



Striking/Fielding

“What are striking and fielding games?”

Games involving a batting and fielding team.

Batting team aim – score as many runs as possible.

Fielding team aim – minimise the batting team runs or get them out.

Session focus - to maximise enjoyment in class: batting, scoring runs and maximise activity.

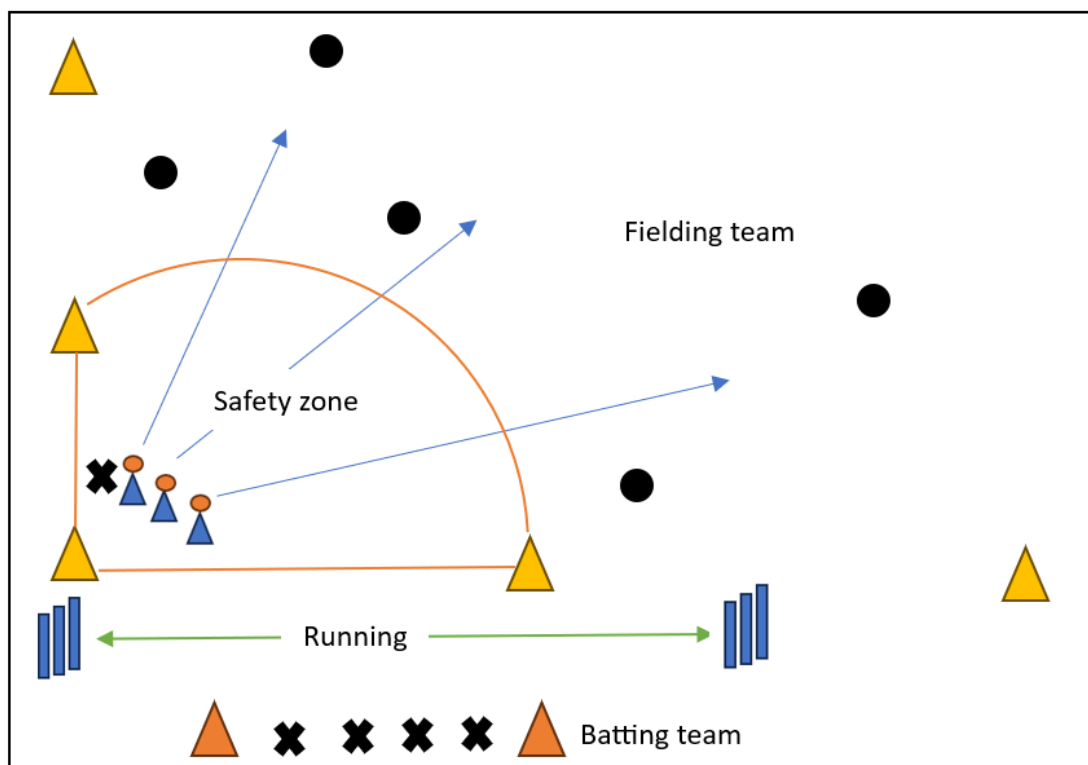
Eliminate the rule – once you're out, you're out.

Court/field size – 4 teams of 5-6 players, a game on each half of basketball court with teacher in middle of both games.

Game 1 (basic): Three-Tee Strike

– Simple set up, maximum involvement from both fielding and batting team, equal involvement due to time limit for innings and no outs and no bowler.

- One batter at a time hits three balls off low tees (kanga cricket tees) and runs between wickets.
- Fielding team returns three balls to tees.
- Players only bat once.



Game 2 (intermediate): Bonus Runs Strike

– Easy progression from Game 1, higher tees encourages bigger hits to score bonus runs, also encourages fielders to catch hits on the full to accrue points, increases decision making.

- Same as Game 1, with two batters who run between wickets (tee ball stands and foam bats).
- Bonus points to hit the ball a further distance into extra runs areas.
- 2 points to fielding team if batter hits a ball outside the V area.
- 4 points for fielding team for ball caught on the full or a runner not within crease when all balls are returned.
- Each team is in bat for a set time period.

CHANGE IT adjustments:

How to score – more scoring opportunities for batters and fielders.

