



Catch It!

Striking & Fielding Games

Equipment

- Bat
- Ball
- Tee



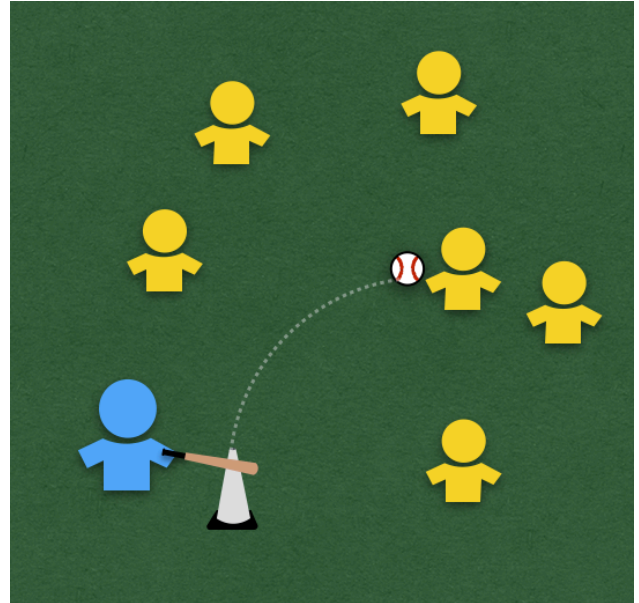
Tactical Focus

- Accurately Hit Ball
- Avoid Getting Out
- Scoring Runs
- Make Hitting Difficult
- Stop Scoring Runs



Description

- The batter hits the ball off the batting tee into play.
- If a fielder catches the ball before it hits the ground, that player is awarded 1 point.
- If the batter succeeds in having the ball hit the ground before a fielder can catch it, the batter is awarded 1 point.
- Once the fielders have caught three balls, the round is over, and one of the fielders takes a turn as the batter.



Modifications (Change It!)

- Change it Up** (Green arrow icon): Use a smaller ball and bat. Have players start in designated spots and remain stationary until batter hits the ball. Increase the number of fielders to make it more difficult for batter to hit.
- Change It!** (Orange double arrow icon): Change scoring system for fielders - 5 points for catch, 1 point if caught on first bounce.
- Change it Down** (Red arrow icon): Use a larger ball or change the skill to throwing. Decrease the number of fielders to make it easier for the batter to hit.



Assessment

<p>Emerging</p> <p>Players have difficulty hitting the ball away from fielders.</p>	<p>Developing</p> <p>Players can sometimes hit the ball away from fielders.</p>	<p>Competent</p> <p>Players can consistently hit the ball away from fielders.</p>	<p>Proficient</p> <p>Players can successfully hit the ball away from fielders and avoid being "caught out"</p>
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Questions

- Where can you aim to strike the ball to make it challenging for the fielders to catch it?
- As a fielder, where can you position yourself so that you are successful at catching a ball?
- As a fielding team, how can you position yourself so that you make it difficult for the batter to hit without being caught out?