

# DEVELOP



# SCHOOL GAMES

**SUFFOLK  
VIRTUAL COMPETITIONS  
2020-21**

## Rounders

**Intent: To engage new audiences**

**DATES 24<sup>th</sup> May – 18<sup>th</sup> June**

### TARGET AUDIENCE

These events are for students who like friendly competition but don't solely focus on winning, instead they include a School Games Value focus, giving students the opportunity for personal development.

### YEAR GROUPS

All Year Groups

### WHERE

In Your school

### LEADERSHIP OPPORTUNITIES

- Using leaders to demonstrate the tasks.
- Using leaders to lead part of the session (eg. warm up / Cool Down).
- Using Leaders to time the activities.
- Using leaders to record Results.
- Using leaders to take photographs for use on social media.

# SCHOOL GAMES

## VALUES

During each of the competition's pupils are challenged to demonstrate the School Games values



**Determination** - Determination is about the journey you go on to push yourself and achieve your dreams.



**Passion** - Giving it 100 percent. Putting your heart and soul into the game and never giving up.



**Respect** - Respect for the referee, for the opposition, for your team mates, for yourself and for the game.



**Honesty** - Honesty with others and with yourself. Having the courage to do the right thing and what you know is right.



**Self Belief** - You've got to believe to achieve. Have the self-belief and confidence to succeed and reach your personal best.



**Teamwork** - Treating everybody equally, supporting each other and working together to achieve at your very best level.

## CHALLENGE 1

### Bowling

In pairs nominate one bowler and one fielder. The bowler will throw the ball underarm to their partner (fielder) they can roll the ball back after each bowl.

Pupils must be stood between 3m-5m away from each other and they will have 1 minute to bowl as many balls as possible. Then partners will swap roles and repeat the drill.

## CHALLENGE 2

### Long Barrier & Throw

In pairs 1 pupil will block a rolling ball from 3 meters or more away using the Long Barrier technique and throw it back to your partner.

Pupils will have 1 minute to block and throw back the ball as many times as they can. Then pupils need to change roles and repeat the drill.

## CHALLENGE 3

### Pairs Retrieving Challenge

In pairs pupils have to transfer 5 balls from the centre hoop to their partner hoop. The Pupil in the middle must throw the ball to their partner and they must then place the ball in their hoop.

The pairs score for this challenge will be the time it takes them to get 5 balls in their outside hoop.

The outside hoop must be 15m away from the centre. Younger pupils may run half way and throw if the set-up is safe to do so. See Image below.

## CHALLENGE 4

### Team Retrieving Challenge

Using the same set up as Challenge 3, a team of 12 must get 24 balls from the centre to the outside hoops.

*(6 Pupils in the middle and 6 on the outside)*

However, this time the pupils in the middle must always have 1 foot in the middle hoop but the pupils on the outside are allowed to collect any balls off target. The score will be the time it takes to complete the challenge i.e. all 24 balls in the outside hoops. Pupils can have 2 balls in each outside or all 24 in 1, it is up to them tactically to decide what works best

## SCORING

Pupils can select which challenge they want to do.

Pupils will be allowed to do all the challenges if they wish.

Pupils will be awarded 1 point for every challenge they attempt.

The top 2 scores from each challenge will be added up to give an overall school score.

## HOW TO ENTER

1. Complete the challenges in the dates provided and send your scores to Jeffrey Hoey via the excel sheet provided.
2. If your school don't wish to provide any scores, simply let Jeffrey Hoey know how many pupils took part from your school.



Challenge 3 & 4 Set Up

