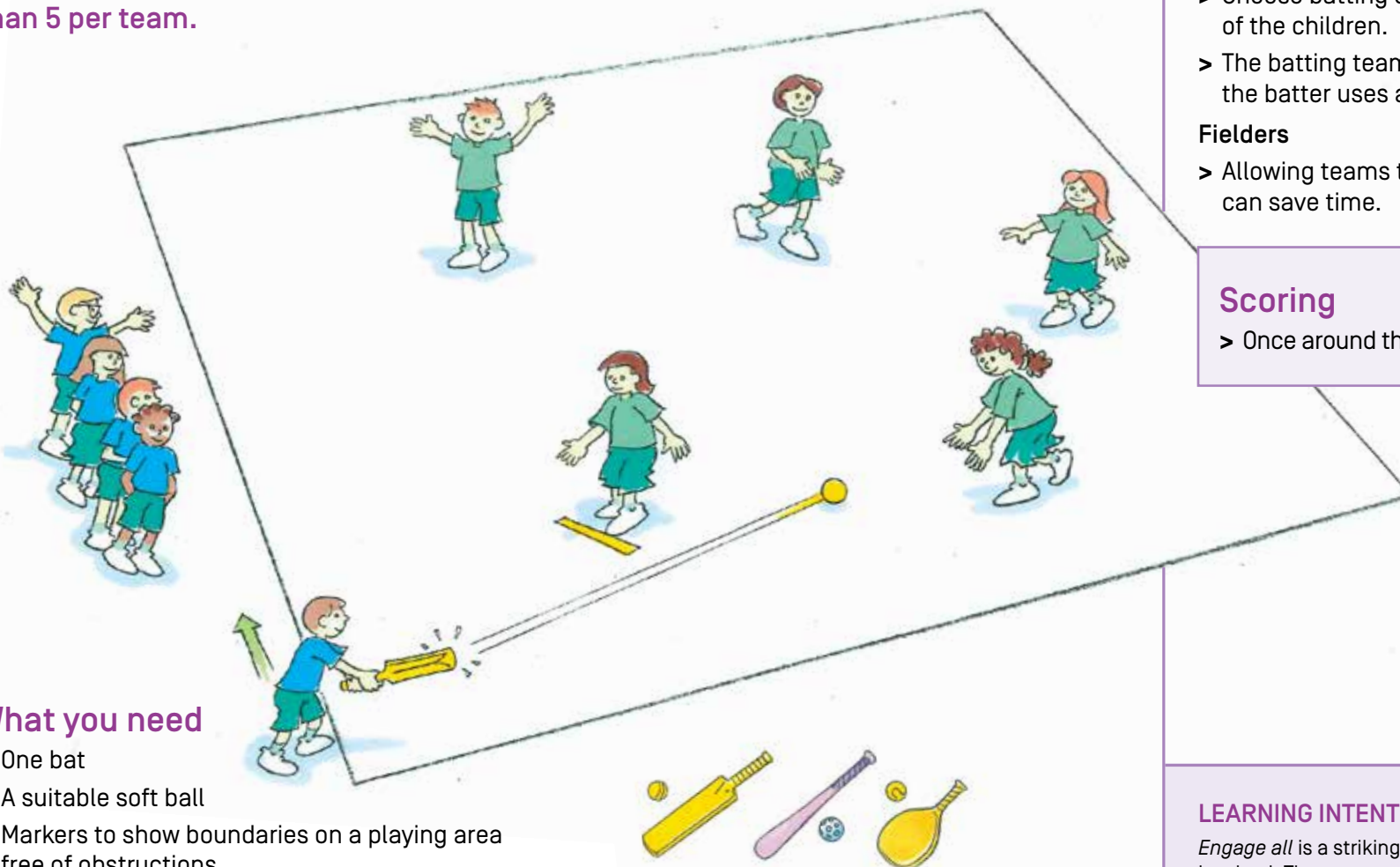




Engage all

A batting team and a fielding team. A ball is hit into the field. The batter runs around team-mates and all fielders run to the ball to touch it at the same time. The batter keeps on running until someone from the fielders calls 'STOP!'. Play with no more than 5 per team.



What you need

- > One bat
- > A suitable soft ball
- > Markers to show boundaries on a playing area free of obstructions
- > A batting tee (if required)

What to do

Batters

- > Choose batting options suitable for the ability of the children.
- > The batting team feeds the ball to the batter or the batter uses a tee, depending on ability.

Fielders

- > Allowing teams to pitch/bowl to themselves can save time.

Scoring

- > Once around the batter's team = one run.

LEARNING INTENTION

Engage all is a striking and fielding game that gets everyone involved. The game encourages teamwork and thoughtful placing of the ball by the batter.

PHYSICAL LITERACY ELEMENTS

MOVEMENT SKILLS SPEED

SELF-PERCEPTION COLLABORATION

STRATEGY AND PLANNING

AC:HPE CONTENT DESCRIPTIONS

ACPMPO43

ACPMPO45

ACPMPO61

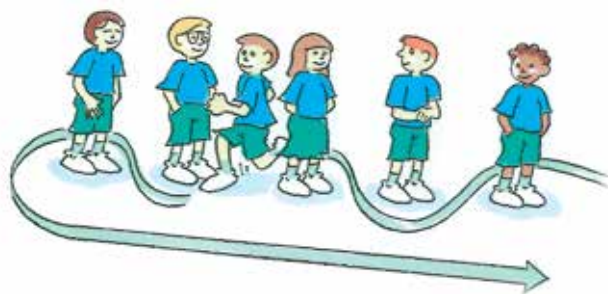
ACPMPO63

Coaching

- > Match the pitching/bowling method and type of batting to suit the player ability levels.
- > Highlight effective ball hitting/placement or effective fielding using player role models.
- > Freeze the game at various times to enable team discussion about strategies to achieve success.

Game rules

- > **Batter weaves and runs** – teamwork is required to keep the group compact while allowing enough space for weaving.



- > **Fielders pass the ball** – the ball is passed from player to player until everyone has 'touched' it. To ensure everyone touches, players call the catches, '1-2-3...STOP'.
- > **Fielders vary the pass** – allow any pass, or vary the pass between fielders. Include novelty passes (e.g. under a leg or hand to hand).



- > **Rolling** – use rolling or kicking to pass between fielders.
- > **Include all** – share roles (e.g. hitting and running, vary the pass used).
- > **Through the tunnel** – the ball returns to the bowler via a tunnel.

Equipment

- > **Use different bats** – allow player choice.
- > **Use different balls** – try with a size 3-4 soccer ball for kicking option.

Playing area

- > Bigger or smaller.

Safety

- > The batting team must be well clear of the batter until the ball is hit.
- > **Batters** – must drop the bat, not throw it.
- > **Fielders** – must not interfere with running batters.
- > **Fielders** – take care when reaching down for a ball to avoid collisions.

Ask the players

Batters

- > Where is the best place to hit or kick the ball?'
- > How can you complete your run as quickly as possible?

Fielders

- > Where is the best place to stand?
- > How can you pass the ball to a team-mate as quickly as possible?