

Year 2
Summer 2

Manor Leas Infant School Knowledge Organiser

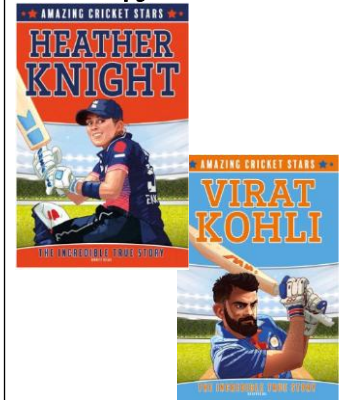
Physical Education

Striking and Fielding



Star Words	Definition
Batter	The player who strikes the ball.
Bowler	The player who sends the ball to the batter.
Fielder	A player who stops and returns the ball.
Tactics	A plan to help a team succeed
Stump	A target fielders aim at to get a batter out.

Helpful Books



Home Learning Ideas

Roller Ball

What you need: two or more players, two objects for markers and a ball or pair of rolled-up socks.

How to play:

- Place two markers 5m apart. One player begins standing next to one of the markers. They are the 'batter'. They roll the ball out in any direction and then run to the other marker and back as many times as they can.
- Each time they reach a marker they score one point.
- The other player must retrieve the ball and place it back on the start marker as quickly as possible.
- Four turns then change over.

Who has the highest score?

www.getset4education.co.uk

Helpful Websites

Head to the Youtube channel to watch the skills videos for this unit.

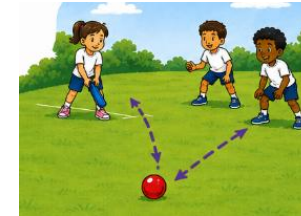
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Sticky Knowledge

Striking and fielding games involve two teams: a batting team trying to score points and a fielding team trying to stop them scoring. In this unit, pupils develop their batting, fielding and teamwork skills. They learn to strike for distance and accuracy, return the ball quickly and use simple tactics to help their team succeed.



I can strike a ball with power and accuracy
Strike the ball quickly.
Follow through after hitting.



I can hit into space to help score runs.
Look for gaps between fielders.
Aim away from defenders.



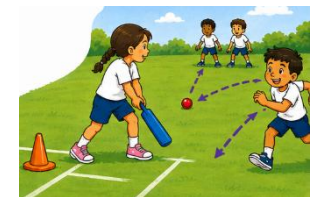
I can track, collect and return a ball quickly.
Move towards the ball.
Return it quickly to stop scoring.



I can use an overarm throw to send the ball further.
Step forwards with the opposite foot.
Throw overarm for longer distances.



I can work with my team to stop runs.
Spread out when fielding.
Communicate with teammates.



I can apply simple tactics in games.
Decide when to run.
Choose the best place to hit the ball.