

<b>What we already know (Stage 6):</b> <ul style="list-style-type: none"> <li>Can choose the most appropriate throw to use within a game.</li> </ul>	<b>Striking and Fielding Games</b> <b>Year 7</b>	<b>What's next (Stage 7):</b> <ul style="list-style-type: none"> <li>Can explain when to use a long throw in cricket and/ or rounders.</li> </ul>
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<b>Physical Education Golden Concepts</b>				
Health related fitness	Movement and agility	Teamwork and communication	Fundamental skills	Building confidence and leadership

### What I will know by the end of the unit:

Use basic <b>batting</b> , <b>bowling</b> , and <b>fielding</b> skills to play simple games of cricket, rounders, and Danish longball.
Move and <b>position</b> myself effectively to play a key role in <b>fielding</b> or to <b>strike</b> the ball a certain way.
Work as part of a team, using good <b>communication</b> to help each other.
Use simple tactics such as placing shots or <b>throwing</b> to the right <b>base</b> to get players out.
Follow the main rules and understand how to <b>score</b> and play fairly



Key Vocabulary	
Strike	Hitting the ball with a bat to start or continue game.
Fielding	Stopping or catching the ball to stop runs or get someone out.
Bowling / Pitching	Throwing or delivering the ball to the batter to begin play.
Catch	Taking the ball safely in your hands after it's been hit.
Run	Moving between posts, bases, or wickets to score points.
Base / Post / Wicket	The places you run to or aim for in the game.
Throw	Sending the ball to a teammate or target.
Position	Standing in the right place to bat, field, or bowl well.
Calling	Using your voice to talk to teammates during play.

