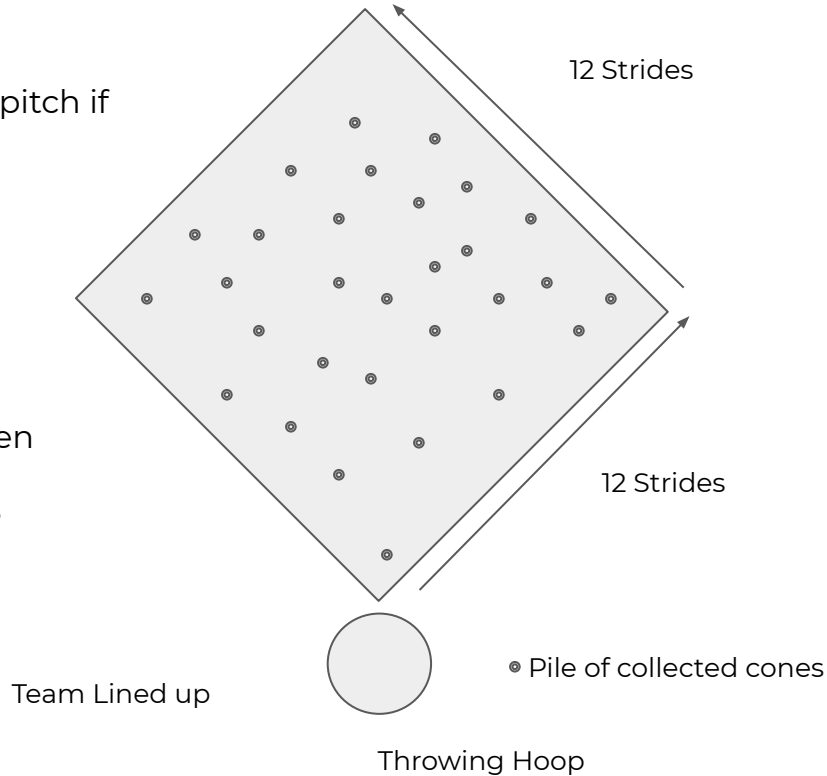
Rules

- Place a hoop on the ground with the ball inside.
- Stride out a diamond 12 large strides by 12 large strides. (the hoop will be in one of the points/corners. See diagram on next page)
- Lay out 30 cones randomly in this area.
- On go, (start the stopwatch) one child stands in the hoop and nominate/choose a cone.
- The child in the hoop should then throw the ball at that cone.
- If the throw touches is successful - that cone is 'won'.
- They should then run to the cone, collect it and the ball and return them back to the hoop.
- The next child should then stand in the hoop and nominate/choose a cone
- If a throw is unsuccessful, the thrower should collect the ball only to the hoop and another person becomes the thrower. The nominated cone can be 'won' by another person.
- After all 30 cones have been successfully 'won' and the ball is back in the hoop, stop the stop watch!
- Ideally, if you have space for more than one diamond, please set this up with either 2 pitches with half/ or 3 pitches with a third of the cones, the times will need adding together. This will mean greater activity and involvement from the class.
- Good Luck!

Round 6 - Layout

Use your rounders pitch if you have one!

To keep more children active, use more pitches and split the number of cones!



Bonus Points

	Optional Tasks to be completed	Bonus Points
Task 1	Are you registered on the yourschoolgames website?	1 points
Task 2	Submit an Acrostic Poem using the word Rounders as the subject, this can be written by any pupil in school.	3 points
Task 3	Try the game on the next page, let us know what feedback you have for the game, 2 stars and a wish.	2 points
Task 4	It's nice to be kind so why not pay it forward, choose one other school, who have taken part in the Virtual Competitions this term, to receive bonus points	5 Points

Team Batting



GET AHEAD
PARTNERSHIP

EDUCATION. SPORT. WELLBEING

Challenging batting game where Batters must work as a team to score.

HOW TO PLAY

- A Batter stands at each post
- Each post has a Backstop
- Bowler bowls from centre to any Batter
- All Batters run anti-clockwise when ball is hit
- Fielders return the ball to the Bowler
- Batters are out when caught by a Fielder or Backstop

SCORING

- 1 point is scored when all Batters reach the next post
- Teams can try to beat their personal best times

FOCUS QUESTIONS

- Which Batter makes the decision to advance to the next post?
- Where should the Fielders stand?



VARIATIONS

Play for a set time or number of balls

Bowler, Fielders and Backstops rotate

Batters choose to run further than one base to score more points

Virtual Competitions

Summer Term 2021

GET AHEAD
PARTNERSHIP

EDUCATION. SPORT. WELLBEING

Thank you for entering the Summer Term Virtual Competitions, you will now take part in 6 Virtual Competitions (fixtures) during the Summer Term. There will be a variety of whole school, and individual class or small groups of students competitions.

How are this term's competitions different from before?

For each round your school will compete against one other school. This will be different for each round. Points will be awarded depending if you win, lose or draw for that challenge.

School can earn bonus points if the school does extra tasks too! Your school's current position in the league can be found on www.letsgetahead.co.uk

How can we earn points for our school?

A school will be allocated the points in the league table each week. If a school wins the fixture they will be allocated 10 points; lose the fixture 2 points; draw the fixture 5 points.

An additional 10 bonus points are available to all schools each week by completing tasks and challenges. These could prove crucial in final league standings as the weeks progress.

When will the fixtures and competitions be announced?

Your school fixture will be announced when your school receives details of the next competition

What happens if we win the league?

A Trophy and a whole school event of your choice, will be awarded to the school who finishes at the Top of the League.