



# In the zone

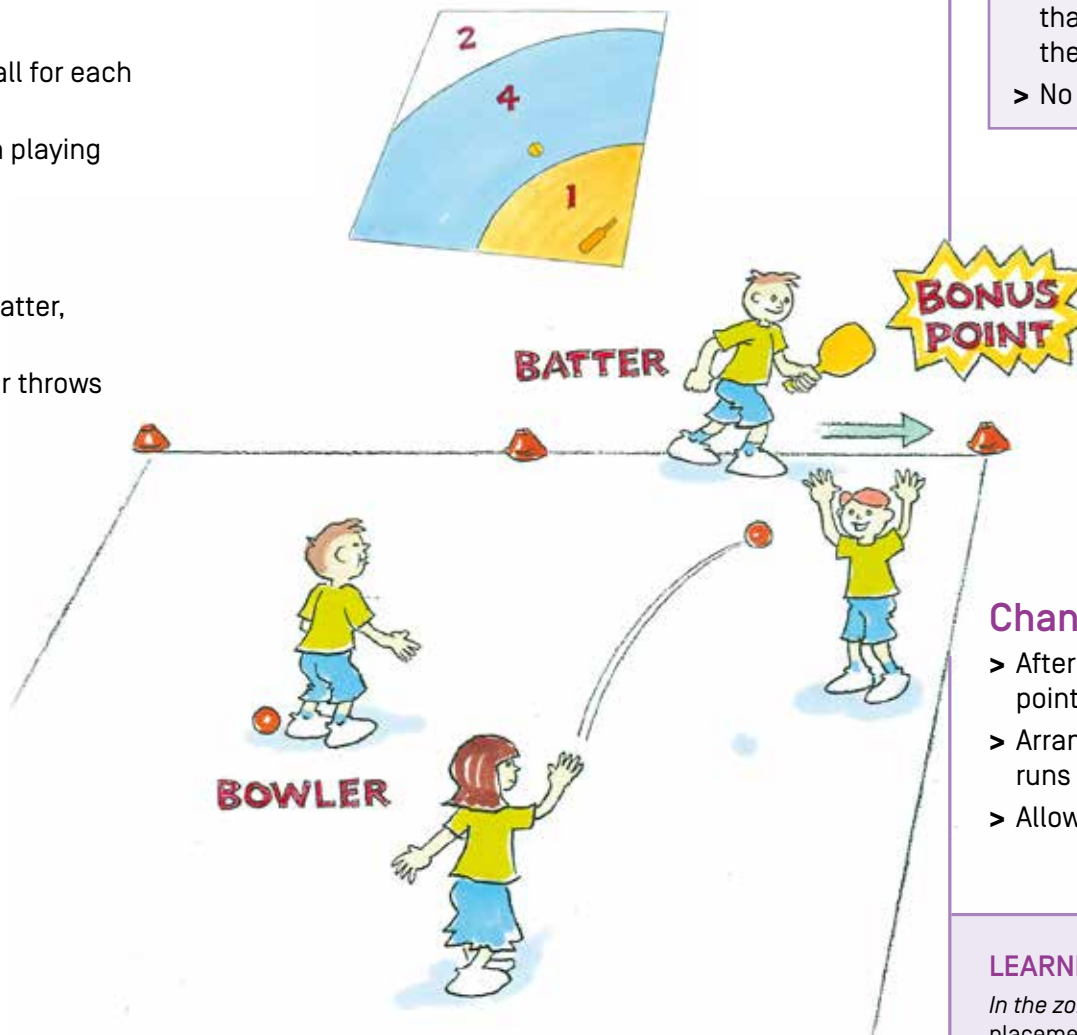
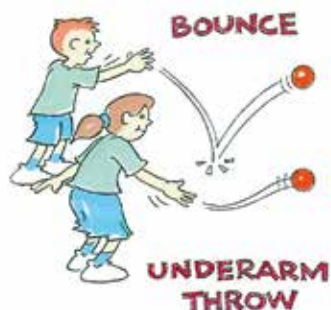
A ball is bowled underarm to a batter who attempts to hit the ball into a zone that will maximise points.

## What you need

- > One paddle bat and sponge ball for each group of 6
- > Sufficient cones to mark out a playing area as shown

## What to do

- > Players take positions – one batter, one bowler and 4 fielders.
- > The bowler bounces the ball or throws underarm to the batter.
- > Fielders return the ball to the bowler each time.
- > 5 hits are allowed before the players rotate.



## Scoring

- > The batter hits the ball, aiming for a zone that will maximise points as shown in the illustration (left).
- > No points if the ball is caught on the full.

## Change it

- > After each hit, allow the batter to score bonus points by running to a marker as shown.
- > Arrange players into 2 teams [e.g. 4 v 4] – add runs to obtain a team score.
- > Allow cooperative bowling from a team-mate.

## LEARNING INTENTION

*In the zone* supports students to develop fielding and shot placement skills.

PHYSICAL LITERACY ELEMENTS

OBJECT MANIPULATION

MOVEMENT SKILLS

RULES

STRATEGY AND PLANNING

AC:HPE CONTENT DESCRIPTIONS

ACPMPO43

ACPMPO45

ACPMPO61

ACPMPO63

# change it...

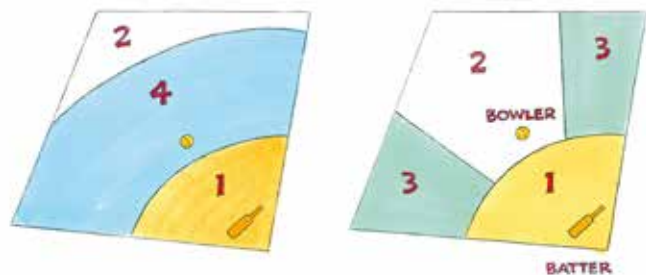
## Coaching

- > Batting skills may vary within the group – conduct one-on-one batting skills ‘clinics’ off to the side as required.
- > ‘Freeze-frame’ good examples of play – use players as role models to repeat an activity or tell the group what they were thinking.
- > Ask the group how they can ensure all players are included.

## Game rules

**Easier for batter** – ball is bowled with a bounce.

- > Identify specific target areas where points are scored, or count double.
- > Work in pairs – one player hits and the other runs.
- > For a visually impaired runner, use a guide runner or caller.



## Equipment

- > A selection of bats of different sizes helps to tailor the game to individual needs.
- > **Harder for fielders** – use a faster ball.
- > Use different striking implements – bat, teeball bat or tee.



## Playing area

- > **Run to a set point** to earn a bonus point – one point is awarded if the batter reaches the cone before the ball is thrown to a fielder at the cone.
- > **Use different target zones.**

# In the zone

## Safety

- > Position the bowler a safe distance from the batter – out of hitting direction is a good option.
- > 2 or more players fielding a ball need to be aware of each other and to call ‘mine’.
- > Restricting players to a fielding zone is a way to restrict movement on the field.
- > Ensure sufficient space between groups.

## Ask the players

### Batters

- > What type of shot will help you score high points – along the ground, in the air, a hard hit well timed?’
- > Where is the best space to place the ball to score most points?’

### Fielders

- > What are the consequences of fielding in the 2-point zone?’
- > If the batter is scoring freely, what options do you have for reducing the score?’
- > How can fielders help each other to get the ball to the fielder at the cone?’