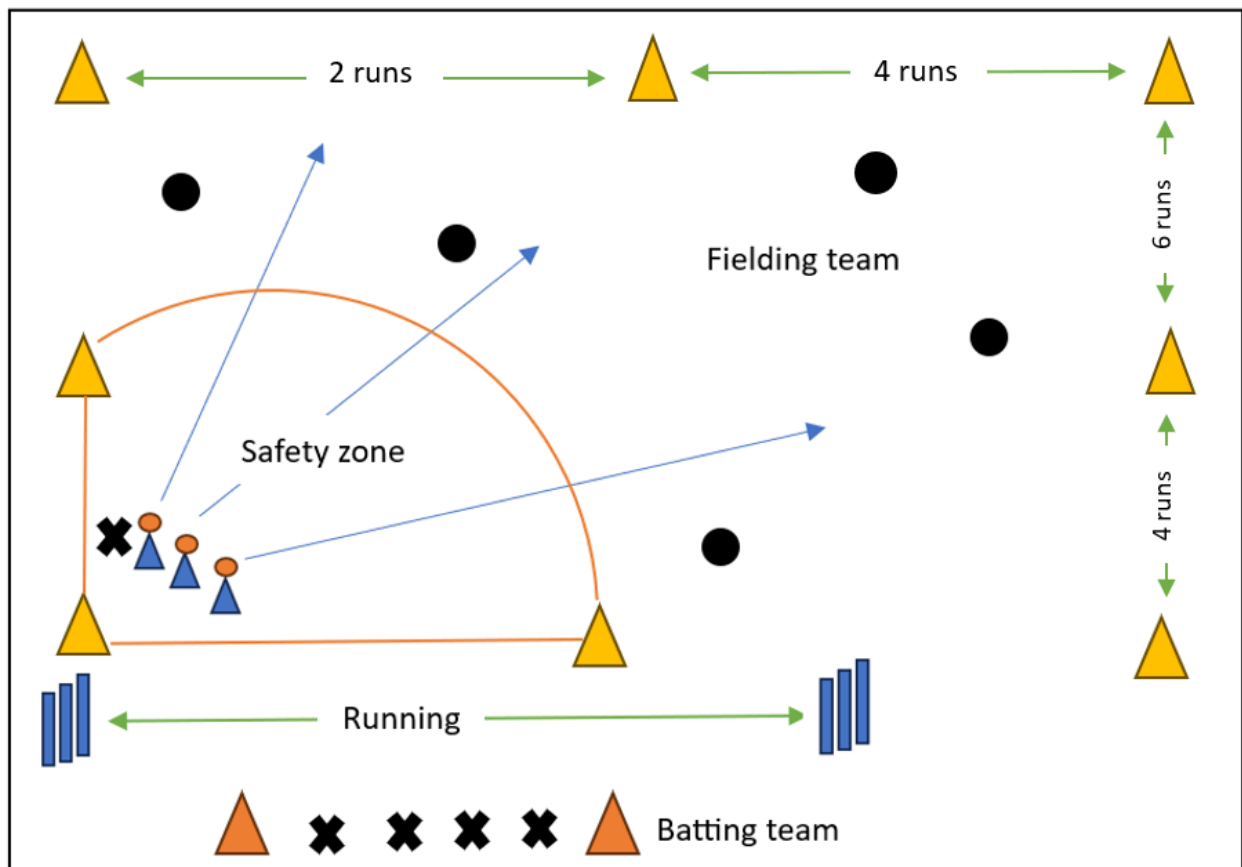
Number of players – increased number of batters.

Game rules – Fielders can score with catches.

Equipment – higher tee and longer bat.

Inclusion of all students is already happening.

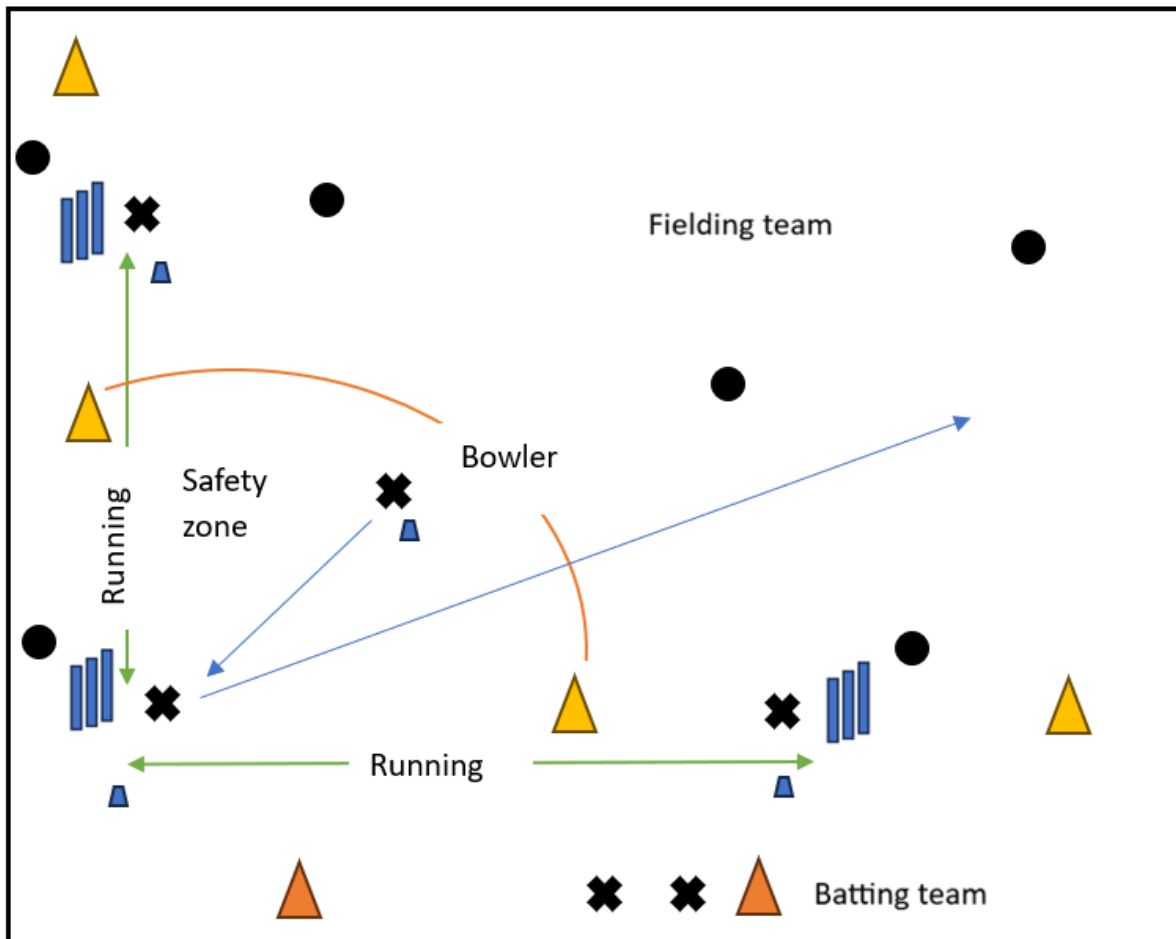
Time of game – each team has a 5-minute innings each.



Game 3 (advanced): Where to Run

– Another easy progression from Game 1 and 2, with inclusion of bowler increases difficulty, but allows cooperation when bowler is from own team.

- Batter hits ball thrown from teammate underarm.
- Batter runs to either left or right wickets – change spots with non-batting runner.
- Batters can be run out or caught out and swap with next teammate in line.
- After two hits, rotate with next teammate in line and rotate bowler.



Resources

Developing Game Sense in Physical Education and Sport. *Breed and Spittle*. 2020.

CHANGE-IT model - [How the CHANGE IT - A guide to help coaches and teachers improve sport-related games \(clearinghouseforsport.gov.au\)](https://clearinghouseforsport.gov.au/how-the-change-it-a-guide-to-help-coaches-and-teachers-improve-sport-related-games)

TREE Model - [Using TREE | Australian Sports Commission \(sportaus.gov.au\)](https://sportaus.gov.au/using-tree/)

Playing for Life resource - [Playing for Life | Australian Sports Commission \(sportaus.gov.au\)](https://sportaus.gov.au/playing-for-life/)

